Online County Under 18 & 13 Championship – Regulations

Format

The Online County Under 18 & Under 13 Championships will be a Team Swiss competition. The scoring will be run on Matchpoints (2 for a match win, 1 for a match draw). The tie-breaks will be: (a) Olympiad Sonneborn-Berger (Chennai) Cut 1, (b) Gamepoints, (c) Sum of Opponents Matchpoints Cut 1 (Chennai). A pairing-allocated bye will be worth 1 matchpoint and 2 gamepoints. The tournament will be paired using the Olympiad team pairing rules.

Eligibility

Entry is restricted to one team in each section per county affiliated to the English Chess Federation (ECF) as a County and having no overdue financial liabilities with the ECF. Note: Greater Manchester is also permitted to enter given it is affiliated as a Constituent Unit via the Manchester Chess Federation.

Players are eligible for selection by a county based on at least one of the following criteria:
- Birth in that county.
- Five years' domicile in that county at any time.
- Two months' immediate previous and present membership of a club either in or affiliated to that County.
- One month's immediately previous and present domicile in that County.
- Present attendance as a student at a school or college in that County.

All players and reserves registered by a county must be an ECF member at Junior Silver (or higher) level, regardless of whether or not they subsequently play any games in the Championship.

A player may only represent one team during this tournament.

Schedule

The tournament will be played on Saturday, 27th January.

Technical Meeting	1900, Monday, 22nd January
Round 1	1100
Round 2	1200
Round 3	1300
Round 4	1400
Round 5	1500
Round 6	1600
Round 7	1700

It is mandatory for captains to attend the Technical Meeting. The Chief Arbiter reserves the right to not pair any team whose captain fails to attend the Technical Meeting.

Squad & Team Composition

Each team must name one team captain, who will be an adult, who will be responsible for team selection in each round.

There are two tournaments:

| Under 18 | Born 01/09/2005 or later | 4 players, must be one boy and one girl |
| Under 13 | Born 01/09/2010 or later | 4 players, must be one boy and one girl |

Each team may include up to 2 reserves to form a squad of 6 players.

The squad of 6 players may be listed in any order – they do not need to be listed in rating order. Once the board order is fixed in advance of the tournament, players must play in this order throughout the event. For example, if a team's players in their squad in the order 1, 2, 3, 4, 5, 6; and wishes to choose players 1, 2, 4, 5 in their team in that round, then they must play in that order – 5 cannot play on a higher board than 4.

For the avoidance of doubt, a boy and a girl must be included in each <u>team</u> in each round – it is not enough just to have them in the tournament squad.

The team composition for each round must be submitted via Chess-Results.com at least 10 minutes before the scheduled start of the next round. Organisers will provide team captains with a password to do this. A county that fails to submit a team for any given round will have the team of players with the lowest total board numbers (e.g. 1, 2, 3, 4) that meets the requirement of having one boy and one girl in the team.

The team on the left-hand side of a match in the pairings will be white on the odd-numbered boards.

The organiser reserves the right to decline a player registration for any county without giving a reason.

Playing the Games
Before the scheduled start time for each round, players should be logged in to the tournament location on Tornelo.

Once any fair play checks have been conducted by the arbiter, and we are passed the scheduled start time, the arbiter(s) will automatically start your games for you.

The time limit is all moves in 10 minutes, plus 5 seconds per move. The expected maximum duration of each game is 30 minutes, but they may take longer in the case of a long game.

Technical Requirements
The following technical requirements are required:
- A computer, to play the games. Mobile phones and tablets are strictly prohibited. A computer that runs a Windows operating system is strongly recommended.
- A mouse, to make the moves. It is not permitted to use a touchscreen device to make the moves. The computer's trackpad, if it has one, may be permitted with permission of the Chief Arbiter in advance.
- A camera, built into the computer, or a webcam affixed to the front of the computer such that the arbiter can see the player on camera. It is strictly prohibited for this device to be a mobile phone.
- A microphone, so that the arbiter can hear the players during play
- Speakers, so that the player can hear the arbiter if there needs to be communication with the player from the arbiter

- An internet connection, to connect to the platform. It is strongly recommended to have a backup Internet connection available. For example, the primary connection may be the house wi-fi, but the backup connection may be to tether to a mobile phone, so long as the mobile phone is situated in another room of the venue in which the games are being played.

Rules of Conduct and Fair Play
- It is compulsory for players to be connected to the tournament Zoom call during their games, and for a period of time before. Players due to play in Round 1 are expected to arrive on Zoom at least 30 minutes before the start of the tournament. Therefore, players are required to be on Zoom at least 15 minutes before the following round. Games will not be started until both players are connected to the Zoom call and have completed the processes outlined below.
- It is compulsory for captains to be connected to the tournament Zoom call at least 30 minutes before the start of Round 1, and they must be present on the Zoom call throughout the day to assist with communication with the players. Captains are allowed off-camera when their team's games have finished, and may not use a mobile phone on camera.
- Players will be expected to share Task Manager, or the equivalent on their operating system, during the game.
- The playing area must contain only players; parents and others must be out of the playing area at all times.
- When requested by an arbiter, and in any case during their own games, players must:
  o Have their webcam switched on
  o Have their microphone switched on
  o Have their speakers switched either off or on
  o Share their screen in the Zoom call
- When requested by an arbiter, and in any case during play in each round, captains must:
  o Have their webcam switched on
  o Have their microphone switched on
  o Have their speakers switched either off or on
  o Not share their screen in the Zoom call
- Players must stay on camera for the duration of their game. Players must therefore go to the toilet in advance of the start of their game, and not during the game. The Chief Arbiter may grant exceptions to this rule in advance of the competition in the case of specific players for medical reasons.
- Players found to be in breach of these regulations will be sanctioned in accordance with the system outlined in Appendix.

ECF Fair Play Policy
Games will be submitted to Professor Regan for screening, and notwithstanding the measures outlined above, in cases where there is agreement between Chess.com and the Chief Arbiter based on the results of Professor Regan's tests, results of players found to have used assistance will be overturned. Teams should allow up to 72 hours after the conclusion of the tournament for these fair play checks to be complete. The ECF will announce when the results are final.

Disconnections
It is a player's responsibility to connect to Tornelo. This means that the connection has to reach Tornelo; proof of your upload speed does not imply that the messages being sent by you are reaching Tornelo. In the event of Tornelo being at fault for the disconnection (e.g. a server restart), the Chief

Arbiter reserves the right to take any action deemed fair in his or her opinion, which includes but is not restricted to:
- "Adjudicating" the result of the game
- Declaring the game void
- Restarting the game from the beginning

Communication
During the event, an Instant Messaging service will be provided for real-time communication between the arbiters and the captain of each team.

Other
- The tournmaent will be ECF Online Rated
- The real names of the players will be visible on Tornelo and Chess-Results.com.

Appendix – System of Sanctions

Cards awarded in a Game
The following offences may result in a player receiving a first and final warning before receiving a card:
- An internet disconnection for a duration of 1 minute or less
- Any offence not listed that, in the opinion of the Chief Arbiter, merits the award of a first and final warning

The following offences may result in a player receiving a yellow card:
- Camera shutoff from Zoom via manual shutoff
- Disconnection from Zoom without disconnecting from Chess.com/live
- An internet disconnection for a duration of over 1 minute
- Disruption of other players/talking
- Not sharing their screen on the Zoom call
- Any offence requiring a player to be warned for a second time in that game
- Any offence not listed that, in the opinion of the Chief Arbiter, merits the award of a yellow card

The following offences may result in the player receiving a red card:
- Any offence that would result in a player being awarded a second yellow card

Bans and Disqualification
A player will be banned for their next round if they receive either:
- A red card in one game, or
- One yellow card in two different games
- A player will be banned from taking any further part in the tournament if they receive two red cards.

Any serious offence may result in disqualification from the whole tournament, at the discretion of the Chief Arbiter.