Chess League

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Abstract

The idea is to develop a chess tournament in which teams of different streamers play against each other. This will first be done in a group system which will later be replaced by a knockout system.

1 Team structure

The teams consist of 6 players per team. These must be subs of the respective streamer. The game is played in different rating groups (1000, 1400, 1800, 2000, 2200, Streamer).

2 Rating groups

The rating groups are:

- 1000

- 1400

- 1600

- 1800

- 2000

- 2200

If there is a tie, the two streamers play against each other. If they do not want to do this, they can appoint a sub to play in their place.

3 Time managment

The streamers have 2 weeks to find a date in the group phase. The dates for the knockout phase will be announced separately. The streamers have to register for the event in advance. Then they get 1 week to set up their team. Then the event starts. All matches must be streamed. However, since we have no registrations, the schedules will be announced elsewhere.

4 Appendix

This is the basic version. Further changes will follow