

## **ECF Online Counties Championships – Group Stages- Controller’s Notice**

### **1. In play**

With thanks to the arbiting team and the team captains, the ECF LMS will show live results/match score during the match. Simply click on the result link (e.g 0 – 0) in the line for your match fixture <https://ecflms.org.uk/lms/node/60070/ofixtures> Players can either sort the above to narrow the fixtures displayed or go to their county’s page which has its own fixtures list. Players can access that from the competition home page and clicking on their county. On the county page players there is a fixtures tab for selection. Do not forget to refresh the browser to update scores!

Players **must not view other games** while their own game is in progress. This is an anti-cheating precaution. Further chess.com does not permit multiple windows/tabs to be open in live chess. This could result in your own game being disconnected and the loss of your own game. Keep the focus on your own game.

Players are reminded of the **non-communication rule during play**. This includes whatsapp groups. **The LMS will keep players updated**. The LMS matchcard scores should only be entered by an arbiter or the Controller. **Captains must not enter match scores**. This is to ensure only verified results are published and available during play.

### **2. Unrated/ungraded players**

Two days’ notice is sufficient for the Controller to process these. Rule C1.3 is varied accordingly.

### **3. Game preparations**

#### ***Settings***

Players should check that their settings in live chess allow the maximum range of challenges. See <https://www.chess.com/settings/live>.

Particularly ensure that for both **incoming and outgoing** challenges the lower and upper ranges are set to “**Any Any**”. There is an **error in Appendix 1** in showing -200 to +200. Those with protected accounts should make sure that they can receive a challenge from an opponent. If a player is expecting a challenge and it has not arrived, they should make one of their own.

#### ***Join as Friends / Accept an invitation to join***

This is essential to ensure that a player can select their correct colour when making a challenge. Failure to do so will result in random colour selection.

There is also a safeguarding function here as we have junior players participating. **Players should ensure that they unfriend** after the game has concluded (i.e. game over and any disputes settled).

Doing this also means that players find out early on if the usernames supplied are correct. Typos happen. Players can now find their opponent’s username on the LMS. Click on the player’s name in the matchcard, the player’s profile will open and on that profile you will see a hyperlink in red to the player’s chess.com profile.

**If a player misses out this compulsory step they are likely to have problems with making a challenge and incorrect challenges being issued. They could lose the game as a result.**

### ***Get the Challenge right***

Follow the step by step guide that has been issued.

If the challenge received is wrong a player should reject and **send one of their own.**

### ***No Challenge***

If a player has not received an expected challenge them should **make one themselves.**

If there is still no accepted correct challenge then the player should contact the match arbiter to alert as to the situation. **This is a change in procedure.**

### ***Stay online in live chess***

Stay online until 6:45pm. An opponent may be running late or a player may receive notice of a substituted player.

When both players are not online at 6:30, the game will only be voided at 6:45pm, once the time for substitution has passed. **This is a clarification of Rule 6.6.**

## **4. Contacting match officials**

Any chess.com message must be in the form of **Match Reference-Board Number, Message** e.g. O1DA1-06 win for <username>.

The matchcard has the chess.com username for the match arbiter. There is also an in-match mailbox for the arbiters: email [countyarbiters@englishchess.org.uk](mailto:countyarbiters@englishchess.org.uk). In the subject box put **Match Reference-Board Number- County (home) v County (away)**

If a player has an issue during play and cannot agree with the opponent then:

- a) contact the team captain if that captain is not playing (or his appointee)
- b) contact the match controller (which will be either the Controller [ECFOCCController] or the Technical Controller[matt1979]) on chess.com
- c) contact the match arbiter (details on match card)

Lara Barnes, ECF and the Competition Chief Arbiter, has been appointed as the Fair Play Controller for the Competition. Contact LaraBarnes on chess.com.

## **5. Game Finished - a change in procedure**

Players should straight away message the match arbiter on chess.com or by email to [countyarbiters@englishchess.org.uk](mailto:countyarbiters@englishchess.org.uk). In the subject box put **Match Reference-Board Number- County (home) v County (away)**

Players should copy the game URL from your browser and send it to their team captain with the result (unless the captain decides to obtain the URL himself). Players are no longer required to send the result, URL or pgn of your game to the Controller. We have another means for pgn capture from the URLs.

**Unfriend the opponent** (remember a player's opponent may have been a junior)

*Issued 11<sup>th</sup> June 2020 by Mark Murrell, Controller, ECF Online Counties Championships*