ECF Online Counties Championships Rules 2019/2020

Section A: The Competition

The competition shall be ECF online standard rated and held each year under the direction of the Director of Home Chess who shall appoint a Controller and a Fair Play Controller.

The officials for this summer's event are
 (a) Controller: Mark Murrell   -   *ECFOCCController on chess.com*
 (b) Chief Arbiter: Lara Barnes   -   *LaraBarnes on chess.com.*
 (c) Fair Play Controller: Lara Barnes   -   *LaraBarnes on chess.com.*
 (d) Technical Controller: Matthew Perry   -   *matt1979 on chess.com*

It is a Tier one event for the purposes of the ECF's Online Fair Play and Anti-Cheating Rules ("OFPAC Rules"), which apply to the competition:
https://englishchessonline.org.uk/wp-content/uploads/2020/05/ECF-Online-Fair-Play-and-ACv2_0-1.pdf

It is a condition of entry that all players must comply with the ECF's Fair Play Guidelines and Rules and the ECF shall have no liability (whether in contract, tort or otherwise) in relation to its implementation of the rules as set out in the OFPAC Rules. The ECF reserves the right to refuse any team entry or player registration at its absolute discretion without explanation.

A.1 Competition Structure
A.1.1 The competition shall comprise the following "Sections" —
(a) Open, having no upper grade limit, within which teams will compete to qualify for:
    i)   The Open Championship
    ii)   The Major Open Championship
    iii)   The Challengers Championship
    iv)   The Minor Championship.
(b) One or more ECF online rated limited Sections with Championships at the discretion of the Controller.
For the summer 2020 event there will be an U1825 rated Section *(U150 is the ECF standard grade conversion for those unrated)*.

A.1.2 Each Section shall be divided into two stages: the Group League Stage (for qualifying) and the Knockout Finals Stage (for competing for the Championships). Entry into the Finals Stage shall be by qualification from the Group Stage.

A.1.3 The Group League Stage shall comprise one or more all-play-all leagues, using a divisional and group structure of near equal numbers of teams at the sole discretion of the Controller.
For the summer 2020 event:
(a) the Open Section shall be divided into two Divisions.
Division 1 shall be the qualifying event for the Open & Major Open Championships.
Division 2 shall be the qualifying event for the Challengers & Minor Championships.
(b) the U1825 Section shall be a single division and the qualifying event for the U1825 and U1825 Challengers Championships.

A.1.4 The Knockout Finals Stage shall comprise a Semi-Final and Final for each Championship.

A.1.5 Where a Section has two divisions, teams shall be arranged in order of average team playing strength with the higher rated teams allocated to Division 1 and the lower rated teams allocated to Division 2. Where a County enters more than one team in any Section the first and second teams shall where possible not be allocated to the same group.

A.1.6 Where a Division has more than one group, teams shall be allocated alternately to each group in order of descending average team playing strength.

A.1.7 For the purposes of team allocation the team shall comprise the 12 nominated players registered for a team as at a date set by the Controller prior to the start of the competition. A player's rating shall be the rating used for board order and section eligibility purposes (see rule C.1).
For the 2020 summer competition the team allocation **date is midnight on 4th June**.

A.2 Membership Requirements
A.2.1 A player must be either an ECF member at bronze level or above or an ECF Supporter to take part in the competition.

A.2.2 A player must have an active chess.com account (see further rules C.3.1.(c) & (d)) and must declare their username to that account linked to their real name (see also rule C.4.1).

Section B: Deadlines and Playing Schedule

B.1 The close of entries is **midnight on Thursday 4th June 2020**

Each team entry must be accompanied by a list of registered players expected to play for the County in each Section (applying rule C.1), which can be added to at any time up to the start of play in the team's last group match. Counties may enter more than one team in any Section, which must be in descending order of playing strength, designated team 1, 2, etc with team 1 the strongest.

B.2 Nominated players
(a) **Midnight on Thursday 4th June 2020** deadline for calculating average team rating (see A.1.7). The 12 highest rated players in a Section registered with the Controller at this time shall be the first team's list of nominated players for this purpose, with the next highest 12 for the next lower team in that Section.

(b) **6pm on Friday 12th June 2020** deadline for determining the players barred from a lower team. The 12 highest rated players in a Section registered with the Controller at this time shall be the first team's list of nominated players for this purpose. Counties who enter more than 2 teams in any one section must nominate 12 players in descending order of playing strength for every lower team apart from the lowest, failing which the nominations shall be the next highest 12 for the next lower team in that Section. (See also rules C.3.4 & E.1.3).

B.3 The Divisional and Group allocation of teams shall be published on Friday 5th June together with team nomination lists used for the allocation.

B.4 An ECF rated preliminary round will be played on Saturday 6th June for all teams and captains to become accustomed to the match and playing arrangements. Where feasible teams will be paired against similar opposition from a different group. The results will not count towards league standings. The competition rules will apply.

B.5 Playing Schedule
Preliminary   6th June

Round	For group stages of 5 or 6 teams	Round	For group stages of 4 teams
1	13th June	1	13th June
2	20th June		
3	4th July	2	4th July
4	18th July		
5	25th July	3	25th July

Semi-Finals   8th August

Finals   22nd August

NB If 7 rounds are required to complete a group stage comprising 7 or 8 teams, additional rounds will be played on 11th July and 1st August.

B.6 All matches must be played on the chess.com platform and the URL of each game sent to the Controller. A complete suite of game pgns for the match is acceptable.

B.7 Matches start at 6:30pm. Default time is 6:45pm.

Section C: Eligibility

C.1 Rating Lists

C.1.1 Rating limits shall be based on the published ECF online standard chess rating current at 4th June 2020. *For the Summer 2020 competition this has defaulted to the ECF standard January 2020 grading list.*

C.1.2 A player who has no rating under C1.1 may play if:
(a) that player has an ECF standard grade in the January 2020 grading list which shall be converted to a competition rating using the formula grade multiplied by 7.5 plus 700 (rounding up where a fraction results); or
(b) permission has been previously obtained from the Controller.

C.1.3 Requests for permission under C.1.2(b) must be submitted to the Controller so as to arrive at least 48 hours before the player is due to play. The team captain must submit evidence from the local grader or master list or other source. Evidence may also include online ratings. Such a player shall be declared ineligible (or no longer eligible) if the Controller is not (or has ceased to be) entirely convinced that the player's strength is clearly below the relevant rating limits. The Controller shall, as soon as practical, assign the player a rating for the purposes of the competition only.

C.2 Counties Entitled to Participate

All Counties affiliated to the ECF are eligible to compete in the competition. Combined county teams may participate at the discretion of the Controller.

C.3 Players Eligible to Participate

C.3.1 A player is eligible to represent a County in the Championship if the player:
 (a) is a current ECF member or supporter; and
 (b) has been accepted to the chess.com ECF club for that county; and
 (c) has an active chess.com playing account under the username accepted to the ECF club and a player has or has had no other chess.com playing account; and
 (d) is not banned by the ECF from its online Clubs; and
 (e) meets one of the following criteria:
   (i) Birth in that county.
   (ii) Five years' domicile in that county at any time.
   (iii) Two months' immediate previous and present membership of a club either in or affiliated to that County.
   (iv) One month's immediately previous and present domicile in that County.
   (v) Present attendance as a student at a school, college or university in that County.

C.3.2 No player may play for more than one county in the competition.

C.3.3 A player may only play in a rating limited Section with an ECF online rating or competition rating below the rating limit for that Section (see rule C.1).

C.3.4 A nominated player for a team may not play for any lower team in the same Section of the Competition.

C.3.5   A player may not play in the Finals Stage unless at least 1 game was played in the Group Stage.

C.3.6 If a County has more than one team in a Section the list of nominated players shall be automatically updated for the Finals Stage in the event that less than 12 nominated players played at least 1 game in the Group Stage. The next highest rated player who played in the Group Stage for that County shall be added to the list of nominated players until 12 such players have been reached. Those additional players will no longer be eligible for the lower team.

C.3.7   A player whose rating or competition rating is higher than that of a nominated player for a team may not play for that team unless the Controller has given previous permission. Any such player, if permission is granted, will be added to the list of nominated players. Permission cannot be granted for the Finals Stage.

C.3.8   A player may not play in any match until registered on the ECF Club page for the County on chess.com and the Controller has been provided with the player's real name linked to that chess.com username before the start of play.

C.4 Player Contract

C.4.1 It is a condition of entry for teams that a) participating adult players and b) for junior players a parent or guardian and player where old enough agree to:

(a) the publication of a player's name, title and ratings/grades and associated team lists, team sheets and match cards on the ECF LMS, ECF Website, ECF online rating list and on Chess.com;

(b) the processing of their personal data under the lawful basis of legitimate interest in accordance with the ECF Privacy Notice, see:

https://www.englishchess.org.uk/ecf-privacy-notice/

(c) the OFPAC Rules and that the ECF shall have no liability (whether in contract, tort or otherwise) in relation to its implementation of the rules as set out in the OFPAC Rules. See:

https://englishchessonline.org.uk/wp-content/uploads/2020/05/ECF-Online-Fair-Play-and-ACv2_0-1.pdf

A player who objects to any part of the above may not participate in the competition. A person who plays shall be assumed to agree.

C.4.2 Players agree to uphold the general standards of conduct, sportsmanship and online behaviour required by chess.com whilst using their platform.

C.4.3 Players agree that during play they will not:

(a) receive help from any other person, player or coach;

(b) make use of chess engines, bots, plugins, analysis tools, tablebases, blunder checks or other best moves tools

(c) make reference to chess literature whether online or otherwise.

C.4.4 Players wishing to withhold their consent shall not be permitted to play in the competition.

C.4.5 It is the responsibility of team captains to ensure that players are informed of the Player Contract (rules C.4.1 to C.4.4) and are provided with the rules of the Competition and the OFPAC Rules (rule E.1.5).

C.5 Penalty

C.5 The penalty for playing an ineligible player in any match shall be:

(a) the loss of the game for that player and a win for the opponent, provided the opponent is present and eligible; and

(b) a deduction of one penalty point for each ineligible player from the resulting total score made by the team in that match.

Section D: Administrative Arrangements

D.1 The Role of the Controllers

D.1.1 *The Controller:* The competition shall be conducted by the Controller. Any decision made by the Controller regarding the administration of the competition may be appealed to the Director of Home chess, whose decision shall be final.

D1.2 *The Fair Play Controller:* The operation of the OFPAC Rules in respect of fair play and anti-cheating procedures, sanctions and appeals shall be overseen by the

Fair Play Controller, to whom the match arbiters and/or the Controller shall report any unresolved fair play and anti-cheating dispute for resolution under the OFPAC Rules.

D1.3 *The Technical Controller:* The role of the Technical Controller is to support and assist players and team captains using chess.com and to provide guidance in respect of the nature of disconnection issues during play to facilitate resolution between the players.

D.2 The Pairings for the Group Stage
D.2 Pairings for each round shall be pre-determined using Berger Tables and published on the ECF LMS. The first named team shall have the white pieces on the odd numbered boards and the black pieces on the even numbered boards.

D.3 The Pairings for the Finals Stage
D.3.1 In a single group Division: the four highest placed finishers shall qualify. The semi-final pairings shall be 1st v 4th and 2nd v 3rd.

D.3.2 In a two group Division: the semi-final pairings shall be the higher placed qualifying finisher from Group A v the lower placed qualifying finisher from Group B and vice versa. For example: A1 v B2 and B1 v A2.

D.3.3 The higher placed qualifying finisher shall have the white pieces on the odd numbered boards and the black pieces on the even numbered boards.

D.4 Reporting of Games Played & Results and Penalties

D.4.1 **Players**
At the conclusion of the game each player must:
a) send the result straight away to the match arbiter by chess.com message to the assigned match arbiter or to countyarbiters@englishchess.org.uk citing the match reference and board number supplied by their team captain under rule E1.4; and
b) record the chess.com URL and send this with the result of the game to their team captain.

D.4.2 **Team Captains**
D.4.2.1 It is the responsibility of the team captain to collate each result and the URL for each game played in the match. A complete suite of game pgns may be supplied instead.

D.4.2.2 The team captain for each team must **no later than 48 hours** after the scheduled start of the match record the URL for each game on the match card and submit this to the controller at controller.counties@englishchess.org.uk, noting any game results that remain in dispute. A folder with all game pgns may be supplied instead.

D.4.2.3 A game result will not be accepted unless the chess.com unless the game URL or pgn has been received by the Controller. If omitted the Controller may score the game as a loss for the defaulting player and adjust the match result accordingly. If omitted by both team captains, the Controller may score the game 0 – 0 and adjust the match result accordingly.

D.5 ECF rating
All games will be submitted for ECF online standard rating (but please note the provisions of the OFPAC Rules).

Section E: General Rules

E.1 Pre-Match Arrangements - captains
E.1.1 It is a condition of entry that team captains agree to:
(a) their contact details being published on the ECF LMS and provided to other captains, match arbiters and competition officials; and
(b) the processing of their personal data under the lawful basis of legitimate interest in accordance with the ECF privacy notice, which can be viewed at: https://www.englishchess.org.uk/ecf-privacy-notice/

E.1.2 Agreements to vary the number of boards in any match must be reached and communicated to and, where necessary, approved by the Controller before 5pm on the day preceding the match.

E.1.3 Team submission
E1.3.1 The team captain must submit the team list using the form provided, in board order, by e-mail to the Controller or his nominee before 6pm on the day preceding the match. Any known defaults must be placed on the lowest boards. The Controller may dispense with team lists and direct that the team list should be submitted on the ECF LMS if the team selection tab is operational for hidden team entry.
E.1.3.2 The team captain must ensure that the Player List for their county listed in the Club section of the Competition home page on the ECF LMS contains their registered players and that the profile for each player includes their chess.com user name.

E.1.4 Team captains will be sent a match card which will include the match reference, assigned match arbiter, contact details for officials and the chess.com usernames of the players for each board. On receipt team captains must ensure that their players know in good time before the match:
   (a) the match reference;
   (b) the board on which they are playing;
   (c) the real name of their opponent;
   (d) the chess.com username for their opponent;
   (e) the colour assigned on each board;
   (f) who is to make or receive the challenge on chess.com and how to do that;
   (g) to check that their chess.com settings allow challenges to be made or received from "any" player
   (h) the rules regarding substitutions and defaults;
   (i) the chess.com usernames for the assigned match arbiter, Controller, Technical Controller and both team captains for match messaging.

E.1.5 It is a Condition of Entry that team captains must:
   (a) provide to the team's players the competition rules and the OFPAC Rules; and
   (b) inform players (and parents/guardians of junior players) that their agreement to comply with the following will be assumed unless they object:
      i) Conditions of Entry for players set out in rule C.4.1
      ii) the standards of conduct and sportsmanship under rule C.4.2

iii) the prohibition on assistance during play set out in rule C4.3
and that those wishing to withhold consent shall not be permitted to play in the competition (rule C.4.4).

E.1.6 Captains must ensure that parental permission is obtained for junior players to participate including for chess.com "friends" to be added for matches and "unfriended" afterwards and that parents take safeguarding responsibility for the operation of the chess.com account for their child. All juniors under the age of 13 must use a parental account. Safe mode for children should be engaged.

E.2 Number of Boards
E.2.1 In any match each team shall be represented by 12 players.

E.2.2 The number of players in any match may be varied upwards by agreement between the team captains. Any such variation must be notified to the Controller by 5pm on the day preceding the match.

E.2.3 The number of players in any match may be varied downwards by agreement between the team captains and the Controller. Any such variation must be notified to, and approved by, the Controller by 5pm on the day preceding the match.

E.2.4 Note that for some tie-break provisions the results of the first 12 boards only in any match are counted (see rule E.9).

E.2.5 Each player plays only one game.

E.2.6 No player may play more than one board in any one match.

E.2.7 No player may play in two matches at the same time.

E.3 Time Limit
E.3 The time limit shall be all moves in 60 minutes, plus a 15 second increment per move from move 1 (G60/15" – on chess.com 60 + 15).

E.4 Board Orders
E.4.1 In all sections a player cannot be listed on a board below another who is rated (or deemed to be rated) more than 80 ECF online points lower than the other player. The captain must use the rating list and ratings outlined in rule C.1 for the purpose of this rule. If a team's board order does not comply with this requirement, then the opposing captain may at his discretion insist prior to 12 noon on match day that an alternative board order complying with this rule is provided by 2pm on match day, failing which a team's board order will default to descending order of rating with players of the same rating placed in alphabetical order. The match sheet will be revised accordingly. *For the 2020 Competition board orders based on ECF grades the limit is 10 ECF grading points.*

E.4.2 Team captains may agree to vary the submitted team lists and board orders prior to 12 noon on match day. Any such agreed variation must be notified immediately to the Controller.

E.4.3 A declared player who is not available to play may be substituted after 2pm on match day up to 15 minutes after the scheduled start of play upon notification through chess.com to the opposing captain, the affected opposition player and the Controller. If no substitute is available, then the game shall be scored as a loss for the defaulting player. Rule E.4.1 shall not apply to the substitution.

E.4.4 Where a county has more than 1 team playing in one Section of the competition players should be allocated to each team in descending rating order subject to the permitted variations provided by Rule E.4.1.

E.5 Pre-Match Arrangements - Players
E.5.1   Players should familiarise themselves with the competition rules.

E.5.2   Players must have read the OFPAC Rules.

E.5.3   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.
See: https://www.chess.com/article/view/introducing-chess-com-version-3

E.5.4 Players should familiarise themselves with the buttons for resigning or offering a draw.

E.5.5 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.5.6   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.5.7   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.5.8 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.5.9 The ECF 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.5.10 Players are advised to join the ECF Competition club on chess.com to find assistance guides, receive news and forum messages from the control team:

E.6 Match arrangements by Players

E.6.1 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.6.2 Each player **must** ensure that their chess.com account live settings are configured in advance before they make or receive a challenge in accordance with the Settings shown in Appendix 1 (save for those marked personal choice) but set to " Any Any" for incoming and outgoing challenges.

E.6.3 Challenge, Rejection and Acceptance

E.6.3.1 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 Appendix 1 subject to "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 press play;
(f) Be ready for the game to start as this will happen on acceptance of the challenge by the opponent which may be before the scheduled start of play.

E.6.3.2 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.6.3.3 An incorrectly constituted challenge must be rejected and opponent contacted to reissue.

E.6.3.4 If an expected challenge has not been received by 6:35pm by a player that player should issue the challenge, ensuring to allocate one's own colour correctly.

E.6.3.5 Acceptance of the challenge will start the opponent's clock.

E.6.4   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.6.5 If a challenge has not been received or made after 6:35pm a player should inform his team captain and the match arbiter through chess.com and stay online until it is confirmed that no substitution is to be made or the default time is reached. In the

event of both players being substituted before the default time the Controller will inform the arbiters and contact both of the substitutes. The Controller or the match arbiter may extend the start of play for that game.

E.6.6   If neither player has been on online between match start and the default time the game shall be scored as a loss for both players at the default time.

E.6.7   Player substitution.
E.6.7.1 A substitute player is responsible for making the challenge save that in the event of both players being substituted as communicated by the Controller, the substitute player with the white pieces shall issue the challenge.

E.6.7.2 In any game where a substitution has been made the challenge must be made no later than 15 minutes after the scheduled start of play following the procedure at E.6.3 but making sure to select the correct colour allocated to themselves.

E.6.7.3 If no such further challenge is received within 15 minutes after the scheduled start of play, the game shall be scored as a default win unless rule E.6.6 applies.

E.6.7.4   In the event of a team captain making a substitution he must notify on chess.com the player's opponent, the match arbiter, the opposing Captain, and the Controller (listed in order of priority).

E.7 Issues during play
E.7.1 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 E6.3. The lost game will be rated by chess.com but will not be submitted for ECF rating.

E.7.2   Other disconnections:
E.7.2.1 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 match arbiter as a timeout win. The lost game will be rated by chess.com and ECF rated according to the OFPAC rules.

E.7.2.2   The only exception to rule E.7.2.1 shall be in the event of a failure of the chess.com server during play which both players should report to the Technical 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 Technical Controller, be restarted following the procedure at rule E.6.3. The lost game will be rated by chess.com but will not be submitted for ECF rating.

E.7.2.3   If the players are unable to agree upon the circumstances of the disconnection, they shall consult their team captains if available for guidance in the first instance. If this does not result in resolution the matter or the team captains are not available further guidance from the Technical Controller should be sought. If the matter remains unresolved the Technical Controller will refer the matter to the Controller or his nominee for a ruling as to the most likely reason for the disconnection.

E.7.2.4 Any appeal from a ruling under rule E.7.2.3 shall be lodged with the Fair Play Controller for a final decision to be made under the OFPAC Rules.

E.7.2.5 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.7.3   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.   Matters concerning the OFPAC Rules shall be referred by the Controller to the Fair Play Controller.

E.7.4   Suspicions of cheating should be reported by the player concerned to chess.com having regard to their published guidance (see rule E.5.8) and to the Fair Play Controller for investigation by the ECF under the OFPAC rules.

E.8 Match non-communication and following the team

E.8.1   Players must not ask their captain or anyone else about whether or not they should offer, or accept the offer of, a draw.

E.8.2   Captains and players should not communicate with players whilst a game is in progress unless that communication is necessitated by rule E.7.

E.8.3   Players are not permitted to view other chess games whilst their own game is in play.   Players are permitted to view the ECF LMS live score for their team's match.

E.8.4   In the event of breaches of this rule the match arbiter or the Controller may decide to declare the game lost.

E.9 Result of the Match

E.9.1 The match shall be won by the team which has scored more game points.

E.9.2 In the Group Stage 2 points will be awarded for a win and 1 point for a tie.

E.9.3 In matches played in the Finals Stage where game points are equal, the result shall be decided by:
(a) Board Count: the numbers of the boards won by each team shall be added, and the team with the lower total shall win. If the tie is not thereby resolved;
(b) Elimination: the lowest board shall be eliminated from the match score. This operation shall be repeated until the scores are unequal. If the tie is not thereby resolved;
(c) Replay: the match shall be replayed on the following Saturday. In the event of a second replay arising the Championship shall be shared.

E.10   League Group Standings

E.10.1   Teams shall be ranked in order of match points scored in all their group matches.

E.10.2   For two teams on equal match points ranking shall be determined in the following order until the tie is broken:
   a) game points in head to head match
   b) board count in head to head match
   c) bottom board elimination in head to head match
   d) group game points difference
   e) group game points scored on top 12 boards only
   f) group most wins scored by top 12 boards only
   g) by lot.

E.10.3   Where more than two teams are on equal match points ranking shall be determined in the following order until the tie is broken, repeating as many times as is necessary for just the remaining teams in the tie:
   a) head to head match points
   b) group game points difference
   c) group game points scored on top 12 boards only
   d) group most wins scored by top 12 boards only
   e) by lot.

E.10.4   For the purposes of rules E.10.2 and E.10.3 any match played over less than 12 boards shall be treated as a 12 board match.

E.11 Championship Qualification

E.11.1. Where a Division has more than 1 group the qualifiers shall be the winner and runner up from each group and in the event of a Division feeding qualifiers into a second Championship the third and fourth place finishers from each group.

E.11.2. Where a Division comprises of a single group the qualifiers shall be the top 4 placed finishers.

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   All matters of fair play, anti-cheating, ECF Tier 1 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

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Note that outgaining challenges should be set to "Any Any" and not as shown

Setting	Value	Note
Enable Premoves	(off)	Switch premoves off.
Always Promote to Queen	(off)	Keep off
Confirm Resign	(on)	Switch on to avoid losing by accident.
Play Multiple Games at a Time (Premium Only)	(off)	N/A
Auto-Watch Top Game	(off)	N/A
Always Use Focus Mode	(on)	Personal choice
Low-Time Warning	(off)	Personal choice
Dark Mode	(on)	Personal choice
Engine Evaluation	(off)	Switched off
Post-Game Quick Analysis	(on)	Personal choice
Allow Challenges	Everyone	Keep as everyone
Allow Offline Challenges ❓	(on)	Switch on
Incoming ❓	Min: Any Max: Any	**SET TO: Any Any**
Outgoing ❓	Min: -200 Max: +200	**SET TO: Any Any**
Chat Requests	Everyone	Might help before a match
Game Chat	Nobody	Nobody - avoid distractions.
Challenges Alerts	All Challenges	Allow all, so your opponent can challenge you.
Friends Alerts	Requests and Log On/Log Off	Allow so your opponent can add you as a friend.
Event Announcements	Off in Game Chat	Leave off
Right Button Draw Arrows and Highlights	(off)	Leave off
Show Timestamps	(on)	Leave on

Save