



CAPLIN BRITISH ONLINE CHESS CHAMPIONSHIPS



Players Code of Conduct and Points to Note

Here are some dos and don'ts for the British Chess Championships along with some points to note in terms of playing matches on chess.com

Community Policy – Do please review the chess.com community policy covering standards of conduct and make sure you comply with it at all times during the events.

<https://www.chess.com/community>

Sportsmanship and general conduct at the board (All Events) - Please note the chess.com sportsmanship points within the community policy and in particular avoid:

- Repeated draw offers
- intentionally disconnecting during games
- stalling to make opponents wait unnecessarily in a lost position
- resigning by disconnecting or just letting the clock run down

Also please make sure that you do not harass or accuse your opponents in any way.

You should have game chat disabled on you profile and you should not attempt to make any 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.

Fair Play – Qualifiers and All Events - Please review the chess.com Fair Play rules and the specific rules for the event and please do make sure you comply with these as well:

<https://support.chess.com/article/648-what-do-i-need-to-know-about-fair-play-on-chess-com>

<https://www.chess.com/community>

<https://www.englishchess.org.uk/wp-content/uploads/2020/12/British-Online-Fair-Play-Regulations.pdf>

Please note that the following are specifically not allowed during play:

- Help from any other person, player, or coach
- Impersonation/ use of other people's account
- Use of chess engines, bots, plugins, analysis tools, tablebases, blunder checks or other best move tools
- Artificially inflating or deflating your rating. (This is where a user purposefully loses, or has arranged with an opponent to win. As a result, the user's rating will artificially increase or decrease).
- Interference with other members games.

Zoom Calls – Championship Finals Only - If you are playing in the finals you will be asked to join a Zoom call at least 30 minutes before the round starts and will be directed to a Zoom room with a number of other players in the same competition. Please ensure that you have just the Web Browser with chess.com running on your PC together with Zoom and preferably no other applications and certainly no chess engines or analysis software. Please be ready to share your screen and Task Manager or equivalent application with the Zoom arbiter. You may of course have multiple



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background processes running on the PC as part of the normal PC operation. You will need to be on camera with a webcam for the duration of the call and should keep your microphone on so that the arbiters can hear you. Speakers may be turned off. Headphones are not permitted.

Starting Games

Rapidplay qualifiers, Blitz qualifiers and Bullet Championships will be run as chess.com tournaments. You will need to have been admitted to the chess.com event Club from where you can join a particular tournament and, if held, practice event. In-tournament registration will be open 1 hour before the expected start times.

Pairings for all standardplay events should be published on the chess Results server at least one hour in advance of the published start time. You need to be logged in to chess.com and in live in advance of the event and preferably 30 minutes before the expected start times. The arbiters will start your games for you using chess.com admin commands and there may be a short delay after the round start time while they initiate all the games for the players based on the pairings.

Arbiters will also start your games in the Rapid and Blitz Championships Finals.

Staying Connected

<https://support.chess.com/article/338-how-does-game-abandonment-work>

Players in ECF online rated events should familiarise themselves with the rules on time to make your first move, disconnection and game abandonment.

First moves – Please make sure you are ready to start playing when your game is started. When a new game starts, you have a certain amount of time to make your first move, or the game is considered to be abandoned. If you don't make your first move in 5 seconds, a timer will appear. How much time you have depends on the time controls of the game:

- **Bullet:** 10 seconds to make a move
- **Blitz:** 15 seconds
- **Rapid:** 55 seconds

Disconnect Timeouts - If you are disconnected for any reason before or during a game you should try to reconnect and log back in as quickly as possible. Failure to make a move within the allowed time or to reconnect following a disconnect will result in the game being recorded as a loss by the provider. Another way a game can be ruled as abandoned is if you disconnect for too long. How long you can stay disconnected before the game ends is based on the time controls. The rule is, if you are disconnected, you have 10% of the base time plus 40 x increment, with a minimum of 30 seconds and a maximum of 3 minutes to reconnect. If you cannot reconnect in this amount of time, the game will be lost in the chess.com tournaments and for all other games the result of the game or any other action will be determined by the event arbiter under the Fair Play Regulations.

Long Move Timeout – The last, and little known way to time out is if you are still connected but take a very long time to make one move.

This can only happen before 10 moves are made in the game. After 10 moves, you can use as much time as you like on any move, but before ten moves are made if you use more than 50% of the main time on one move, you will be considered to have abandoned the game.



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If you were unable to reconnect due to issues with your internet connection, then the provider's result will stand for online rating purposes, with a win for your opponent where you have disconnected and not been able to reconnect in time. Where games are defaulted as a result of the server going down for both players please speak to the event organisers who should be able to rule on the game result for ECF online rating purposes.

Please also avoid disconnecting in a lost position and do make use of the appropriate resignation button if you wish to concede the game.