

US Chess Online Events Technical Guide
For use during events hosted by the Internet Chess Club



US CHESS
FEDERATION

Table of Contents

[EVENT RULES](#)

[HOW TO PLAY](#)

[ZOOM](#)

[PLAYER AGREEMENT](#)

[PARENT/GUARDIAN/COACH AGREEMENT](#)

[FAIR PLAY REVIEW](#)

[TECHNICAL VIOLATIONS](#)

[BATHROOM BREAKS](#)

[ADDITIONAL REGULATIONS](#)

EVENT RULES

- All play will be governed by the US Chess rulebook, especially C. 10 “[Online Play](#)” and special Scholastic Rules specific to the event that can be [found here](#).
- Disconnecting before the start will remove you from the tournament. If you disconnect after the start, you will not be removed automatically, but you need to return as soon as possible or the director may forfeit you.
- A player must not enter the tournament on more than one username, or risk being forfeited on both usernames.
- Use of computer chess engines, databases, chess books, magazines, written notes and any other form of external assistance while playing is strictly prohibited. Assistance from other players is also prohibited and will result in disqualification as well as further sanctions as laid out by both the US Chess rulebook and [ICC's User Agreement](#) and Policy rules.
- Players are prohibited from giving takebacks or more time to their opponents during the tournament.
- All participants are expected to be familiar with the rules of chess used on the ICC server. In particular, participants should be aware of the ICC rules for draws and how to claim a draw if such a claim is necessary to invoke a particular draw rule. To that end, each participant is encouraged to review the rules [here](#).
- Participants will be provided with a **username** and **password** by the organizers. Please use only this username for play during the tournament. Players will be paired using the credentials provided to them. If you are online with any other username, you will not be able to play.

HOW TO PLAY

- Players must use a desktop, laptop or notebook computer. Players must login to ICC at least 30 minutes before the tournament.
Play on a phone or tablet is not allowed, however a phone or tablet is permitted and a good option for running Zoom should you qualify for the Championship Weekend. Zoom is not required during the qualifier weekends.
- Using the play page - not the downloadable clients - is **required**. The direct link is: <https://play.chessclub.com/uschess>

- Per Chapter 10 of the US Chess rulebook, use of a physical set/board is not allowed, unless authorized by director for medical reasons.

To play on the web (**simplest + required**), use this link: [Play on Web Browser](#).

To use ICC's playing software, download it [here](#). Once you download the file, run it and follow the installation instructions.

During the tournament, the standings and pairings will be available on the tournament website:

<http://www.uschess.org/tournaments/2021/noscw1> - **Qualification Weekend 1**

<http://www.uschess.org/tournaments/2021/noscw2> - **Qualification Weekend 2**

ZOOM

Zoom will only be required for the Championship Weekend, to be held June 12-13. Zoom is **not required** for the Qualification Weekends.

- Two Zoom setups/views are required per player. The first must show the player's face as they play - a "from the computer" view.
- The second Zoom camera must be set so that it displays the player and the area near the player. An "over the shoulder" view that displays the surrounding playing area, desk, and computer screen.
- The Director may on occasion require that Zoom be temporarily adjusted to reveal parts of the room not otherwise displayed.
- Audio as well as video must be enabled on Zoom.
- Noise such as music that may be loud enough to mask possible illegal discussion is not permitted.
- The best location for the "over the shoulder" Zoom camera is on a separate device, clearly showing the player and making him/her easily identifiable. The camera angle should be behind the user that allows a view of the entire chess board and monitor. Fixed laptop, desktop or Mac cameras are allowable.
- Connectivity Tip: Having Zoom running separate from your internet connection reduces the possibility of lag affecting your connectivity due to bandwidth issues.

Zoom Links for All Sections - Championship Weekend

K-1 Championship: <https://us02web.zoom.us/j/84974534409>

K-3 Championship: <https://us02web.zoom.us/j/84974534409>

K-5 Championship: <https://us02web.zoom.us/j/81277733919>

K-6 Championship: <https://us02web.zoom.us/j/81277733919>

K-9 Championship: <https://us02web.zoom.us/j/8337410112>

K-12 Championship: <https://us02web.zoom.us/j/8337410112>

PLAYER AGREEMENT

By entering this tournament, I agree to the following:

- 1) I will not give my password to anyone.
- 2) I am the only person allowed to use my ICC account.
- 3) Specifically, I will not allow other people to use my ICC account.
- 4) I will not use any ICC account which does not belong to me.
- 5) I will not use chess database software, analysis software, chess engines or any outside assistance of any kind to assist one's game while playing US CHESS rated games on the Internet Chess Club. I acknowledge and agree that the ICC, and US Chess has the right to monitor such activity and further agree to indemnify, defend and hold the US Chess and ICC harmless from and against any and all liabilities, claims, causes of action or damages (including attorney's fees) arising from the Company's exercise of its rights herein.
- 6) I will behave decently toward other players, as described in [help atmosphere](#) and [help abuse](#).
- 7) I will follow the [US Chess Code of Ethics](#) at all times.

The tournament manager may, at his or her discretion, refuse to allow a player to enter the tournament or eject a player from the tournament, for any reason, including, but not limited to: connection problems, excessive lag, failure to start tournament games promptly, failure to resume tournament games promptly, disruptive behavior in the tournament room, suspicion that the player is receiving outside assistance, suspicion that the player is using computer assistance, or discovery that the account or player has a previous history of violating ICC rules. The manager is not obligated to disclose the reason for his or her decision, and his or her decision is final. There is no process for appeal.

PARENT/GUARDIAN/COACH AGREEMENT

By entering my student in this tournament, I agree to the following:

- 1) I will not assist them during play in any way. This includes alerting them to an illegal move, their clock situation, or any other factor that may influence the game.
- 2) I respect and abide by all fair play decisions made by ICC, US Chess, or their delegates.

- 3) I have read the tournament guidelines, including [all information on the tournament webpage](#) here
- 4) I will follow the [US Chess Code of Ethics](#) at all times.

FAIR PLAY REVIEW

US Chess will make Fair Play determinations based on a review by ICC's Fair Play team which employs state of the art anti-cheating tools. As the tournament director of the event, US Chess will file an ethics complaint against all players found to be using outside assistance throughout the tournament. Penalties can include suspension of US Chess membership. By participating in the event, all players agree that US Chess maintains the right to use information regarding Fair Play violations during this event at their discretion beyond the conclusion of the tournament.

Results are only considered final upon submission of the rating report. This means that in the case a fair play violation is discovered during the post-event review, results may be altered accordingly. **Results posted at the immediate conclusion of the tournament are not final and are subject to change.**

- Successfully playing US Chess online rated games are at the mercy to an individual's connectivity and one's ability to use the various interfaces to connect and play on our site. ICC and US Chess cannot be responsible for games lost due to an entrant's difficulty remaining connected or inability to use the programs used to play. Completed games cannot and will not be re-started, resumed or ratings adjusted for any reason.
- Intentional rating abuse (lowering rating to enter lower class) is prohibited and may lead to disqualification as well as further sanctions as laid out by ICC's Agreement and Policy rules.
- The ICC tournament directors may, at their discretion, rule that all games of a player in a tournament are forfeited due to a fair play violation. The scores of the forfeited players' opponents shall be adjusted according to the US Chess Rulebook, section 28I.

TECHNICAL VIOLATIONS

To ensure a level playing field, US Chess has added the following technical violations to the event rules. Note that failure to adhere to the rules below can result in immediate disqualification

with no warning. Players are expected to be familiar with the event rules prior to participating in the tournament.

- Players found to be accessing applications and windows outside of the tournament game board throughout the event may be disqualified at the tournament director's discretion.
- Players are expected to adhere to requests made by the tournament director if prompted. Failure to follow a tournament director's request will be considered grounds for disqualification.
- Players are expected to have access to a webcam for the Championship Stage of the event to adhere to the Fair Play policy set forth by US Chess. Players that do not have access to a camera during any ZOOM call run the risk of being immediately disqualified from the event.
- Players that fail to join the specified ZOOM link upon the tournament director's request may be immediately disqualified from the event at US Chess' discretion.
- Players found watching the Twitch broadcast while participating will be disqualified immediately.

US Chess will document all technical violations throughout the event and will use such information at their discretion.

BATHROOM BREAKS

- For Online Regular rated play (G/25+10 & slower), one break is allowed per round (two if G/90+10 or slower), but not if the remaining time on both clocks totals under 30 minutes. For Online Quick or Online Blitz rated play, such a break may be penalized at the director's discretion and may be a factor considered in fair play enforcement.
- **A player may not leave for a bathroom break while on move.**
- Players are warned that improvement of play immediately following a bathroom break is considered highly suspicious and, depending on other factors, could lead to a player being forfeited or banned.
- If you have an accessibility issue, medical concern, or require any special accommodations, please contact the tournament director **at least 5 days in advance** of the tournament to determine what options are available.

ADDITIONAL REGULATIONS

- Neither ICC nor US Chess can be responsible for things that can happen with internet play. Examples of this can be: slips or dropped pieces; returning a piece back to its

original place and accidentally setting it on the wrong square; game boards disappearing; etc. This list is not all-inclusive, as there may be other issues that we cannot control as well. For a comprehensive overview of online play, consult [chapter 10](#) of the 7th ed. of the rulebook.

- Half point byes are available as described in the tournament website
- ICC and US Chess reserve the right to use image and name of winner(s) from their online events for publicity purposes.
- The ICC tournament directors may at their discretion make a ruling on a particular game, eject a player from a tournament, or refuse to allow a player to join a tournament for any reason including but not limited to: failure to show up on time or to start a game on time, concern that the player's internet connection is not reliable enough for the game to finish in a timely manner, suspicion of chess computer use, suspicion that a player is receiving assistance, suspicion that a player has used multiple accounts during the tournament, or the fact that this player has been caught violating US Chess or ICC rules in the past.
- Participants are expected to use the same computer during the whole tournament. Play must be on desktops, laptops and notebooks only, mobiles and tablets are not allowed.
- As real names will be made public, all players including players who own free GM/WGM/IM/WIM/FM/WFM accounts on ICC are required to use their public handles in this tournament, as opposed to anonymous accounts.