

## How does this work?

- Every day at 9:00 PM IST pairings are released.
- You will receive the pairings from chess-results.com
- You have till 9 AM the next day to tell your opponent which times you can play but the tournament round must end before 5 PM or respond to their offer.
- List all times in IST.
- Post the chosen time in WhatsApp.
- Play your game.
- Do it again the next day.
- Read the rest of the rules.

*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 tournament can function smoothly. To that effect, the Organizer will add and/or change rules as need be to improve the tournament.*

## I. Player Eligibility

1. To be eligible as a player, you must have a Lichess account with an established (non-provisional) Classical rating minimum 1500.
  - a. At the discretion of the organizer, this requirement of a non-provisional rating can be adjusted. However, players with provisional ratings are asked to get their rating established as soon as possible.
2. Players who have cheated on Lichess, on any account, are ineligible to participate. Players with games terminated as "cheat detected", barring extenuating circumstances at the discretion of the organizer, are ineligible to participate.
3. To register, players must send details here: [LINK](#)
4. The Tournament Organizer will send a Tournament links for the pairings to the WhatsApp group.

## II. Tournament

1. The Tournament format will be as follows:
  - a. 6 to 11 round Swiss.
  - b. 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

- c. Players may join the tournament and withdraw up to 4 hours before pairings are released for any round.
  - i. At the discretion of the Organizer, players joining the tournament will be given points appropriate to their rating to ensure that they are paired with players of a similar rating. These points will be removed from their point totals for the final standings.
- 2. The Tournament Organizer are Gavi Siddaya, and Hariharan S Pillai
  - a. You can reach the Organizer by posting in the WhatsApp group. An organizer will usually ask for a short description of the problem before deciding whether to address in in private or public channels.
  - b. The organizer will make binding decisions regarding:
    - 1. Disputes between players
    - 2. Rule clarifications
    - 3. Player forfeiture
    - 4. Any other issue of importance to the Tournament as a whole
  - c. When applicable, the Organizer will refer to the rules and regulations of the FIDE as a guide to resolve disputes. However, the decisions are completely up to the Organizer.
- 3. The time control for all games will be 90 minutes with a 30-second increment (90+30)
- 4. All games must be rated games on Lichess.org.
  - a. This has never been negotiable. It is still not negotiable. Games must be rated.
  - b. It is both you and your opponent's responsibility to check that the game is played correctly.

### **III. Scheduling**

- 1. Once the pairings for a round have been released, each player should attempt to contact their opponent as soon as possible.
- 2. Send playing invitation to your opponent in the lichess.org once chess-results.com pairing published.
- 3. Each player must offer a reasonable range of times on scheduled days to their opponent. If a time cannot be agreed upon, a result will be determined by the Organizer based on the effort put forth by each player to find a suitable time.

4. If a player will not have the availability to make a reasonable effort to schedule their games, they should notify organizer ahead of the pairing for that round.
5. 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.
6. All players must confirm their scheduled game time. We ask you to post your scheduled game time in the WhatsApp group.

#### **IV. No Response Policy**

1. If one player cannot make contact with their opponent after 12 hours, they must inform the organizer immediately.
  - a. The organizer will attempt to provide a new pairing for the affected player.
  - b. if a new pairing cannot be made, the player will receive a full point for the round.
  - c. To get a new pairing the player must contact the Organizer with a screenshot of a conversation on Tournament with no answer, as well as attempted contact on Lichess.
2. Upon receiving a claim of no-response, the Organizer will withdraw the non-responsive player from the tournament.
3. The non-responsive player can make an appeal to be re-entered into the tournament.

#### **V. No-Show Policy**

1. If either player is not online at the appointed time, they will have a grace period of 20 minutes to appear, otherwise, they will forfeit the game.
2. 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.
3. If one of the opponents is online at the appointed time but the other one is not online, then they can claim forfeit on time after the grace period ends.
4. How to claim a forfeit:
  - a. To claim a forfeit, the claiming player must provide the Organizer with a time-stamped screenshot showing one of the following:
    1. Their opponent is offline.

2. They have issued a challenge, but their opponent has not accepted.
3. They have issued a challenge, but their opponent has declined.
2. Upon receiving a no-show claim, the Organizer may withdraw the forfeited player from the tournament.
3. The forfeited player can make an appeal to be re-entered into the tournament.
4. Each player receives a single "Life Happens" credit at the beginning of a tournament. They may use this to avoid a yellow card if they notify the Organizer and their opponent in advance. A forfeit win is still awarded to their opponent, but no yellow card.

## **VI. Cheating Policy**

1. 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>
2. If someone is marked as a cheater on lichess, the organizer will withdraw them from the tournament.
3. Players that are detected to be cheating during a tournament game will be withdrawn from the tournament.
4. The organizer may, at their discretion, take action given evidence that a player has previously cheated on lichess, regardless of account status.

## **VII. Game Play Policy**

1. Colors and Time
  1. Both players are responsible to ensure they are playing the correct time (90+30) as well as the correct colors.
  2. If a player notices an error before 10 moves, the game must be restarted and colors fixed.
  3. If an error is not noticed after 10 moves, the game is official, and players must play on.
  4. *FIDE Rule: 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.*
  5. 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 to keep the tournament balanced and fair.

## 6. Draws

1. Agreed upon draws without reasonable effort is illegal under. Players who attempt this will be faulted with a 0-0 score.

2. 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 organizer's discretion.

3. "Claim Victory" and "Claim Draw" Feature

4. Players are not permitted to use the "Claim Victory" or "Claim Draw" features of Lichess in the event of an opponent disconnect.

1. 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.

2. If a player claims victory and does not return to continue the game, they will forfeit the game.

5. Conversely, any player disconnecting from a game to waste their opponent's time will be cautioned. Action may be taken for repeated offenses.

## 7. Take-Backs Feature

1. We recognize it as a part of Lichess.

2. It does go against the FIDE rules of touch-move.

3. Due to 2, 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.

4. However, due to 1, takebacks can be asked of and we cannot control this. Just know that no player is required to accept your takeback.

8. Respect rule: we encourage players to take their game as seriously as possible to respect their opponents and their team. Players are free to use their time as they wish during the game, but tournament Organizers will warn players if they notice that the games are not taken seriously and players can be banned if their behavior doesn't change.

## **VIII. Penalties**

1. This tournament has adopted a yellow card/red card system. 2 yellow cards = a red card and suspension from participation in the current Tournament.
  - a. Missing scheduled games results in a yellow card.
    - If advance notice is provided, a "life happens" is awarded. If subsequent games are missed with advance warning, the Organizer may provide a warning rather than a yellow card.
  - b. Late contact (12 hours after the round start) results in a yellow card.
    - If the game is played despite the late contact, a warning may be given instead if it's a first offense.
  - c. Insufficient effort scheduling (see III.C) may result in a yellow card.
  - d. Yellow cards and warnings may be given for other offenses at the Organizer's discretion.
2. Players will be notified when they receive a yellow card from the Organizer.
3. Players who received a red card during the Tournament carry over a yellow card into their next Tournament.

## **IX. Ultimate Power**

1. The Organizer seeks to ensure that the tournament continues to run smoothly and remains a positive experience for everyone involved.
2. Players are encouraged to bring up any issues or potential improvements they might identify with an organizer.
3. There is, however, no implied democracy in the administration of the tournament. Organizer has a final say in all matters