## **Cornwall Online Chess**

## Fair Play Guidelines

These are the current guidelines and rules for fair play in events organised by Cornwall Online Chess including a summary of anti-cheating arrangements.

## Scope

The rules and guidelines apply to all players playing in events organised by Cornwall Online Chess

## **General Fair Play Guidelines**

Players should familiarise themselves with the relevant Lichess fair play rules and make sure they comply with these for their games at all times. Further details can be found at https://Lichess.org/terms-of-service

Please note that the following are specifically not allowed during play:

- Help from any other person, player, or coach;
- Impersonation/use of other people's accounts;
- Use of chess engines, bots, plugins, analysis tools, tablebases, blunder checks or other best move tools;
- Artificially inflating or deflating ratings by intentionally losing, or arranging with an opponent to win;
- Interference with other members' games;
- Reference to physical opening books and static (i.e. non-engine based) tablebases.

The above list is not exhaustive and players should refer to Lichess's terms and conditions and supporting material on their website for the full set of rules and guidelines.

### **Standards of Conduct**

In addition to the above, players should take note of the provider requirement to comply with Lichess's rules in relation to general standards of conduct, sportsmanship and online behaviour.

## **Staying Connected**

Players should familiarise themselves with the rules about making the first move, disconnection and game abandonment.

Players should make sure they are ready to start playing when their game is started, and should be sure to make their first move within the allowed time. If players are disconnected for any reason before or during a game they should try to reconnect and log back in as quickly as possible. Failure to make a move within the allowed time or to reconnect following a disconnect will result in the game being recorded as a loss by Lichess.

If players are unable to reconnect due to issues with their internet connection, the provider's result will stand for online rating purposes, with a win for their opponent where they have disconnected and not been able to reconnect in time.

Where games are defaulted as a result of the server going down for both players, players should speak to the Controller who should be able to rule on the game result for rating purposes.

Players should also avoid disconnecting in a lost position and should make use of the resignation button if they wish to concede the game.

# **Anti-cheating Measures**

It is a condition of entry that players must agree to their real names being disclosed so that players know whom they are playing.

Lichess's anti-cheating software will be in place to detect instances of cheating in all games.

In the event that a player is flagged or sanctioned by Lichess under the anti-cheating measures, he/she will lose the game by default and will be disqualified from the remainder of the tournament or match.

Lichess's anti-cheating measures are published on their web site as part of their FAQs, which can be found at <a href="https://Lichess.org/faq">https://Lichess.org/faq</a>.

Cornwall Online Chess has no involvement in the Lichess anti-cheating process. Any appeal is between the player and Lichess. Information on Lichess's appeals process can be found at <a href="https://Lichess.org/contact#help-appeal-cheat">https://Lichess.org/contact#help-appeal-cheat</a>

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