ECF Counties Championships Online - National 100 Rules 2020

Section A: The Competition

The competition shall be organised by the ECF Online Counties Championship Controller under the direction of the Director of Home Chess as a regional extension of the ECF Online Counties Championships for players graded U100 (January 2020 list) in the form of a 3 round all-play-all league during August 2020.

The 39 County Associations shall be allocated among 4 regional teams at the discretion of the Controller who shall be at liberty to reallocate any county or players of dual qualification to facilitate team viability. County eligibility rule applies (Rule B.7).

The 2020 event will take place on the Chess.Com platform at 6:30pm on Saturdays 8th, 15th & 22nd August 2020 alongside the Open and U150 County Championships. The ECF LMS generated fixtures have been published in The National 100 event within the County Championships Online organisation.

Rate of play: all moves in 60 minutes plus 15 second increments. Matches will be played over a minimum number of boards set by the Controller prior to the start of round 1 either by way of a series of individual challenges using ECF grades or as Chess.com club matches using Chess.com rapid ratings at the Controller's discretion.

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 regional structure is as follows:
East Saxons (6): Bedfordshire; Berkshire; *Buckinghamshire; Cambridgeshire;* Essex*;* Hertfordshire; Norfolk, Oxfordshire *and Suffolk*
The Midlands (6): Derbyshire; *Herefordshire;* Leicestershire & Rutland; Lincolnshire*; Northamptonshire; Nottinghamshire;* Shropshire*; Staffordshire;* Warwickshire and Worcestershire
Northern Frackers (6)*:* Cheshire & North Wales*; Cleveland;* Cumbria*;* Durham*;* Greater Manchester *Lancashire; Merseyside;* Northumberland; and Yorkshire*.*
The South (6): *Cornwall;* Devon*; Dorset;* Gloucestershire; Hampshire*; Kent;* Middlesex*;* Somerset; Surrey*; Sussex; and Wiltshire.*

Players must register in advance at controller.counties@englishchess.org.uk for eligibility clearance and when allocated Join the Chess.com club for their region, where team and competition communications will be received (Rules B1-B7).

Players without a January 2020 standard list grade who in the opinion of the Controller are graded U100 having regard to 2020 published standard and rapid grades (see Rule B5 below) will be allocated a competition grade. A player without any 2020 published grade must have a Chess.com rapid (a game longer than 10 minutes) rating below 1450 based on at least 8 games on registration.

Section B: Player Eligibility, Conduct & Conditions of Entry

Eligibility

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

B.2 The following registration details must be supplied in advance to the Controller at:
controller.counties@englishchess.org.uk:
(a) Name used for ECF membership
(b) Chess.com username (Rule B.6)
(c) ECF ME number (Rule B.3)
(d) ECF grade (Rule B.5)
(e) Chess.com rapid rating (Rule B.5)
(f) County (as per Rule B.7)

B.3   A player must be either an ECF member at bronze level or above or an ECF Supporter.

B.4. A player is ineligible if serving a ban from ECF online Clubs.

B.5   A player must be graded U100 in the January 2020 ECF standard list.
B.5.1 Players without a published January 2020 grade may play if they:
(a) are graded U100 in the January 2020 rapid list; or
(b) do not have a January 2020 rapid grade but are graded U100 in the July 2020 standard list; or
(c) do not have any January 2020 grade and July 2020 standard grade but are graded U100 in the July 2020 rapid list; or
(d) have no published 2020 grade in any list but have a Chess.com rapid (game longer than 10 minutes) rating below 1450 based on at least 8 games played.
B.5.2 If one of the B.5.1 criteria are met, the Controller will allocate a competition grade accordingly, which shall be used for the purposes of board order (Rule D.9).

B.6   A player must have a current active Chess.com playing account and declare their username to that account linked to their real name, which must be used for all matches in the competition. A player must also join the ECF club on Chess.com for their team, where announcements about the team and competition will be made. Identities and usernames of players will be published.

B.7 A player is eligible for a county of any one of the following criteria are met:
   (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.

B.8 A player can only play for one regional team in the competition.

Conduct

B.9   Players shall uphold the general standards of conduct, sportsmanship and online behaviour required by Chess.com whilst using their platform.

B.10 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;
(d) distract their opponent during the game.

Conditions of Entry

B.11 It is a condition of entry and 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.12 It is a condition of entry and 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.13 It is a condition of entry and of participation that a player must follow the ECF online Code of Conduct.

B.14 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.15 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 these 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. Players are eligible to play for their county in the last National pool match on 1st August. Contact your county organiser via the website.

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 or missing out on an automated pairing in a club match arena.

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 <u>Result Reporting</u>
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 <u>Board Orders for matches by way of individual challenges</u>
D.9.1 Teams shall be arranged in descending order of January 2020 standard grades
using competition grades for ungraded players.
D.9.2 Chess.com rapid rating will be converted using the formula: competition grade
(rounding up) = (rapid rating minus 700) divided by 7.5.
D.9.3 Players of equal grade shall be arranged in alphabetical order.

D10   <u>Team Placement</u>
D10.1 In each match 2 points will be awarded for a win, 1 point for a draw and 0 for a
loss.
D10.2 Total match points shall determine team standings. The team with the highest
number of match points shall be declared the winner.
D10.3 In the event that two or more teams are tied on the same number of match
points the following tie-break shall be applied between the tied teams repeating as
necessary until the tie is broken: a) match points in head to head match(es); b) total
game points scored across the set minimum number of boards (discounting additional
boards) in all matches.
D10.4 In the event that two or more teams are still tied after the tie-break application(s)
the placement position shall be shared.

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 5 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.

Note that outgaining challenges should be set to "Any Any" and not as shown. Game chat should be activated but not abused during play.

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