

## ECF Online The North v The South Rules 2020

### Section A: The Competition

The competition shall be organised by the ECF Controller of the Counties Championships under the direction of the Director of Home Chess as an extension of the ECF Online Counties Championships. The appointed officials for the event are:

Controller: Mark Murrell - ECFOCCController on *Chess.com*  
Captain of The North: Mick Riding - BFCLifer on *Chess.com*  
Captain of The South: Anthony Fulton - Amynstor on *Chess.com*

The 39 County Associations shall be allocated in approximately equal numbers between the two teams at the discretion of the Controller who shall be at liberty to reallocate any border county or players of dual qualification to equalise the number of boards in the match.

The 2020 event will take place on the Chess.Com platform at 6:30pm on Saturday 5<sup>th</sup> September 2020. Rate of play: all moves in 60 minutes plus 15 second increments.

The ECF's Online Fair Play and Anti-Cheating Rules ("[OFPAC Rules](#)") apply to the competition. For the purposes of those rules, the competition is a Tier 1 event, as defined in OFPAC Rules section 3 Anti-cheating Measures.

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

The provisional allocation of counties based on the 1894 match is as follows:

**The North** (20): *Cheshire & North Wales; Cleveland; Cumbria; Derbyshire; Durham; Greater Manchester; Herefordshire; Lancashire; Leicestershire & Rutland; Lincolnshire; Merseyside; Northamptonshire; Northumberland; Nottinghamshire; Oxfordshire; Shropshire; Staffordshire; Warwickshire; Worcestershire and Yorkshire.*  
**The South** (19): *Bedfordshire; Berkshire; Buckinghamshire; Cambridgeshire; Cornwall; Devon; Dorset; Essex; Gloucestershire; Hampshire; Hertfordshire; Kent; Middlesex; Norfolk; Somerset; Suffolk; Surrey; Sussex; and Wiltshire.*

Player allegiance, as in 1894, shall be determined by county of birth or a period of residency of 1 year or more in a county at the election of a player, subject to the Controller's pairing discretion.

Players must register in advance as directed by the Controller. The deadline for registration is midnight on Thursday 3<sup>rd</sup> September 2020. The Controller shall endeavour to pair all registered players.

Teams shall be arranged in descending order of their current ECF standard grade. Players of equal grade shall play in alphabetical order. The Controller shall assign a competition grade to ungraded players for this purpose.

In each game 1 point will be awarded for a win, ½ a point for a draw and 0 for a loss. The team with the greater number of game points shall be declared the winner.

## **Section B: Player Conduct, Eligibility & Conditions of Entry**

B.1 The ECF reserves the right to refuse any player registration at its absolute discretion without explanation.

B.2 A player must be either an ECF member at bronze level or above or an ECF Supporter.

B.3 A player must have a current active Chess.com playing account, must declare their username to that account linked to their real name, and join the ECF club on Chess.com for their team, where announcements about the competition will be made. Identities and usernames of players will be published.

B.4 Players shall uphold the general standards of conduct, sportsmanship and online behaviour required by chess.com whilst using their platform.

B.5 Players shall 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.

B.6 It is a condition of entry or of participation that the ECF shall have no liability (whether in contract, tort or otherwise) in relation to the decisions taken by the host platform service provider in respect of a player's user account(s).

B.7 It is a condition of entry or of participation that a player must comply with the ECF's [OFPAC Rules](#) and that the ECF shall have no liability (whether in contract, tort or otherwise) in relation to the implementation of those rules and associated guidelines.

B.8 It is a condition of entry and of participation that a) participating adult players and b) for junior players a parent or guardian and player where old enough agree:  
(i) to the publication of a player's name, title, Chess.com username, ratings/grades and associated team lists, team sheets and matchcards on the ECF LMS, ECF Website, ECF online rating list and on Chess.com; and  
(ii) that the ECF has a legitimate interest to lawfully process their personal data in accordance with the ECF [Privacy Notice](#).

B.9 Any player (or parent or guardian of a junior player) who does not agree to follow the above or objects to any part of these requirements and conditions of entry should not participate. Any player who does participate shall be assumed to have agreed (including parental consent) with them.

## **Section C: Pre-Match Arrangements**

C.1 Players and parents/guardians of junior players should familiarise themselves with the competition rules, the ECF online Code of Conduct and the OFPAC Rules.

C.2 Parents and guardians should take safeguarding responsibility for the operation of the Chess.com account for their child including supervision of Chess.com "friends"

to be added for matches and “unfriended” afterwards. All juniors under the age of 13 must use a parental controlled account. Safe mode for children should be engaged.

C.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.

C.4 All players are advised to ensure that they have a Chess.com rapid (games longer than 10 minutes) rating based on at least 8 games to avoid a challenge against an established rated player from being blocked.

C.5 Players should familiarise themselves with the buttons for resigning or offering a draw.

C.6 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>.

C.7 The chess.com platform has live game rules that cannot be overridden, see <https://support.chess.com/article/338-how-does-game-abandonment-work>.

C.8 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.

C.9 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-onchess-com>.

C.10 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.

## **Section D: Match Arrangements**

D.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.

D.2 Each player must ensure that their chess.com account live settings are configured in advance to allow for the maximum range for incoming and outgoing challenges (set to “ Any Any”). See Appendix 1 for settings guidance.

### D.3 Challenge, Rejection and Acceptance

D.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 “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 at the scheduled start of play press play;
- (f) Be ready for the game to start as this will happen on acceptance of the challenge by the opponent.

D.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.

D.3.3 An incorrectly constituted challenge must be rejected and opponent contacted to reissue.

D.3.4 If an expected correctly constituted challenge has not been received within 5 minutes of the scheduled start by the player with the black pieces that player should issue the challenge, ensuring to allocate colour correctly.

D.3.5 Acceptance of the challenge will start the clock.

D.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.

D.5 If a challenge has not been received or made within 10 minutes of the scheduled start a player should inform the Controller taking a screen shot of both player’s profile pages showing their online status. After 15 minutes of the scheduled start the Controller will either repair or award a default win.

D.6 If neither player has been on online within 15 minutes of the schedules start the game shall be scored as a loss for both players.

### D.7 Match non-communication and following the team

D.7.1 Players must not ask their captain or anyone else about whether or not they should offer, or accept the offer of, a draw.

D.7.2 Captains and players should not communicate with players whilst a game is in progress unless that communication is necessitated by Section E. This includes use of “game chat” between players in a game.

D.7.3 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.

D.7.4 In the event of breaches of this rule the match arbiter or the Controller may decide to declare the game lost.

#### D.8 Result Reporting

At the conclusion of the game each player must send the result straight away to (a) the Controller or his nominee by means of Chess.com message to the supplied username; and (b) the team Captain.

#### D.9 Result of the Match

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

### **Section E: Issues during play**

E.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 D3.1 The lost game will be rated by Chess.com but will not be submitted for ECF rating.

E.2 Other disconnections:

E.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 Controller as a timeout win. The lost game will be rated by chess.com and ECF rated according to the OFPAC rules.

E.2.2 The only exception to rule E.2.1 shall be in the event of a failure of the chess.com server during play which both players should report to the 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 Controller, be rescheduled and played as soon as is reasonably practicable. The lost game will be rated by chess.com but will not be submitted for ECF rating.

E.2.3 If the players are unable to agree upon the circumstances of the disconnection, the Controller or his nominee for a ruling as to the most likely reason for the disconnection, whose decision shall be final.

E.2.4 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.

E.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, for a ruling whose decision shall be final.

E.4 Suspicions of cheating should be reported by the player concerned to Chess.com having regard to their published guidance (see rule C.9) and to the Controller.

### **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](#).

APPENDIX 1 – <https://www.chess.com/settings/live> (Rule D2)

**Note that outgaining challenges should be set to “Any Any” and not as shown. Game chat should be activated.**

Enable Premoves

Always Promote to Queen

Confirm Resign

Play Multiple Games at a Time (Premium Only)

Auto-Watch Top Game

Always Use Focus Mode

Low-Time Warning

Dark Mode

Engine Evaluation

Post-Game Quick Analysis

Allow Challenges

Allow Offline Challenges

Incoming

Outgoing

Chat Requests

Game Chat

Challenges Alerts

Friends Alerts

Event Announcements

Right Button Draw Arrows and Highlights

Show Timestamps

Save

Switch removes off.

Keep off

Switch on to avoid losing by accident.

N/A

N/A

Personal choice

Personal choice

Personal choice

Switched off

Personal choice

Keep as everyone

Switch on

**SET TO: Any Any**

**SET TO: Any Any**

Might help before a match

Nobody - avoid distractions.

Allow all, so your opponent can challenge you.

Allow so your opponent can add you as a friend.

Leave off

Leave off

Leave on