

Essex Online Rated Speed Chess Rules 2020-2021

Section A: The Competitions

Closed Essex individual online blitz and rapid competitions organised by the Essex Chess Association (“ECA”) and open to all eligible players with an association with Essex as defined below.

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 competitions.

All games will be submitted for ECF online blitz or rapid rating according to the announced time control of the competition.

The ECF’s Online Fair Play and Anti-Cheating Rules (“[OFPAC Rules](#)”) apply to the competitions. For the purposes of those rules, the Essex Online speed chess events are Tier 2 events, as defined in OFPAC Rules section 3 Anti-cheating Measures.

All entrants must have a current active lichess.org playing account and are required to join the [Essex Online](#) “team” on lichess.org, where announcements about the competitions will be made. Identities and usernames of players will be published.

Essex Online is free to join for members of clubs affiliated to the ECA. Other eligible players must be individual direct members of the ECA. The membership fee is £5 for adults and £2.50 for junior players aged under 18 on 31st August 2020.

Controller: Ian Hunnab - tournaments@essexchess.org.uk

Control team: Tom Barton and Mark Murrell

Each competition shall (subject to entry) be a Swiss Tournament with an incremental time control played over a minimum of 5 rounds on dates and at times to be announced. Rated limited sections may be added at the Controller’s discretion.

Section B: Pairings

- B.1 Players shall be seeded according to rating (see below) and then alphabetically.
- B.2 Automated Swiss pairing by VEGA shall be used for pairings. The Controller has discretion to avoid pairing family members together.
- B.3 Results and Pairings for each round will be published on the ECA website as soon as is practicable and may also be published under the competition Event in the ECA Organisation section of the ECF League Management system (“LMS”).

Section C: Eligibility

- C.1 Ratings for Rating Limited sections and for pairing
 - C.1.1 Rating limits shall be based on the published ECF online ratings for the competition time control published as at the first of the month in which the competition takes place.

C.1.2 Where a player does not have such an ECF online rating, a player's ECF equivalent over-the-board rating as at the same date shall be used

C.1.3 Any other player shall be assigned a competition rating by the Controller.

C.2 Players Eligible to Participate

C.2.1 A player is eligible to participate if the player:

- (a) is a current ECF member or Supporter; and
- (b) is a current member of the ECA and has been accepted into the Essex Online "team" on lichess.org; and
- (c) has an active lichess.org playing account under the username accepted to the Essex Online "team"; and
- (d) is not banned by the ECF from its online Clubs; and
- (e) is not serving a suspension from ECF online rating; and
- (f) 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
 - (iv) plays County chess for Essex.

For the purposes of this rule Essex includes the London Boroughs north of the River Thames and east of the River Lea.

C.2.2 If during the course of the competition a player no longer satisfies condition (c) or the account is flagged by lichess.org for a fair play violation the player will be deemed to be withdrawn from the competition.

Section C: Reporting of Results and Penalties

D.1 At the conclusion of the game each player must send to the Controller by e-mail the result unless instructed otherwise.

D.2 If a required result is not reported 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-Event Arrangements

E.1.1 Players should familiarise themselves with the competition rules, the ECA online policy, the OFPAC Rules and the lichess.org [terms of service](#).

E.1.2 Players should familiarise themselves with the operation of the lichess.org platform for making and accepting challenges and for playing a game. Beware that should a move be made out of turn the platform will automatically play that move if it is legal to do so (this is what is termed a "pre-move").

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 Players should be aware that if an onscreen message is displayed during play saying that the opponent has left the game this means that there is no longer a connection between the opponent's device and the lichess platform. It is not necessarily a resignation. The green "live" dot may no longer be displayed against the opponent's name. It is for individual players to decide whether they should accept the platform invitation to claim the game bearing in mind that the opponent may be trying to reconnect, the platform may have only allowed a few seconds before raising the invitation, in the meantime the opponent's clock will still be running down and that the controller has discretion to penalise conduct where time is unreasonably allowed to run down in circumstances appropriate for a resignation.
- E.1.6 Players should understand that their games on lichess.org are public and may be viewed by spectators, whose usernames are displayed on screen.
- E.1.7 Players should familiarise themselves with the lichess.org guidance about how to report a suspicion of cheating and the reasons for doing so and appeals process: see: <https://lichess.org/report> and <https://lichess.org/contact#help-appeal-cheat>
- E.1.8 The ECA has no control over the operation of the lichess.org 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 lichess.org direct.
- E.2 Match arrangements
- E.2.1 Pairings including lichess usernames will be published in the event tournament pages of the ECA website and should time permit on the LMS.
- E.2.2 A challenge should be made from the profile page of the opponent. This can be reached by typing the username in the search box. Usernames displayed on the pairing card in the LMS are hyperlinked to the player's lichess profile page.
- E.3 Challenge, Rejection and Acceptance
- E.3.1 The player with the white pieces should shortly before the scheduled start of the round follow this procedure on lichess.org to make a challenge:
- go to the profile page of the opponent (see E.2 above) and click on the crossed swords icon in the row of 6 icons displayed on the profile page;
 - select "standard" and "real time"
 - move the time bars to display the prescribed number of minutes for the game and the prescribed number of seconds for the move increment.
 - select "rated"
 - when ready to send the challenge and start play click on the White King at the scheduled start time for the round
 - 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 just before the scheduled start of the round be logged in to lichess.org and be ready to receive the challenge at the scheduled start of the round. Notification of the challenge will be displayed by a red boxed "1" above

the Bell icon in the top right of your screen next to your username. Hover over this notification and the details of the challenge will appear. Make sure it is from the expected opponent.

- E.3.3 An incorrectly constituted challenge must be rejected and opponent contacted by a lichess.org message to reissue. This can be sent from your opponent's profile page by selecting the chat bubble icon in the row of 6 icons.
- E.3.4 If an expected correctly constituted challenge has still not been received the player with the black pieces that player should issue the challenge following the procedure under E3.1 but click on the Black King.
- 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 In the event that an opponent is not online (no green "live" dot against the username) a player should inform the Controller. A default win may be claimed.
- E.3.8 If neither player is 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 lichess.org 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. See also E.1.5 above. The result shall be reported to the Controller as a timeout win. The lost game will be rated by lichess.org 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 lichess.org 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 lichess.org server the Controller will make a ruling and may issue further instructions. The lost game will be rated by lichess.org 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 nominee shall make 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 including deliberate distractions 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 lichess.org 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 Players will be ranked according to total points scored, followed by Sum of Progressive Scores and Sum of Opponents' scores.

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

- F.1 Anti-cheating software on the lichess.org platform will be in use. See <https://lichess.org/faq>
- 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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