

Rules and regulations

Chess Series

Note: These rules are not set in stone, nor are they meant to be punitive. The overriding principle of this document is to create a basic framework so that the Chess Series can function smoothly. To that effect, the Moderators will add and/or change rules as need be to improve the Chess Series.

Current Moderators: **moistvonlipwig**, **MasterSalomon**, **misiek91z**, **kjfooster17**

Registered players:

https://docs.google.com/spreadsheets/d/1MhjP_elCPEHmd41uk4HCrC2oQ1LJdbx0aTuqPPDd2UU/edit?usp=sharing

Registration ends on 3 June 23:59 UTC.

Season 3 starts on 11 June 00:00 UTC.

I. Player Eligibility

- A. To be eligible as a player, you must have a Lichess account with an established Classical rating and a minimum of 20 Classical games played.
 - a. At the discretion of the mods, this requirement of 20 Classical can be adjusted. However, players under 20 are asked to get their Classical count high enough as soon as possible.
- B. Accounts which have been designated as cheaters by Lichess are ineligible to play.
- C. **To register**, players must send a message to one of the Chess Series moderators either in the slack channel **#series-general** or as a **private message on lichess**. This has to be done for all seasons, regardless of participation in previous seasons.
- D. Late registration during an ongoing season is possible up to 4 round if there is free spots in groups.
- E. Late registration could be closed earlier due to no free spots.
- F. When registration is closed new players will be listed in waiting list.

II. Chess Series structure

- A. The Chess Series will consist of several divisions split in Round Robin groups.
- B. The Chess Series will be divided into divisions:
 - a. Masters (1 Round Robin group)
 - b. Candidate Masters (up to 4 Round Robin groups)
 - c. Division C (up to 4 Round Robin groups)
 - d. Subsequent divisions alphabetically (up to 4 Round Robin groups)
- C. Players from previous season who will continue playing in series will be placed in divisions:
 - a. In higher division if promoted.
 - b. In lower division if relegated.

- c. In the same division.
- D. New players will be placed into divisions according to their rating.
 - a. Rating should be higher than division average
 - b. Highest division new player can join is Candidate Masters.
- E. Free spots in division after closing registration will be filled by:
 - a. Players from lower division (possible playoffs)
 - b. New players which rating is lower than division average.
 - c. If there is no more players these spots will be open for late registration.
- F. Each Season will consist of 9 rounds and 3 rest weeks.
 - a. Rest weeks will take place every 4th week.
 - b. Players are allowed and encouraged to play missed games during rest weeks.
 - c. Players are also allowed to schedule games for future rounds on rest weeks if they for example know that they will be unavailable.
- G. The structure of the Round Robin groups will be as follows:
 - a. Groups will be made up of 10 players each.
 - b. Every player in a group will play every other player in the same group (9 games).
 - c. Players are not entitled to byes. Players are instead encouraged to find the time to reschedule with their opponents at a later date.
 - d. For each game that a player wins they receive 1 point, for each draw they receive 0.5 points and for each loss they receive 0 points.
- H. Promotion and relegation.
 - a. Two best players of each group will be promoted to the division above.
 - b. Two lowest placed players of each group will be demoted to the division below.
 - i. From Candidate Masters only one lowest placed player will be demoted to Group C.
 - c. The exact number of players promoted and relegated from each division will be announced after closing registration. There will be possible playoffs.
- I. The Chess Series moderators are moistvonlipwig, MasterSalomon, misiek91z, kjfoster17.
 - a. You can reach the moderators by (listed in order of preference):
 - i. Pinging all mods in #series-general.
 - ii. Immediately sending them a private message on Slack or Lichess
 - b. Moderators will make binding decisions regarding:
 - i. Disputes between players
 - ii. Rule clarifications
 - iii. Player forfeiture
 - iv. Any other issue of importance to the Chess Series as a whole
 - c. When applicable, moderators will refer to the rules and regulations of the FIDE and USCF as a guide to resolve disputes. However, the decisions are completely up to the moderators.
- J. The time control for all games will be 90 minutes with a 30 second increment (90+30)
- K. All games must be rated games on Lichess.org.

III. Scheduling

- A. Once the pairings for a round have been released, each player should attempt to contact their opponent as soon as possible. For the Round Robin groups, because pairings are

known in advance, as soon as possible should be understood as from the start of the official week. Please note, however, that players **are allowed** to schedule games as early as they like and do not have to wait until the start of the official week.

- B. Send a direct message to your opponent on Slack. You may of course use whatever channel you like to contact your opponent (Slack, lichess, phone, IRL conversation) if you can get in contact with them, but we only assume that players are active on Slack.
- C. Each player must offer a reasonable range of times on different days to their opponent. If a time cannot be agreed upon, a result will be determined by the moderators based on the effort put forth by each player to find a suitable time.
- D. If a player will not have the availability to make a reasonable effort to schedule their games, they should notify mods ahead of the pairing for that round.
- E. If an agreed time cannot be reached after both players have made their initial offer, both players should continue to offer times until an agreed time is found.
- F. Game must be scheduled until end of 6th day of official week.
 - a. If game is not scheduled in time it will be marked to play in catch up week.
- G. If players decided to play game later (during the catch up week) this information should be posted in #series-scheduling, with @ for both player names.
- H. All players must confirm their scheduled game time. We ask you post your scheduled game time in #series-scheduling, with @ for both player names.

IV. Rescheduling

- A. Rescheduling less than 2 hours before game time is not allowed. This will result in an automatic forfeit unless the opponent specifically allows it.
- B. Rescheduling less than 48 hours before game time **is allowed** but the offender is going to get a **yellow card** unless their opponent requests no action to be taken against them.
- C. Rescheduling more than 48 hours before game time is allowed with no penalty.

V. No-Show Policy

- A. If either player is online, but does not challenge or accept the challenge of their opponent within 20 minutes of the challenge, they will forfeit the game.
- B. In order to claim a forfeit, the claiming player must contact the Moderators with a time-stamped screenshot showing one of the following:
 - a. Their opponent is offline
 - b. They have issued a challenge, but their opponent has not accepted
 - c. They have issued a challenge, but their opponent has declined.

VI. Cheating Policy

- A. If you suspect someone of cheating, use the report button on Lichess as per the Lichess cheating policy: <https://en.lichess.org/qa/258/all-about-cheating-questions-and-answers>

- B. If someone is marked as a cheater on lichess, the mods will withdraw them from the tournament.
- C. Players that are detected to be cheating during a Chess Series game will be withdrawn from the tournament.
- D. Moderators may, at their discretion, take action given evidence that a player has previously cheated on lichess, regardless of account status.

VII. Withdrawn and dropouts

- A. Player can withdrawn from chess series in any time.
- B. All games of player withdrawn, dropout and marked as cheater will be marked as forfeit.

VIII. Game Play Policy

- A. Colors and Time
 - a. Both players are responsible to ensure they are playing the correct time (90+30) as well as the correct colors.
 - i. If a player notices an error prior to 10 moves, the game must be restarted and colors fixed.
 - ii. If error is not noticed after 10 moves, the game is an official game and players must play on.
 - iii. *USCF Rule 11F: If an incorrect starting position or the game was started with colors reversed within the first 10 moves, the game is annulled and started over. If discovered after Black's 10th move, the game continues.*
- B. Players should play the color they are assigned, and not agree to switch colors due to a preference, even if this preference is agreed upon. Colors are assigned in a specific manner in order to keep the league balanced and fair.
- C. Draws
 - a. Agreed upon draws without reasonable effort are illegal under USCF 14B6. Players who attempt this will be faulted with a 0-0 score.
 - i. USCF Rule 14 B 6 : It is unethical and unsporting to agree to a draw before a serious contest has begun. The same is true of all arrangements to prearrange game results. In case of clear violations of the moral principles of the game, penalties should be imposed at the director's discretion.
- D. "Claim Victory" and "Claim Draw" Feature
 - a. Players are not permitted to use the "Claim Victory" or "Claim Draw" features of Lichess in the event of an opponent disconnect.
 - i. If a player claims victory, the match will be continued from the terminated position with the same amount of time remaining for each side as was in the game.
 - ii. If a player claims victory and does not return to continue the game, they will forfeit the game.
 - b. Conversely, any player disconnecting from a game with the intention of wasting their opponents time will be cautioned. Action may be taken for repeated offences.
- E. Take-Backs Feature
 - a. We recognize it as a part of Lichess.
 - b. It does go against USCF rules of touch-move.

- c. Due to b), takebacks are not required to be given. This is a long time control game, you should have the time to think through where you are placing your mouse. There are settings on Lichess to ask you to confirm your move, if you have severe mouse problems.
- d. However, due to a), takebacks can be asked of and we cannot control this. Just know that no player is required to accept your takeback.

IX. Penalties

- A. The Chess Series has adopted a yellow card/red card system. 3 yellow cards = a red card and suspension from participation in the current season.
 - a. Missing a scheduled game results in a yellow card.
 - i. If advance notice is provided, a warning may be given instead if it's a first offence.
 - b. Late contact (48 hours after the official round start) results in a yellow card.
 - i. If the game is played despite the late contact, a warning may be given instead if it's a first offence.
 - c. Late second contact (deadline is 6th day of official week) results in:
 - i. Yellow card.
 - ii. Mark game as schedule in rest week.
 - d. Insufficient effort scheduling (see III.C) may result in a yellow card.
 - e. Late rescheduling (see IV.B) may result in a yellow card.
 - f. No contact in 7 days after official round start will result in forfeit and yellow card.
 - i. One-sided no contact will result in 1-OF and yellow card.
 - ii. Both-sided no contact will result in 0F-0F and yellow card.
 - g. Yellow cards and warnings may be given for other offences at the moderators' discretion.
- B. Players will be notified when they receive a yellow card from the moderators.
- C. Players who received a red card during the season carry over a yellow card into their next season.

X. Ultimate Power

- A. The moderators seek to ensure that the league continues to run smoothly and remains a positive experience for everyone involved.
- B. Players are encouraged to bring up any issues or potential improvements they might identify with a moderator.
- C. There is, however, no implied democracy in the administration of the league. Moderators have a final say in all matters