



UTS VIRTUAL YOUTH FESTIVAL 2020 COMPETITION RULES AND GUIDELINES







Welcome to the UTS Virtual Youth Festival 2020!

The UTS Virtual Youth Festival 2020 came to life as an opportunity during the COVID-19 pandemic for youth from all over the world to engage in friendly, sport for all competitions whilst also gaining access to crucial education via a union of leading international organisations. The location for this youth festival is on the digital platform, where youth participants simply need a recording device such as a mobile phone and access to WIFI in order to participate.

The Virtual Youth Festival is officially under the patronage of the International Olympic Committee, the Paralympic Committee, the Special Olympics, GAISF, SportAccord and AIMS. The festival invites us all to stand in solidarity under the Olympic, Paralympic and Special Olympics values towards the promotion of inclusion, equality, non-discrimination and peace-promotion.

FITEQ has joined the UTS Virtual Youth Festival with two competition categories.

The **SQILLER Competition** invites youth to join a digital football challenge, which allows teqball enthusiasts to compete with their teqball skills, using only a ball and a mobile phone.

The **IPC All Abilities Challenge** invites participants to create their own exercise routine with the focus on creativity and inspiration. The aim is to activate youth with different disabilities around the world further information is expected later.

The Virtual Youth Festival finals will be hosted in the Kingdom of Thailand inside a virtual arena venue and held on United Nations' World Children's Day 20-22 November 2020.

This festival invites youth to join the fun and to be inspired!

ONE SPIRIT ONE HEART







SQILLER COMPETITION

Overview

FITEQ under the guidelines of UTS has joined the idea to engage youngsters to take part in sporting challenges from the comfort of their own home.

SQILLER is a digital football game, which allows teqball enthusiasts from anywhere in the world to practice their teqball skills, using only a ball and a mobile phone. Teqball Ambassadors, including Ronaldinho, Puyol, Cafu, and many more have set a variety of skill challenges within the app. Users must then record themselves accurately recreating those skills to the best of their ability. The app is available for iOS (iPhone 8 and higher).

Who Can Take Part In The Challenge?

The challenge is open to everyone, who can access the SQILLER App. (iPhone 8 and higher) Youth can take part in two age categories:

- U14 Children category
- U18 Youth Category

How Do People Take Part?

To take part, youngsters need to do the following:

- Fill out the application form (available at <u>www.fiteq.org</u>)
- Send the application form to our E-mail address: <u>competition.teqball@fiteq.org</u>
- Download the SQILLER APP form App Store
- Register with your Name and E-mail Address.
 Remember to use the same data sent through on the Application Form and verified by FITEQ
- Start playing and complete all the challenges from 5 October when FITEQ open qualification period

What Is The Challenge?

Teqball Ambassadors, including Ronaldinho have set skills within the app. Users must record themselves accurately recreating those skills to the best of their ability. SQILLER uses artificial intelligence, computer vision and machine learning technologies to analyze the player's movements and ball trajectory to score how closely it matches the skills of the Teqball Ambassador on screen.





Dates & Deadlines

Registration period: 25 September – 5 October 2020

Qualification period: 5 October – 25 October 2020

Judging period: 26 – 30 October 2020

Announcement of the winners of the qualification period: 31 October

Semi-finals and final: 20-22 November

Judging Criteria

SQILLER uses artificial intelligence, computer vision and machine learning technologies to analyse the player's movements and ball trajectory to score how closely it matches the skills of the Teqball Ambassador on screen.

Finals

The finals will be held at an arena in the city of Bangkok Thailand, where UTS held the first ever UTS

Festival in 2018. Finalists will be registered to the platform Rsportz, which is a cloud-based global sports software company designed to united and empower international sport events. The best ranked players from each age category will proceed to the semi-finals and final in November. Depending on the time zones, their participation may be either pre-recorded or live.

Awards & Certificates

All participants receive a certificate signed by the IOC, IPC & SOI, UTS. Medals will be awarded per each age category (U14, U18):

Gold 1st place Silver 2nd place Bronze 3rd place

Virtual medal ceremonies will be held with the leaders of sport virtually presenting the medals to the participants and after the festival ends, the medals and certificates will be physically sent out.



