Wanstead Warriors Online Competition Rules

1 General

1.1 It is a condition of entry that players follow and agree to abide by the Club's Playing of Chess Online Policy which is accessible from the Corporate Menu of the Club's website.

1.2 Player participation is conditional on reading and acceptance of these rules and the ECF Fair Play Policy, which is similar to the J4NCL Fair Play Guidelines. These rules shall be construed in conjunction with these guidelines. No help from any source is permitted during play.

1.3 All participants in Wanstead Warriors internal online competitions shall consent to their name, username, rating and results being shown on the Club's website and the ECF League Management System and online rating lists . Those wishing to withhold their consent shall not be permitted to play in the competitions.

1.4 ECF membership at Supporter level or higher is required.

2 Match Arrangements

2.1 Competition round dates and pairings will be announced by the Controller once entries are finalised.

2.2 Each player will play two games per round against their opponent, one with each colour.

2.3 The starting time of each round will be 6pm on the announced date. Any player who has given advanced notice to the Controller of unavailability at the set time and date may play at a different time and date. A rescheduled game shall be played as soon as possible following publication of the pairings by mutual agreement or as directed by the Controller.

2.4 A player will incur a half game point penalty per default in addition to scoring zero in each defaulted game. A default may be claimed if without a good reason the opponent fails to appear for the game within 15 minutes from the set (or agreed) start time.

2.5 The time limit for each game will be all moves in 10 minutes plus 5 seconds per move from move.

2.6 The player with the white pieces shall arrange the Challenge. See the How to Use Lichess document.

2.7 Results must be submitted to the Controller no later than midnight on the day following the game.

2.8 All results will be submitted for ECF online rapid rating.

3 Scoring and penalties

3.1 1 game point for a win and ½ a game point for a draw in each game. Players shall be ranked according to the total number of game points scored. Where players are level on game points the first tie-break shall be the result of the direct encounter and the second the number of wins.

3.2 The Controller may apply penalties as it sees fit for any flagrant or premeditated breaches of the spirit as well as the letter of the rules.

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