



INTERNATIONAL CORRESPONDENCE CHESS FEDERATION

Champions League 8

Frequently Asked Questions

1. ABOUT THE ICCF Champions League

1.1 What is the ICCF Champions League?

The ICCF Champions League (ICCF-CL) is a correspondence chess Team Tournament event played in a 2-year cycle season. All registered teams play in several groups as part of three existing divisions: Champions League: A Division, B division. and C division At the end of each season, teams will be promoted or relegated as explained by these rules. All games played in ICCF-CL are rated.

1.2 Who is in charge of the ICCF-CL?

The league falls under the jurisdiction of the Non-Title Tournaments Commissioner. An ICCF-CL Support team consisting of tournament directors (TDs) are in charge of running the daily activities in the league.

1.3 Who can enter in the ICCF-CL?

The league is open only to teams of 4 players, who do not necessarily have to come from the same country; mixed teams (mixed nationalities and/or gender) are possible. All players must be registered on the ICCF webserver. A player cannot play for more than one team in a season (see also FAQ 2.2). The responsibility to find or form a team rests with every player.

1.4 What if I have never played in ICCF before?

The tournament is available to anyone, as long as they are members of a complete team. New players should first register with ICCF before joining a team. Only National Federations are members of ICCF; players can only be members of a National Federation and not of ICCF. It is not necessary to be a member of a national federation to play in the ICCF-CL.

1.5 How are the games in the tournament rated?

All new ICCF players will be allocated a "provisional" rating, but these ratings will only be used for the calculation of the opponents' updated ratings. Only after a player has

completed 12 ICCF games, will their name will appear with a calculated rating on the following ICCF rating list (published quarterly). If a player has no official ICCF rating at the start of the tournament, their "provisional" rating will be set according to the division where they start:

- Division A = (2400)
- Division B = (2300)
- Division C = (2200)

2. MANAGING YOUR TEAM

2.1 Must every team have a name?

Every team must have a name, preferably related to CC or chess in general and always in good taste. The team name might be of any language including numbers, but no signs - except !\$%&=?

2.2 Does every team need a Team Captain?

Each team must designate a Team Captain (TC), who can be a member of the team. It is possible for a person to be TC for more than one team. Furthermore, a TC could also play for another team where he or she is not TC, if those teams do not play in the same division. However, no player is allowed to play for more than one team in a season.

2.3 Who is the owner of the team and team name?

If the main organizer behind a team in the ICCF-CL is a chess club (OTB or CC), a magazine or organisation, then this institution owns the team name and has the overall power to decide what happens with the team name and which players are members of the team. If there is no institution behind a team, the Team Captain is the owner of the team name. This also means the Team Captain is the only responsible person for the line-up of a team and he may exclude players and invite new players to the team according to these rules.

2.4 I did not have a team in any previous season - can I nevertheless play?

New teams can enter the CL at the beginning of any new season. For the season 2019- 2021, teams that have not played in the ICCF-CL before will start in Champions League – C division, as explained by these rules (see also all of FAQ 3.below). A "new team" is by definition

a team:

- which has not previously competed in CL.
- where at least 2 players have not previously played in ICCF-CL
- where at least 2 players have not played together with the other 2 players in a previous ICCF-CL team.

2.5 Can the team name be changed at any time?

A team is allowed to change its name between seasons. The information of the old and the new name must be given at the time of entering the team.

2.6 Can players be replaced in a team?

A team is allowed to replace players during and between the seasons. The number of replaced players is limited only to; if all the 4 players in a team are changed within two seasons, then the team will normally be relegated to a lower division. Exceptions of this rule is possible where the tournament organiser sees a clear need for this.

2.7 Can players transfer from one team to another?

Players can transfer from one team to another only at the beginning of each season. If all 4 players from a team wish to transfer, that team dissolves automatically. A player does not need the approval of the TC whose team he or she leaves, but naturally the acceptance of their new team and TC. If a TC transfers, he or she must pass the captaincy to a remaining player unless the team accepts him or her to continue acting as their TC.

3. REGISTERING FOR 2019-2021 SEASON

3.1 When can team entries be sent in?

The registration period for Direct Entry runs from NOW until 31/07/2019 Midnight GMT.

Any team wishing to enter through their National Federation can enter from NOW until 31/07/2019 Midnight GMT. Please note: All registrations (DE and MF) should be sent via the server, not directly to the TO.

Entries are open to active, new teams and inactive teams wishing to re-enter ICCF-CL.

3.2 What is an inactive team?

A team that has not played in the previous season 2017-2019

3.3 Can inactive teams re-enter the ICCF-CL?

Inactive teams can be reinstated as per the present set of rules. They would compete in Champion's League - Promotional division.

3.4 Our team has played in the ICCF-CL before - do we have to pay the entry fee again?

The team entry fee is per season and therefore has to be paid for every new season.

3.5 How much is the entry fee for team entries?

The entry fees are listed in the ICCF Financial regulations valid from 01.01.2019

<https://www.iccf.com/message?message=632>

Champions League team entries can be made through the ICCF Direct Entry system. The Team Captain will be presented with an option to pay for the team entry in one currency: EUR. As the entry fee is pegged to the Euro, the entry fee will fluctuate based on the exchange rates. Please note that only one payment for the entire team will be accepted. Individual player payments will not be accepted and returned.

If a team is entered through the National Federation, that Federation will determine their own entry fee. Please DO NOT send funds to ICCF, should the team decide to use this entry method.

3.6 How can I enter a team through Direct Entry?

All registrations (DE and MF) should be sent via the server, not directly to the TO.

3.7 How can I make a team entry through my National Federation?

A team can be entered through the National Federation Delegate. The delegate must send via the server, not directly to the TO.

3.8 What is the method of play for the 2019-2021 season?

The method of play is on the ICCF webserver. Email or postal play will not be available in this competition.

3.9 Will there be live replay of any webserver games?

There will be no live replay of ongoing games. The public can see the games only when they are finished and at least 10 games are finished in the group. The team players and team captain can see the games of their own team live with no delay.

3.10 When is the start date of the tournament?

This season is due to start on 01/09/2019

3.11 What are the Playing Rules for this tournament?

The playing rules in effect are the ICCF Playing Rules for Webserver Team Tournaments. There will be a new time control of 10 moves in 40 days. Conditional moves will also be available to use if players should so wish to use them.

3.12 Who do I talk with regarding any issues related to CL?

Contact can be made only via your Team Captain. He or she is responsible for maintaining continuous contact with the ICCF-CL Support Team throughout the season. All inquiries will be followed up promptly. General suggestions should be sent directly to Jörg Kracht.

4. SCORES AND PERFORMANCE CRITERIA

4.1 What method is used to calculate the team performance?

The final result of each team will be decided by adding full individual results of all 4 boards. The result of a team match is taken into consideration only if there is a need for tiebreaks as explained below.

4.2 How are the promotion and relegation rules?

After Tie Breaks Applied

A Division - Places 1-7 remain the A Division, places 8-15 are related to the B Division.

B Division - Places 1-2 per section are promoted to the A division, places 3-7 remain in the B division, and places 8-13 are relegated to the C division.

C Division - 24 Teams will qualify for the B division; the exact promotion distribution will be announced once the closing date for Entries is passed. All other teams will remain in the C division.

4.3 What modus is used for tied teams?

If two teams end up with exactly the same total number of points, then ties are split according to the ICCF tournament rules:

1. tie breaking on the basis of team results (2 additional points for a won match, 1 additional point for a drawn match),
2. the results of the tied teams against each other,
3. the better individual result on board 1, followed by board 2, 3 or 4 if necessary.

4.4 What happens in case a place in a higher division becomes vacant due to an unused qualification?

If there's a vacancy at any time in any division (due to an unused qualification, team withdrawal, etc.), those free places will be made available for tied or best scoring next placed teams from any group of a lower division, according to the following method:

1. First priority to best scoring tied teams (who are not winners).
2. Second priority to best scoring next placed teams.
3. Third priority, based on "match points" achieved by equal teams.
4. Drawing of lots.

5. FINISHING THE SEASON/ADJUDICATIONS

5.1 What happens with the unfinished games of any current season?

Play in all deciding games that directly determine promotion/relegation for the following season will stop 2 years after the start date, or at a later date if decided by the organizers. A valid reason for extending the end date of a season could be the high number of unfinished deciding games. All other games will continue until their normal finish.

5.2 What happens with the stopped games?

All stopped games will be adjudicated in order to decide the final team results and the promotion/relegation places. This will enable the organizers to draw all groups for the next season.

5.3 How do I know if any of my games must be adjudicated?

The Tournament Director (TD) for your group will advise the Team Captains which games must be adjudicated..

5.4 Games of mine have to be adjudicated - what do I have to do?

Players are responsible to prepare and submit pertinent analysis for the stopped unfinished games in accordance with the ICCF Playing rules. A deadline for submission of all pertinent information and analysis is normally given as the organizers see fit.

5.5 Who is going to adjudicate the games?

The names of any adjudicators involved will not be revealed to the public. They are experienced ICCF players, preferably holding at least the ICCF Senior International Master title and a fixed rating of minimum 2500 on the last published ICCF rating list.

5.6 When will the results of any adjudication be known?

Adjudicators are given a reasonable time to come to a decision in all their adjudication cases. Once they reach their decision, all results will be communicated to the players and public.

5.7 Can I appeal against the adjudication result?

Any appeal against the adjudicator's decision must be sent to the TD, through the Team Captain, within 14 days of receiving the notification/ adjudicator's decision. For an appeal, both players may submit additional analysis. The game(s) in question will then be sent to a different adjudicator whose ruling is final; no further appeal will be accepted from either player.