

Essex Online Rapid Championships 2020/2021 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 Rapid 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 rapid 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 lichess.org playing account and are required to join the [Essex Online](#) “team” on lichess.org, where announcements about the competition 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.

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The competition shall (subject to entry) take the form of either a Swiss Tournament or Round Robin in one or more sections according to entry over a minimum of 5 rounds on dates announced by the Controller at a rate of all moves in 20 minutes plus 10 second increments from the start (G20+10).

Each round shall comprise two games against the same opponent, the second with opposite colours, with a 15 minutes break between each game, variable by agreement between the players.

Section B: Playing Schedule and pairing

B.1 Entries close at 7pm on Sunday 24 January 2021.

B.2 The competition shall commence on Monday 25 January and conclude in March. The number of rounds and playing dates will be announced once entries are known.

B.3 All games shall be played on a Monday evening commencing at 7pm. The start time can be varied by agreement between the players subject to the Controller’s approval. Requests made in advance to play on a different day convenient to the opponent prior to the pairing deadline may be considered by the Controller.

B.4 The pairings for the first round shall be published on the ECA website at 6pm on 25 January along with the playing dates for subsequent rounds. The pairings for later rounds shall be published at 7pm the day before.

B.5 Prior to the publication of the pairings a player may request a half point bye in any round except the final round up to a maximum of 2 byes.

B.6 Players shall be seeded firstly according to rating (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.

B.9 Record absence of an opponent by reporting straight away to the Controller. A player who fails to appear in lichess within 10 minutes of the scheduled start shall score 0 in the first game but shall be permitted to play the second game provided the player appears in lichess within 20 minutes of the scheduled start. A player who fails to arrive within 20 minutes of the scheduled start shall score 0 in both games.

Section C: Eligibility

C.1 Grades for Grade Limited sections and for pairing

C.1.1 Rating limits shall be based on the published ECF online rapid ratings published as at 24 January 2021.

C.1.2 A player's ECF over-the-board rapid rating as at 1st January 2021 shall be used where a player does not have an ECF online rapid rating.

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

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
 - (v) 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 both of conditions (d) and (e) the player will be deemed to be withdrawn from the competition.

C.2.3 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 suspended from the competition. A player shall be reinstated in the event of a successful appeal to lichess.org.

Section D: Reporting of Results and Penalties

D.1 At the conclusion of the game each player must send to the Controller by e-mail:

- (a) the results
- (b) the lichess.org URL for the games 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, 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 you make a move out of turn the platform will automatically play that move for you 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 under the event in the ECA organisation section of the ECF League Management system ("LMS"), which will identify which player has white in the first of the two games of the round.

E.2.2 Usernames displayed on the pairing card in the LMS are hyperlinked to the player's lichess profile page. A challenge should be made from the profile page of the opponent. This can also be reached by typing the username in the search box.

E.3 Challenge, Rejection and Acceptance

E.3.1 The player with the white pieces should in good time before the scheduled start of play follow this procedure on lichess.org to make a challenge:

- (a) 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;
- (b) select "standard" and "real time"
- (c) move the time bars to display 20 minutes and 10 seconds increment
- (d) select "rated"
- (e) when ready to send the challenge and start play click on the White King at the scheduled start time
- (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 lichess.com and be ready to receive the challenge at the scheduled start of play. 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. You can send this 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 not been received within 5 minutes of the scheduled start by the player with the black pieces that player should issue the challenge following the procedure under E.3.1 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 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. Players must remain online for 20 minutes from the scheduled start. Default win(s) will be awarded as appropriate in accordance with Rule B.9.

E.3.8 If neither player has been on online the games 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 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 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 In each game 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.

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 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/2020/12/ECF-Online-Fair-Play-and-ACv2_2_final.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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