

## ECU ANNEX FOR ONLINE CHESS COMPETITIONS

### **PART I – GENERAL PROVISIONS**

#### Article 1: Application of the [FIDE Online Chess Regulations](#)

ECU online competitions apply FIDE Online Chess Regulations except for what is provided in the following articles.

#### Article 2: Playing Zone

ECU online competitions are played through the platform determined by ECU board for any particular competition.

#### Article 3: Moving the Pieces on the Virtual Chessboard

In ECU online competitions the use of smart moves and pre-moves or auto promotion is not allowed, unless the regulations of the competition allow it.

#### Article 4: Virtual Chessclock

In ECU online competitions the playing platform cannot set any specific idle time for the players, to start the game or to make the move, after which the game is lost by the player himself, unless the regulations of the competition allow it.

#### Article 5: Completing the Game

The regulations of a particular ECU online competitions can prohibit the automatic award of threefold repetitions or 50 moves.

#### Article 6: Competition Types

6.1 ECU online competitions can only be played as “*Online Chess with supervision*” or “*Hybrid chess*” competitions.

6.2 Unsupervised chess is not allowed for ECU online competitions.

#### Article 7: Scoring System

7.1 In the case a player is found guilty of fair play violation:

7.1.1. The Chief Arbiter shall take fair play decisions as soon as it is possible, to avoid controversies with score revisions.

7.1.2 In an individual Swiss tournament, the offender shall be excluded from the final ranking.

7.1.3 Each of the offender’s games shall be considered a loss. All games shall be reported as unplayed (excepting the game where the breach was assessed).

7.1.4 The opponent’s score will be determined according to the tournament regulations.

7.1.5 In the team championships the Chief Arbiter shall take a decision in the best interest of the competition upon consultations with the Organisers. The team of the offending player shall be excluded from the final rankings.

### **PART II – ONLINE SUPERVISED GAMES**

#### Article 8: General Provisions

The default time of a game is equal to the total allotted time for the player, unless the tournament regulations provide differently.

#### Article 9: Players’ Conduct

9.1 The players will have to join a video conferencing system and stay connected according to the specific rules provided by the tournament regulations.

#### Article 10: The Arbiter’s Role

The arbiters shall ensure that the ECU online regulations are observed.

#### Article 11: Disconnections

In case of a disconnection, the CA has the right to stop the clock or adjust the clock of the player.

#### Article 12: Playing Device

In ECU online competitions using a mobile phone as a playing device is not permitted.

#### Article 13: Video Conferencing System

The arbiters may always require a player to provide a second viewpoint of their venues (side camera).

#### Article 14: Cameras and Microphones

The regulations of the competition may specify that extra monitoring devices (e.g. cameras) are mandatory from the beginning.

#### Article 15: Irregularities

15.1 Each player is entitled to ask for an arbiter's assistance. The misuse of the function of calling the arbiters, if it stops the game, may be sanctioned.

### **PART III – ONLINE HYBRID GAMES**

#### Article 16: General Provisions

16.1. Each playing venue shall be monitored by one or more On-site Arbiters approved by the Chief Organiser and the Chief Arbiter.

16.2 Nobody can be at the same time On-site Arbiter and representative of his team/Federation at the playing venue.

#### Article 17: Players' Conduct

The players shall immediately leave the venue once their game is finished.

#### Article 18: The Arbiter's Role

On-site arbiters are not allowed to impose penalties unless this is approved by the Chef Arbiter.

### **PART IV – FAIR PLAY**

#### Article 19: Appendixes

The appendixes to the FIDE online regulations are not applicable to ECU online competitions.

#### Art. 20: Definitions

20.1 Cheating means: the deliberate use of electronic devices or other sources of information or advice during a game or the manipulation of chess competitions.

20.2 The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences.

20.3 Statistical evidence may lead to the assumption that a cheating offence has been committed, unless a player can prove on the balance of probabilities that he/she was playing honestly.

#### Article 21: Fair play

21.1 The following fair play rules will apply

21.1.1 All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.

21.1.3 Platform-owned anti-cheating procedures are not official nor binding for the ECU.

21.1.4 Players must play with their real names.

21.1.5 Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded. Only the Chief Arbiter and the Fair Play Panel, if any, may access it. The recording is deleted after the official announcement of the results.

21.1.6 Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. The organiser must ensure that appropriate legal advice on privacy and child safeguarding has been taken before requiring this in the competition regulations.

21.1.7 When a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.

21.1.8 Prizes will not be awarded to players until the Fair Play checks have been completed.

21.1.9 The regulations of a competition can provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final.

21.1.10 The regulations of a competition cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

21.1.11 The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 12 hours after the end of the last round.

21.1.12 All Complaints must be submitted in writing and addressed to the Chief Arbiter. The complainant shall provide all the information useful to instruct the case and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

21.1.13 Oral or informal Complaints are not accepted.

21.1.14 All Complaints based solely on the assumption that a person is playing stronger than expected due to his/her rating will not be considered.

21.1.15 False accusation may lead to sanctions for the abuser.