<u>ECF Online Counties Championships – Group Stages- Controller's Notice No. 2</u>

1. LMS Matchcards "VIEW" screen and username accuracy

There has been some further developmental work which has added a hyperlink from the matchcard direct to a player's profile page on chess.com.

Captains must ensure that their players' usernames are correct and the link is functioning. Any persisting problem must be notified to the Controller straight away.

A change of username from that registered for the competition is not permitted without the Controller's permission.

An additional hyperlink to the in-progress "live" game can be found in the Board column. This link only works during the live play. Completed games can be viewed via the chess.com player profile page.

2. Lifting the veil

The Controller will endeavour to do so once all teams have been entered on the LMS at some point on the eve of the match. This will hopefully be long before the LMS does so automatically at 5:30pm on matchday.

3. The National – players for the pool match

Team Captains should notify the Controller by email of any such players giving name, username and ECF rating by 12 noon on matchday. The pairings will be published on the LMS at https://ecflms.org.uk/lms/node/60504/efixtures (and sent by e-mail to submitting captains) at about 2:30pm.

4. How to Challenge from the profile page of the opposition

An additional guide has been added. Both methods work.

(this assume your opponent has been added as a friend previously).

5. Friend and unfriending

The advantages of adding your opponent in advance are:

a) a player can see more easily that the opponent is online and in the "live" arena

b) facilitating pre-match communications and making challenges

c) obtaining agreement to enable game chat.

It is a safeguarding requirement to "unfriend" after the game.

6. Game Chat

Provided both players agree before play starts, this maybe used by the players involved in the game should a need to communicate arise. This should only be used where absolutely necessary as otherwise it will be deemed a distraction.

7. Results

a) Both players message the arbiter on chess.com.

b) Arbiters only will enter results of completed games onto the LMS.

c) The LMS matchcard will display the official state of play, inevitably with some time lag according to frequency of result submission.

d) Post match captains to supply all game URLS to the Controller by e-mail.

8. New registrations

Team Captains must first check eligibility and then add players to the Player List in the LMS including chess.com username and for players who are not shown as ECF members in the ECF grading database their ECF membership number (ME and 6 numerals).

Notify the Controller by email citing name, username, Jan 2020 grade and membership number (as per above). Ungraded players can only participate if a competition grade has been allocated by the Controller. Evidence of playing strength is required.

9. Player eligibility for final stage

This is extended to 1st August, the start of the last round of group matches (the replay of all round 1 matches).
Any player who is eligible and has participated in one of a) the Preliminary round, b) the aborted round 1, or c) a Group Stage match for a county is eligible to play for that county in the Championships stage should their county qualify.

10. Supporter Memberships

From the 1st July a Supporter membership taken out will be valid to 31st August 2021.
Supporter memberships taken out before 1st July will remain valid for the duration of the competition and fall for renewal on 1st September along with ECF memberships.

Issued 2nd July 2020 by Mark Murrell, Controller, ECF Online Counties Championships