

## **2020/21 Virtual WESPA Youth Cup Qualification Criteria (QC)**

Due to the ongoing COVID-19 pandemic, the 2020 Virtual WESPA Youth Cup (V-WYC) will tentatively be held from the weekends of 16 to 31 January 2021 on Woogles. Singapore is expected to receive 5 or 6 slots under the proposed team format as at the time of posting.

### **Qualification Period (QP)**

The qualification period will be from 15 November 2020 to 3 January 2021, subject to further extensions should the tournament be postponed. It is expected that there will be 4 qualifying tournaments during this period.

### **Eligibility**

A youth player is eligible to represent Singapore at WYC 2020/21 if he or she:

1. is a Singapore citizen or permanent resident from the end of QP to the commencement of the WYC;
2. is born on 1st January 2003 or later; and
3. has played in at least 16 SA youth online-rated games during the QP.

Byes conceded by the player, such as forfeiture due to lateness, will not count towards the required number of games.

### **Qualification Slots**

Two types of slots will be used in qualification: ‘Reserved Slots’ and ‘Open Slots’.

Under ‘Reserved Slots’, there will be one slot reserved for the best\* player without any prior experience in WYC tournaments.

*\*explained in the next section using TPA system*

If a player qualifying for the above slot also qualifies through the ‘Open Slot’ based on Tournament Point Average (TPA), they will still be allocated a Reserved Slot.

If there are no players meeting any of the above criteria, the slot will be converted into an ‘Open Slot’.

All remaining slots will come under the ‘Open Slots’, whereby representatives will be selected based on descending order of Tournament Point Average (TPA) as at the end of the QP.

In case of doubt where interpretation is needed, the SA committee will have the final say.

## Tournament Point Average (TPA)

The Tournament Point Average (TPA) system is an adaptation of the Grade Point Average (GPA) system. At the end of each event, a Tournament Point Score (TPS) is computed based on the table below. The TPA is the sum of each TPS weighted by the number of games in each tournament.

*TPA is calculated as follows:*

$$\frac{(TPS1 \times G1) + (TPS2 \times G2) + (TPS3 \times G3) + (TPS4 \times G4)}{\text{Total number of games played}}, \text{ where } G = \text{number of games in the tournament}$$

At the end of every youth tournament, participants will be awarded a TPS as shown below:

Final Placing	Tournament Point Score (TPS)
1 <sup>st</sup> Position	4
2 <sup>nd</sup> Position	3.5
3 <sup>rd</sup> Position	3
All other players	2
Overseed Prize (2 per tournament)	+0.5 to TPS

*If the 1<sup>st</sup> position winner also obtains the overseed prize, the player's TPS will be 4.5. TPA is still capped at 4.0 overall.*

### Example of TPA and TPS calculation:

Suppose there are 4 qualifying tournaments and Player X finishes in these positions:

1. 7<sup>th</sup> place in a field of 8 players with 9 games played;
2. 4<sup>th</sup> place in a field of 12 players with 10 games played and won the overseed prize;
3. Did not participate;
4. 2<sup>nd</sup> place in a field of 10 players with 10 games played and won the overseed prize.

Player X will obtain a TPA of 2.8621 with the calculation demonstrated below:

$$TPS1 = 2, G1 = 9$$

$$TPS2 = 2 + 0.5 = 2.5, G2 = 10$$

$$TPS3 = 0, G3 = 0$$

$$TPS4 = 3.5 + 0.5 = 4, G4 = 10$$

$$\begin{aligned} TPA &= \frac{(TPS1 \times G1) + (TPS2 \times G2) + (TPS3 \times G3) + (TPS4 \times G4)}{\text{Total number of games played}} \\ &= \frac{(2 \times 9) + (2.5 \times 10) + (0 \times 0) + (4 \times 10)}{9 + 10 + 10} \\ &\approx 2.8621 \end{aligned}$$

In the event that two players have the same TPA without rounding off, tie-breaking will be conducted in the following order:

- Number of games played
- Number of games won
- Total spread accumulated

#### Determining Overseed Prize Winner

The overseed prize goes to the player with the largest difference between seeding position and finishing position. For the first tournament, SA ratings will be used to determine the seeding. In subsequent events, the most recent TPA will be used to determine the seeding.

In the event that two players have the same difference in initial and final ranks, the overseed prize will go to the player with a higher number of wins, followed by a higher spread.

#### **Integrity Assurance**

1. Tournaments that are considered for use under the QC will be subjected to anti-cheating measures.
2. Participants will be monitored via both video conference calls and screen sharing.