Chess tournament modelled on the mid season invitational

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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