Championship against Disinformation: Competition Rules

The purpose of these rules is to regulate the dynamics of the championship against disinformation.

I.- Participants & Language & Topics.

1. Participants must be students of a University belonging to the EELISA alliance. The Language of the championship will be English.

2. Students will participate in teams of 3 people previously registered at https://bit.ly/3Oneg3w It is not possible for a participant to be part of more than one team.

3. The championship will be based on news that are linked to the three facets of sustainability: environment, economy and society. News will be taken from the crowdsourced news database build as part of this EELISA activity https://forms.gle/nTi6vkvxr5ceta3s9

II.- Championship day.

1. The participants of the involved EELISA universities will attend the championship in person at their own campus, synchronously. At least one member of the organization will accompany them. Each team will receive a link to access the championship online platform.

2. The championship will take place in 3 qualifying rounds and a final phase. In each round, 3 news items will be exposed successively to all the participant teams. For every news item, each team will:
   i. Decide about the level of veracity of certain news, choosing between False (level 1), Misleading (level 2), Half Truth (level 3) and Truth (level 4). This must be done in 30 seconds. Misleading corresponds to a statement containing correct data, but ignoring very important elements or being mixed with incorrect data giving a different, inaccurate or false impression. Half Truth corresponds to a statement that is correct, but needs clarification, additional information, or context.
   ii. Express their arguments to convince about that level of veracity using a maximum of 280 characters (in social network style). This must be done in 3 minutes.

3. Each team member must participate in these two tasks for every news item. The answers of every team will be registered through the championship online platform.

4. If the distance between the chosen level and the actual level is d, the score assigned to the choice will be 3-d. For example, if the team chooses level 4 and the actual level is 2, the assigned score will be 1 (because, at this example, d will be 2 and so the score is 3-2=1).

5. The 3 teams that have obtained a higher score after the 3 rounds are the ones that will advance to the final. In the event of a tie, to determine the team that goes to the final, the Jury will select from among the teams with the same score, the one whose arguments are considered the most logical and consistent.

6. At the final phase, the same news item (that can be Truth or False) will be given to every team. Then each team must detect if the news is True or False in 30 seconds, receiving a point if correct. Each team must also develop and register two arguments (up to 280 characters each): one of the arguments should support the total veracity of the news item and the other one should convince of its falsehood. This must be done in 3 minutes for each argument.

7. The team with the highest score at this final phase will be the winner of the championship. In the event of a tie, the Jury will proceed as in item II.5 of these rules.

Any question, doubt or controversy that arises during the Championship will be solved by the members of the organization.