



# CAPLIN BRITISH ONLINE CHESS CHAMPIONSHIPS



## Joining Instructions and Players Guide

Thank you for entering one or more competitions within the Caplin British Online Championships 2020/ 2021. Joining and playing instructions are as below for standardplay and faster time control events. These should be read alongside the Code of Conduct which includes guidance and dos and donts during play.

### All Events

For all events players need to be logged in to chess.com and in live no later than 30 minutes before the start of the round or tournament. Players should login to chess.com with the account registered on the entry form. In addition their chess.com profile should be updated to include the players full name for the duration of the tournament to help with identification by the Championship arbiters. Full names can be removed from the chess.com profile once the tournament is finished.

The games will be started in different ways depending on the time control and as detailed below. Please refer to the Players Code of Conduct and ensure you start your game within the chess.com 'first move' timeout. Also bear in mind the chess.com 'long move' timeout and the need to reconnect as quickly as possible in the event of a disconnection. You should have game chat disabled on you profile and you should not make direct communication with your opponent via chess.com messaging or game chat. If a concern arises during the games please contact the online arbiter for the event who will attempt to resolve any issues.

You must also follow the fair play guidance at all times and do not use any form of external assistance or chess analysis software during play.

**Arbiter Paired Events** – (Standardplay Qualifiers, All finals (except Bullet), and AM/ PM/ Evening Major Open/ Rating Limited tournaments)

In this case pairings will be published no later than one hour before the start of the round and will be available on the British Championships Chess-Results web site.

All arbiter paired events will be started by an Arbiter at the specified time for the round

The process is very simple and provided that players are logged in and in chess.com live they will be paired with a game board appearing automatically so that they can start their game which they should play in the same way as any other online game in chess.com.

At the end of the game you are free to leave the chess.com live area. Results will be collated by the arbiters and added to the Chess-Results server which will show the results of the round.



**Chess.com Paired Events** – (Qualifiers at Faster Time Controls (Rapid, Blitz and Bullet) and Bullet Finals)

These events will be run as chess.com Swiss tournaments. If you are playing in one of these events you will be sent a link to a chess.com club which you should apply to join with the same account as you registered for the event with. This should also be the chess.com account that you are logged in with to play at the event.

Once you are registered in the chess.com club for your event you will be able to find the tournament published on the club home page.

On the day of the tournament you should aim to login to chess.com no later than 30 minutes before the tournament starts, and click on the tournament link which will be published on the relevant club home page. This will take you to a joining page where you press the join button to join the tournament in the normal way.

All players who have joined the tournament before the start will be paired for the first round and their game board will appear with their opponent for the first round as with a normal chess.com tournament.

Once the game is complete, the result is recorded by the chess.com tournament software and you will be included in the list to be paired in the next round which will start when all players have completed their games.

The tournament will continue until all rounds have been played at which point chess.com will display the tournament results. Please note that the official tournament placings may differ slightly from the chess.com list of placings because of differing tie break rules.

### **Finals with Zoom Calls**

Players in any of the finals of the championships will need to join a Zoom call managed by the arbiter before the round start time (standardplay) or tournament start time (for faster time controls) and will need to be on camera for the duration of the final. The Zoom link will be communicated the day before the event.

Technical Requirements – The player should join from a laptop or desktop and not an ipad or tablet or mobile phone unless special dispensation has been agreed in advance for tablet use. Players should not use headphones please and there should be no portable electronic items (Eg mobile phones) in the playing area and no smart watches. (This is all to avoid the potential for computer assistance).

Players should join the Zoom call with video and audio enabled and webcams and microphones must be on during games – although computer speakers may be switched off.

Players may be asked to share their screen in the Zoom call / room by the arbiter and may be asked to share Task Manager which can be done by Ctrl-Shift-Escape on Windows PCs. Again this is all to avoid the potential for computer. external assistance. Its best to just have chess.com, Zoom and Task Manager running on the PC and to close all other windows.



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Joining the Call and Identifying Players - The player should join the Zoom call for the event no later than 30 minutes before the start time of the round.

When the player joins the Zoom call they should wait to be admitted to the reception room where they will be assigned to the Zoom playing room for their tournament section. Parents of juniors should be on hand to make sure their child has successfully joined the call and been allocated to a playing room.

The players will be registered when they arrive in the room. Players should make sure their real name is showing on their Zoom identifier in the following format <Tournament> <Name>. There will then be some brief fair play checks (webcam and audio on and working, no mobile phones, and no additional applications running). Players then need to be logged in to chess.com and in live ready to start their game.

No other persons will be allowed in the physical playing room once games start and for the duration of play although parents of juniors should be 'on hand' to assist if there are any issues.

Players should maintain silence as with a normal over the board competition with their microphones on.

Pairing for rounds and playing the games – When the round starts players should minimise the Zoom window (leaving Zoom running) and use the chess.com window to play their game. They should avoid minimising the chess.com window and/ or switching to another window and just focus on the chess.com window while the game is in play. There should not be anyone else in the 'playing area/ room' during the game.

At the end of the game your result will be collected by an arbiter and results will be updated on the Chess-Results server for the relevant event within the Championships.