Essex Online Championships 2019/2020 Rules

Section A: The Competition

A closed Essex individual online competition organised by the Essex Chess Association ("ECA") and open to all eligible players with an association with Essex as defined below, to compete for the title of Essex Online Champion.

All entrants must be an ECF member or supporter and accept the conditions of entry set out in the ECA's Playing of Online Chess Policy, which applies to the competition.

All games will be submitted for ECF online standard rating.

The ECF's Online Fair Play and Anti-Cheating Rules ("OFPAC Rules") apply to the competition. For the purposes of those rules, the Essex Online Championship is a Tier 2 event, as defined in OFPAC Rules section 3 Anti-cheating Measures.

All entrants must have a current active Chess.com playing account and are required to join the Essex Chess Association club on Chess.com, where announcements about the competition will be made.   Identities and usernames of players will be published.

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The competition shall (subject to entry) be a 5 round Swiss Tournament played during July and August at a rate of all moves in 60 minutes plus 15 second increments from the start (G60/15).

In addition to the Open Championship there maybe one or more grade limited Championships at the discretion of the Controller.

Section B: Playing Schedule and pairing

B.1   All games in each round shall be played on or by agreement before the set default date and time.

B.2 The default time for the start of the game is 7pm.

B.3 The defaults dates are as follows:

   R1: 13 July | R2: 20 July | R3: 3 August | R4: 17 August | R5: 31 August

B.4 By prior mutual agreement notified to the Controller players can play before the default date.

B.5 A player may make one request to miss one of the rounds (except for the first and final rounds) provided the request is made in advance and no later than the scheduled start of the default date for the round immediately prior to the round affected. In the event that the Controller in his sole discretion grants the request the player shall receive a ½ point bye for the round missed.

B.6   Players shall be seeded firstly according to grade (see below) and secondly alphabetically.

B.7   Automated Swiss pairing by VEGA shall be used for pairings. The Controller may at his discretion (save for the final round) avoid pairing family members together.

B.8   Results and Pairings for each round will be published on the ECA website as soon as is practicable following the default date.

Section C: Eligibility

C.1 Grades for Grade Limited sections and for paring
C.1.1 Grading limits shall be based on the published ECF January list standard grades as at 1st July 2020.

C.1.2 A player without such a published grade will be allocated a competition grade by the Controller, for the duration of the competition.

C.2 Players Eligible to Participate
C.2   A player is eligible to participate if the player:
(a)   is a current ECF member or Supporter; and
(b)   has been accepted to the Essex Chess Association club on chess.com
(c)   has an active chess.com playing account under the username accepted to the ECA club; and
(d)   is not banned by the ECF from its online Clubs; and
(e)   is associated with Essex by virtue of one of the following:
        (i) a member of an Essex Club
        (ii) resident in Essex
        (iii) born in Essex
        (iv) at school or college in Essex
        (v) plays County chess for Essex.

Section D: Reporting of Results and Penalties

D.1 At the conclusion of the game each player must send to the Controller by Chess.com message or email:
(a)   the result
(b)   the chess.com live chess URL for the game played

D.2 A game result will not be accepted unless it is accompanied by the URL. If omitted the Controller may score the game as a loss for the defaulting player. If omitted by both players, the Controller may score the game 0 – 0.

Section E: General Rules

E.1 Pre-Match Arrangements
E.1.1 Players should familiarise themselves with the competition rules, the ECA online policy and the OFPAC Rules.

E.1.2 Players should familiarise themselves with the operation of the chess.com platform both for making and accepting challenges and for playing. Players are advised to practise both beforehand.

E.1.3 Players should familiarise themselves with the buttons for resigning or offering a draw.

E.1.4 Players should understand about the risks of loss of connection and how to reconnect, see: https://support.chess.com/article/213-how-do-i-fix-my-disconnect-lag-issues

E.1.5 The chess.com platform has live game rules that cannot be overridden, see https://support.chess.com/article/338-how-does-game-abandonment-work.

E.1.6 In particular players should note that on the chess.com platform:
(a) failure to make their first move within 55 seconds will result in loss of the game;
(b) failure to reconnect within 3 minutes will result in loss of the game;
(c) in the first 10 moves of play only, any player taking more than 30 minutes on any one move will lose the game;
(d) closure of a chess.com user account during play will lose the game;
(e) mouse or finger slips cannot be rectified.

E.1.7 Players should familiarise themselves with the chess.com guidance about:
(a) how to report a suspicion of cheating and the reasons for doing so, see: https://support.chess.com/article/209-how-do-i-report-someone; and
(b) information about chess.com's appeals processes, see: https://support.chess.com/article/648-what-do-i-need-to-know-about-fair-play-on-chess-com.

E.1.8 The ECA has no control over the operation of the chess.com platform and the decisions made in respect of a player's user account(s). Any issue in respect of the making of such decisions must be taken up with Chess.com direct.

E.2 Match arrangements
E.2.1 Both players **must** join their opponent as a "friend" on chess.com before making arrangements for the match. This will facilitate making and receiving the challenge. Opponents **must** be "unfriended" afterwards. This is a Safeguarding requirement to protect junior players and vulnerable adults when on an online media platform.

E.2.2 Each player **must** ensure that their chess.com account live settings are configured in advance to allow for the maximum range for incoming and outgoing challenges (set to " Any Any").

E.3 Challenge, Rejection and Acceptance
E.3.1 The player with the white pieces should 5 minutes before the scheduled start of play follow this procedure on chess.com to make a challenge:
(a)   Select Play and then Live Chess;
(b)   Ensure that the Settings comply with "Any Any" for incoming and outgoing challenges and save them;
(c)   Next click on play a friend, find option 2 and search for the opponent's username;

(d)   Select the 60 + 15 time control;
(e)   Click on options select the colour you have been allocated, then at the scheduled start of play press play;
(f)   Be ready for the game to start as this will happen on acceptance of the challenge by the opponent.

E.3.2 The player with the black pieces should 5 minutes before the scheduled start of play log in to Chess.com and be ready to receive the challenge ahead of the scheduled start of play.   The receiving player (whether the originally paired black player or as a result of a substitution) should check that time control and colour allocation are correct before accepting the challenge.

E.3.3 An incorrectly constituted challenge must be rejected and opponent contacted to reissue.

E.3.4 If an expected correctly constituted challenge has not been received within 5 minutes of the scheduled start by the player with the black pieces that player should issue the challenge, ensuring to allocate colour correctly.

E.3.5 Acceptance of the challenge will start the clock.

E.3.6 In the event that it is noticed that an incorrectly constituted Challenge has been accepted the game shall:
(a)   be restarted with a correctly constituted challenge if less than 10 moves have been played by both players;
(b)   continue if white has played 10 moves or more.

E.3.7 If a challenge has not been received or made within 10 minutes of the scheduled start a player should inform the Controller taking a screen shot of both player's profile pages showing their online status. A default win may be claimed.

E.3.8 If neither player has been on online the game shall be scored as a loss for both players.

E.4 Issues during play
E.4.1 In the event of a time out loss of the game for the first failure to make the first move on time the players shall restart the game by the player with the white pieces making a further challenge in accordance with Rule E3.1 The lost game will be rated by Chess.com but will not be submitted for ECF rating.

E.4.2   Other disconnections:
E.4.2.1 In the event of a player being disconnected for any other reason (including other times outs or issues with their connectivity, their computer hardware or software or player defaults) the game will be lost.   The result shall be reported to the Controller as a timeout win. The lost game will be rated by chess.com and ECF rated according to the OFPAC rules.

E.4.2.2 The only exception to rule E.4.2.1 shall be in the event of a failure of the chess.com server during play which both players should report to the Controller. If it is established that one or both players suffered a disconnection as a result of the failure

of the Chess.com server the game may, at the direction of the Controller, be rescheduled and played as soon as is reasonably practicable. The lost game will be rated by chess.com but will not be submitted for ECF rating.

E.4.2.3 If the players are unable to agree upon the circumstances of the disconnection, the Controller or his nominee for a ruling as to the most likely reason for the disconnection, whose decision shall be final.

E.4.2.4 In the event of deliberate disconnection (e.g. disconnecting rather than using the resign button) or allowing the clock to run down in a lost position or other gamesmanship a player may be suspended from the competition.

E.4.2.5 In respect of any other issue or dispute the players should continue the game where possible, failure to do so may result in the game scored 0 – 0 or the game result being decided in favour of the player willing to continue (N.B. It is not possible to stop the clocks during play). Such disputes should be referred by both players to the Controller immediately following the conclusion of the game or where continuation is not possible as soon as possible, for a ruling whose decision shall be final.

E.4.2.6 Suspicions of cheating should be reported by the player concerned to Chess.com having regard to their published guidance (see rule E.1.7) and to the Controller.

E.5 Scoring

E.5.1 1 point will be awarded for a win, ½ a point for a draw and 0 for a loss.

E.5.2 Player will be ranked according to total points scored, followed by Sum of Progressive Scores and Sum of Opponents' scores.

E.5.3 The highest placed player in the Open at the end of the tournament shall be declared Champion.   For each lower section the highest placed player shall be declared the Champion for that section.

Section F: Fair Play, Anti-cheating, ECF sanctions & Appeals

F.1   Anti-cheating software on the chess.com platform will be in use. See https://www.chess.com/article/view/chess-com-fair-play-and-cheat-detection

F.2   In respect of ECF online rating all matters of fair play, anti-cheating, ECF Tier 2 sanctions and related appeals are governed by the OFPAC Rules: https://englishchessonline.org.uk/wp-content/uploads/2020/05/ECF-Online-Fair-Play-and-ACv2_0-1.pdf

F.3   Pursuant to the ECA's online policy, the ECA Fair Play sub-committee may impose additional sanctions with a right of appeal to the ECA Executive.

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