

ECF Counties Championships Online - National 1400 Rules 2021

Section A: The Competition

The competition shall be organised by the ECF Counties Championship Controller under the direction of the Director of Home Chess as a regional extension of the ECF Online Counties Championships for players ECF online standard rated 1400 or under (July 2021 list, but see also Rule B.5 below) in the form of a 3 round all-play-all league during the closing stages of the Online County Championships 2021.

The officials for this summer's event are

- (a) Controller: Mark Murrell - *ECFOCCController on chess.com*
- (b) Chief Arbiter: IA Adrian Elwin - *Sage2604 on chess.com*
- (c) Fair Play Controller: Mark Murrell - *ECFOCCController on chess.com*

The ECF Counties Online [Fair Play Regulations](#) apply to this event, which is a Tier one event for the purposes of the ECF's Online Fair Play and Anti-Cheating Rules ("[OFPAC Rules](#)"). It is a condition of entry that all players must comply with these Rules, the Fair Play Regulations and the applicable OFPAC Rules. The ECF reserves the right to refuse any team entry or player registration at its absolute discretion without explanation. All games will be ECF Online standard rated.

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 2021 event takes place on Chess.Com platform at 6:30pm on Saturdays 21st August and 11th & 18th September 2021. [Fixtures](#) will be published in the National 1400 event within the County Championships Online [organisation](#) of the ECF LMS.

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 from the ECF LMS matchcards using competition ratings or as Chess.com club matches using Chess.com rapid ratings at the Controller's discretion.

The provisional regional structure is as follows:

East Saxons: *Bedfordshire; Berkshire; Buckinghamshire; Cambridgeshire; Essex; Hertfordshire; Norfolk, Oxfordshire and Suffolk*

Midland Outlaws: *Derbyshire; Herefordshire; Leicestershire & Rutland; Lincolnshire; Northamptonshire; Nottinghamshire; Shropshire; Staffordshire; Warwickshire and Worcestershire*

Northern Raiders: *Cheshire & North Wales; Cleveland; Cumbria; Durham; Greater Manchester Lancashire; Merseyside; Northumberland; and Yorkshire.*

The South: *Cornwall; Devon; Dorset; Gloucestershire; Hampshire; Kent; Middlesex; Somerset; Surrey; Sussex; and Wiltshire.*

Players must register in advance using the online form 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).

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 using the online registration form:

- (a) Name used for ECF membership
- (b) Chess.com username (Rule B.6)
- (c) ECF ME number (Rule B.3)
- (d) County (as per Rule B.7)
- (e) Provisional indication of matchday availability.

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 The ECF Online July 2021 list and the ECF Official Original Monthly August 2021 list shall be used for the purposes of assigning a competition rating for each player.

B.5.1 A player must be rated 1400 or below in the July 2021 ECF Online standard list.

B.5.2 Players without a published July 2021 ECF online standard rating may play if:

- (a) rated 1400 or below in the July 2021 ECF online rapid list; or
- (b) no online July 2021 rapid rating but are rated 1400 or below in the over-the-board August 2021 Official Original standard list; or
- (c) no online standard or rapid July 2021 rating and no August 2021 over-the-board standard rating but are rated 1400 or below in the rapid list; or
- (d) have none of the above published ratings but have a Chess.com rapid (game longer than 10 minutes) rating of 1400 or below based on at least 8 games played.

B.5.3 If one of the B.5.2 criteria are met, the Controller will allocate a competition rating 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 if 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 Counties Online Fair Play Regulations and the OFPAC 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 [Fair Play Regulations](#) and [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 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 Appendix 1 subject to “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 press play;
- (f) Be ready for the game to start as this will happen on acceptance of the challenge by the opponent which may be before the scheduled start of play.

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.

D3.3 An incorrectly constituted challenge must be rejected and opponent contacted to reissue.

D.3.4 If an expected challenge has not been received by 6:35pm by a player that player should issue the challenge, ensuring to allocate one’s own colour correctly.

D.3.5 Acceptance of the challenge will start the opponent’s 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 after 6:35pm a player should inform his team captain and the match arbiter through chess.com and stay online until it is confirmed that a default win has been awarded.

D.6 If neither player has been on online between match start and the default time the game shall be scored as a loss for both players at the default time.

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

There is no requirement to submit results. Players are responsible for checking their result on the LMS. Any discrepancies should be reported to the assigned match official or the Controller as soon as possible and no later than 24 hours after the match start.

D.9 Board Orders for matches by way of individual challenges

D.9.1 Teams shall be arranged in descending order of rating (see Rule B.5)

D.9.2 Players of equal rating shall be arranged in alphabetical order.

D10 Team Placement

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 E6.3. The lost game will be rated by chess.com but will not be submitted for ECF rating.

E.2 Disconnections are governed by the Fair Play Regulations. 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 Issues during play should be raised with the assigned match official. Where this does not result in resolution 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. 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. Matters concerning the Fair Play Regulations and/or OFPAC Rules should be referred to the Fair Play Controller.

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

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

Enable Premoves	<input type="checkbox"/>
Always Promote to Queen	<input type="checkbox"/>
Confirm Resign	<input checked="" type="checkbox"/>
Play Multiple Games at a Time (Premium Only)	<input type="checkbox"/>
Auto-Watch Top Game	<input type="checkbox"/>
Always Use Focus Mode	<input checked="" type="checkbox"/>
Low-Time Warning	<input type="checkbox"/>
Dark Mode	<input checked="" type="checkbox"/>
Engine Evaluation	<input type="checkbox"/>
Post-Game Quick Analysis	<input checked="" type="checkbox"/>
Allow Challenges	Everyone
Allow Offline Challenges ?	<input checked="" type="checkbox"/>
Incoming ?	Min: Any, Max: Any
Outgoing ?	Min: -200, Max: +200
Chat Requests	Everyone
Game Chat	Nobody
Challenges Alerts	All Challenges
Friends Alerts	Requests and Log On/Log Off
Event Announcements	Off in Game Chat
Right Button Draw Arrows and Highlights	<input type="checkbox"/>
Show Timestamps	<input checked="" type="checkbox"/>

Save

Switch premoves 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