National Online Club Championships Rules

1 The competition and its structure

1.1 The National Online Club Championships will be played over the weekend of **26th - 28th June** and will be a five round Team Swiss tournament, consisting of teams of six players (see below). The entry criteria are:

Teams of six players from any club that participates in an ECF-affiliated league, or a league organised by an ECF-affiliated county, are eligible to compete. Other teams may be accepted by permission of the Championship Controller. Players are eligible to play for a club if they fulfil one of these criteria:

(a) They have played at least one game for the club in an ECF-graded team competition either in this season or the season that immediately precedes it;

(b) They have played at least one game in an ECF-graded club internal competition at that club either in this season or the season that immediately precedes it. For the purposes of this rule, 4NCL squads do not count as a club.

Players must be ECF members (Bronze or above) or ECF Supporters.

1.2 The tournament will be divided into a number of sections - which will be determined when the final entries are known. and will be communicated to team captains as soon as possible following the closing date. The Championship Controller will make every effort to ensure an equal number of teams per section, but in the event that this is not possible a full point bye will be awarded to any teams not paired in any particular round. The Championships will be played on the lichess platform and managed through the ECF League Management System ('LMS'); guidelines on the use of lichess can be found on the 4NCL web site (www.4ncl.co.uk/data/Guide_to_Playing_Games_on_Lichess.pdf) and full details of LMS arrangements will be distributed once the number of final entries is known, but captains must be conversant with LMS and be able to input teams and results.

1.3 All participants must consent to their name, lichess username, nationality, title and rating being shown on the ECF website or publicity associated with the Championship. Those wishing to withhold their consent will not be permitted to play in the Championships. Captains are required to bring this to their players' attention. Captains are also expected to have their contact details shown on the ECF website.

1.4 The Championship Controller is Stephen Greep (sjgreep@gmail.com) and the Chief Arbiter is Douglas Vleeshhouwer (douglas.vleeshhouwer@gmail.com). The Fair Play Controller will be a member of the ECF Fair Play Team (name to be confirmed).

2.The Teams and Match arrangements

2.1 Each round will be played over six boards with a time control of 45/15 from move one. Event sections and pairings for the first round will be announced once entries are finalised.

2.2. Teams must be registered no later than midnight on **Sunday 21st June.** Registration will cost £10 per team. A range of trophies will be provided as prizes. Registration lists should contain at least six and no more than ten players and indicate clearly who is the team captain. No changes to teams will be permitted after midnight on Thursday 25th June. Players may only play for one team. If a more than one team from the same club enters, each team must be made up of a discrete player list.

2.3 The first-named team in each pairing will have the white pieces on the odd numbered boards and black on the even-numbered boards

2.4 Games will be played by way of individual challenges between team members of opposing team with the white player making the challenge. All challenges must be lichess rated.

3. Playing Schedules

3.1 The times of each rounds are as follows:

- Round One: Friday 26th June 19.30 - finish
- Round Two: Saturday 27th June 10.00 - finish
- Round Three: Saturday 27th June 14.30 -finish
- Round Four: Sunday 28th June 10.00 - finish
- Round Five: Sunday 28th June 14.30 -finish.

 3.2 Captains must submit their team list using the online system no later than sixty minutes before the start of the next round. More details on using the online system will be provided to all captains at a later stage.

3.3 Captains must verify results no later than 30 minutes after the last game has concluded.

3.4 Where there is a difference of more than 80 rating points between two players in the same team, the higher rated player must play on a higher board than the lower rated player. If a team list is submitted in breach of this rule, then the submitted team will be amended to play in descending rating order; where two or more players have the same rating, those players will play in alphabetical order. For the purposes of this rule the ECF grading list for February 2020 will be used with ELO values based on the conversion set out in section 4 below.

3.5 Any protest about the composition of a team must be made before the scheduled start of the round.

3.6 Known defaults must be on the lowest board. A team will incur one game point penalty per default in addition to scoring zero on each defaulting board for each player who, having been named on a team list, fails to appear fifteen minutes after the publicised start time.

4. Ratings and Grades

4.1 Player ratings will be based on the May ECF online standard chess rating list which reflects online rated games to the end of April

4.2 A player who has no current rating in the list at the end of April 2020 may play if:

(a) that player has an ECF standard grade in the January 2020 grading list which will 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 Chief Arbiter.

Requests for permission under 4.2(b) must be submitted to the Chief Arbiter so as to arrive at least seven days before the player is due to play. The team captain must submit evidence from the local grader or master list or other source.

4.3 Each team will receive an overall grade based on the mean average of the highest ranked six players. This will inform the placing of teams in relevant sections.

4.4 All results will be submitted for ECF online rating.

5 Pairings and Rankings

5.1 Teams will be paired using a Swiss Pairing system based on match points scored in each round. Round pairings will be notified to team captains ninety minutes before the start of the round.

5.2 Match points will be used to determine team rankings using the following system: (a) 1 match points for a won match, where a team scores more points than their opponent (b) 1/2 match point for a drawn match, where a team scores the same number of game points as their opponent (c) 0 match points for a lost match, where a team scores fewer game points than their opponent .

5.3 In the event of a tie break the following will apply

      1. Result of head-to-head match(es);

      2. Board count in head-to-head match(es);

      3. Board elimination in head-to-head match(es);

      4. Sum of opponents match points;

      5. Game points in all matches;

      6. Game points in all matches, removing the game points scored on the bottom board;

      7. Repeat 6 by removing further boards until no further boards can be removed.

Tie-breaks 1 to 7 apply when all (remaining) teams have played each other. Otherwise, tie-breaks 4 to 7 apply.

6. Fair Play

6.1 This event 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 Fair Play 2.1 rules will apply with any amendments published by the ECF before the start of the event .

6.2 It is a condition of entry that all players must have read and 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. Captains are required to bring this to their players' attention.

7. Issues during play

7.1 In the event of a player being disconnected for any reason (including disconnections, other time - outs or issues with their connectivity, their computer hardware or software or player defaults) the game will be lost. The result will be reported to the Championship Controller as a timeout win. The lost game will be rated by the ECF according to the OFPAC rules.

7.2 The only exception to rule 7.1 will be in the event of a failure of the lichess.com server during play which both players should report to the Championship Controller. If it is established that one or both players suffered a disconnection as a result of the failure of the lichess.com server the game may, at the direction of the Championship Controller, be restarted according to his guidance.

7.3 If the players are unable to agree upon the circumstances of the disconnection, they should consult their team captains if available for guidance in the first instance. If this does not result in resolving the matter or the team captains are not available further guidance from the Championship Controller should be sought. If the matter remains unresolved the Championship Controller will refer the matter to the Chief Arbiter for a ruling as to the most likely reason for the disconnection.

7.4 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 a player may be suspended from the competition.

7.5 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 Championship Controller immediately following the conclusion of the game or where continuation is not possible as soon as possible. Matters concerning the OFPAC Rules will be referred by the Championship Controller to the Fair Play Controller.

7.6 Suspicions of cheating should be reported to lichess.com in accordance with their published guidance and to the Fair Play Controller for investigation by the ECF under the OFPAC rules.

8 Prizes

8.1 The number of sections will be determined once the number of entries is known. The winner of each section will receive a trophy. Depending upon entry numbers additional prizes equivalent to grading prizes at a normal Swiss congress event may also be awarded.

9. Other

9.1 The ECF reserves the right to refuse any entry or registration without explanation.

9.2 The Chief Arbiter may apply penalties as it sees fit for any flagrant or premeditated breaches of the spirit as well as the letter of the rules. The Chief Arbiter's decision on all matters will be final.