

## **Instructions for Players – Supervision Requirements**

### **Supervision Standards**

There are three supervision standards that apply at various stages of this tournament:

<b>Standard</b>	<b>Description</b>	<b>Applicable To</b>
Low	Panoramic cameras	Base Division and Division 4
Medium	Players playing with one camera per player	Base Division, Division 4, 3 and 2
High	Players playing with two cameras per player	Top Division and Knockout Stage

Teams are strongly encouraged to implement a higher standard of supervision for their team than they are required to do so by the regulations.

Teams should note that (e.g.) a team that qualifies from Division 2 to play in Division 1 will be expected to comply with the new standard of supervision and not the standard that applied when they joined the competition.

### **Low – Panoramic Cameras**

The following is expected:

- All players in the team must be at one venue, along with the team captain.
- All players in any given match must be on camera.
- All cameras used to achieve the requirements must be connected to Zoom.

Captains must be present on the Zoom call, and arrive at least 30 minutes before the start of each day's play. Their computer must have:

- A camera, built into the computer, or a webcam affixed to the front of the computer such that the arbiter can see the player on camera.
- A microphone, so that the arbiter can hear the playing area during play.
- Speakers, so that the captain can hear the arbiter if there needs to be communication between the arbiter and the captain.

It is strongly recommended that teams using this supervision standard should join the Technical Meeting to arrange a suitable orientation of the cameras. The arbiters may request camera adjustments at any stage.

If it is possible to cover the playing area with six cameras, then please adopt the Medium standard for your team rather than the Low standard.

It is possible to have a mix of venues, and a mix of Low and Medium supervision players in your team. For example, you could have:

- Four players at one venue with the captain (Low), and two players at home (Medium)
- Three players at one venue with the captain (Low), and three players at another venue with the alternate captain (Low)
- Two players at one venue with the captain (Low), three players at another venue with the captain (Low), and one player at home (Medium)

### **Medium – One camera per player**

The following technical requirements are expected:

- A computer, to play the games. Mobile phones and tablets are strictly prohibited. A computer that runs a Windows operating system is strongly recommended.
- A mouse or trackpad, to make the moves. It is not permitted to use a touchscreen device to make the moves.
- A primary camera, built into the computer, or a webcam affixed to the front of the computer such that the arbiter can see the player on camera.
- A microphone, so that the arbiter can hear the players during play.

- Speakers, so that the player can hear the arbiter if there needs to be communication with the player from the arbiter.

The following is required on Zoom:

- It is compulsory for players to be connected to the tournament Zoom call during their games, and for a period of time before. Players due to play in the first round of the day are expected to arrive on Zoom at least 30 minutes before the start of each day's play. Players are required to be on Zoom at least 10 minutes before any other round on each day, but should not disconnect from the Zoom call between rounds on the same day if they are playing in subsequent rounds. Games will not be started until both players are connected to the Zoom call and have completed the processes outlined below.
- It is optional, but desirable, for captains to be present on the Zoom call. If the captain chooses to join the Zoom call, they should try to arrive at least 30 minutes before the start of each day's play.
- Players will be expected to share Task Manager, or the equivalent on their operating system, before the start of the game.
- The playing area must contain only players; parents and others must be out of the playing area at all times.
- When requested by an arbiter, and in any case during their own games, players must:
  - o Have their webcam switched on
  - o Have their microphone switched on
  - o Have their speakers switched either off or on
  - o Share their screen in the Zoom call
- When requested by an arbiter, and in any case during play in each round, captains must:
  - o Have their webcam switched on
  - o Have their microphone switched on
  - o Have their speakers switched either off or on
  - o Not share their screen in the Zoom call
- Players must stay on camera for the duration of their game. Players must therefore go to the toilet in advance of the start of their game, and not during the game. The Chief Arbiter may grant exceptions to this rule in advance of the competition in the case of specific players for medical reasons.

### **High – Two cameras per player**

All of the Medium standard requirements will apply, plus:

- A secondary camera, providing a side-on view of the player's playing area. This should be adjustable, and the arbiter may require the player to move the device to give a "tour" of the playing area at any time. The second camera is required to join the Zoom call.
- The secondary camera may be:
  - o Another computer with an inbuilt camera
  - o A webcam, connected to another device that is able to join Zoom
  - o Any other device deemed acceptable by the Fair Play Panel