



# International Correspondence Chess Federation

## ICCF Playing Rules Server

Valid from 01/01/2015

### 1) Play and Control

a. Games shall be played in accordance with the FIDE Laws of Chess, except as otherwise defined in these rules or other ICCF rules.

b. A Tournament Director shall be appointed who shall be responsible for the conduct of the tournament and progress of the games.

*c. TEAM: Each team has a Team Captain who shall maintain contact on behalf of the Players with the Tournament Director.*

*d. TEAM: In cases of misunderstanding between players the Team Captains should try to solve the problem before it is sent to the Tournament Director.*

e. Games shall be played by using the ICCF Webserver.

f. Results of games which progress to their normal conclusion, will be automatically recorded and the Tournament Director will be informed, through the system. In all other circumstances, players are responsible for making claims or communicating with the Tournament Director, for the resolution of problems or disputes.

*f. TEAM: Results of games which progress to their normal conclusion, will be automatically recorded and the Tournament Director will be informed, through the system.*

*Automated claims will be made by the player directly to the server and will either be evaluated automatically by the server (acting as proxy for the TD), or be passed by the server to the TD for human evaluation. In all other circumstances, Team Captains are responsible for making claims or communicating with the Tournament Director, for the resolution of problems or disputes.*

g. These rules will normally apply for all tournaments (*team tournaments*) played using the ICCF Webserver, unless varied by tournament announcements and starting notices.

### 2) Transmissions

a. All moves shall be made by committing them through the ICCF Webserver.

b. The ICCF Webserver system will generate an immediate Email message informing the opponent of the move played and giving other relevant information.

c. Players are responsible for monitoring the progress and time utilisation for all of their games on the ICCF Webserver.

### 3) Failure to Reply

a. The ICCF Webserver system will automatically generate an Email reminder when a player has not made a move for 14 days and another, after 28 days. A final Email reminder will also be automatically generated after 35 days of silence by a player.

b. When a player is sent a final reminder after 35 days of response time, he/she must either move or report to the Tournament Director and to his/her opponent, the intention to continue the game, within 5

days of that reminder. If a player does not move or otherwise report his/her intention to continue, during the 40 days of response time for the same move, the game will be scored as a loss.

#### **4) Conditional continuations**

a. Conditional moves are not allowed in Webserver games.

#### **5) Records and Reports**

a. All transmissions concerning the game and a record of the moves and dates will be kept by the ICCF Webserver system until the end of the tournament and this will be available to the Tournament Director, as required.

b. As a further safeguard, a player is required to maintain a record of the moves and playing time used by both players until the game has been completed eg a copy of latest system notification (as described in 2b), and he/she must send information to the Tournament Director, as requested.

c. If a player does not answer enquiries from the Tournament Director, that player may be deemed to have withdrawn from the tournament.

d. Changes of permanent address and Email address shall be made by the player under his/her personal settings maintained in the system.

*d. TEAM: These addresses only shall be disclosed to the Tournament Office, Team Captain and Tournament Director.*

e. The Tournament Director must be notified immediately of any disagreement between competitors about the game.

f. The Tournament Director and opponents must be notified immediately if any substantial failure of hardware or software occurs.

#### **6) Time Allowed and Penalties**

a. Each competitor is allowed 50 days for every 10 moves, unless the tournament announcement explicitly specifies otherwise.

b. Playing time is accounted for in whole days (24-hour periods). A player will have 24 hours of reflection time to respond to a move before one day of time is charged against his/her clock by the ICCF Webserver. Time charged against a player in responding to a move will be the whole number of days reflection time used by the player, up to 20 days, plus twice the whole number of days of reflection time used beyond 20 days, for any single move. For instance, a player who used at least 23 days of reflection time, but not 24 days, will be charged 26 days against his/her clock. Time remaining on a player's clock, when reaching a time control, is carried forward. Both response time and reflection time are stopped during a valid leave.

c. The basis for ICCF Webserver date/time will be Greenwich Mean Time (GMT), or other central time defined by the location of the server.

d. A competitor who has exceeded the time allowed shall forfeit the game.

#### **7) Leave**

a. Each competitor may claim up to a total of 45 days leave during each calendar year.

b. Players intending to take such leave must send the information in advance to the ICCF Webserver system, using the facilities provided. It is not possible for players to make moves via the Webserver system, during their notified periods of leave.

## **8) Withdrawal, death [and Substitution]**

a. In the event of death all remaining games of the deceased player will be adjudicated. If he/she hasn't finished a single game, his games will be cancelled.

b. In the event of withdrawal the TD shall decide according to what is prescribed in the Tournament Rules section 8

*a. TEAM: In the event of withdrawal or death, the Tournament Director shall call upon the Team Captain to replace this player within two months.*

*b. TEAM: The substitute player may be required to start with a time penalty. The new player starts on a date set by the Tournament Director*

*c. TEAM: If no substitute player is available, the Tournament Director shall decide according to what is prescribed in the Tournament Rules 8.3.*

*d. TEAM: A team may substitute at most 50% of its players in case of withdrawal, and only make one substitution per board, but there is no limit for cases of death.*

## **9) Adjudication**

If no result has been agreed by the date set for close of play, or in the event of accepted withdrawal the TD will start the adjudication procedure.

## **10) Table Data Base Adjudication**

a. ICCF acknowledges some Table Data Bases as valid for claiming win/draw/loss in position solvable with the following Data Base:

Convekta Ltd, which solves all positions with maximum 6 men.

Each certified Table Data Base will be available on the ICCF Webserver system.

b. In case the Table Data Base shows a win that supersedes the 50 moves rule, the win will be awarded.

## **11) Decisions and Appeals**

a. The Tournament Director may penalise or disqualify players who break these rules.

b. Any matter not covered in these rules shall be decided by the Tournament Director according to principles stated in ICCF Statutes and Rules, Code of Conduct Guidelines or the FIDE Laws of Chess, as applicable.

c. A player may appeal within 14 days of receiving a decision from the Tournament Director or the server to the Chairman of the respective ICCF Appeals Commission (using the ICCF Webserver facilities provided), whose ruling shall be final.

*c. TEAM: A player may appeal within 14 days of receiving a decision of the Tournament Director or the server, through the Team Captain, to the Chairman of the respective ICCF Appeals Commission (using the ICCF Webserver facilities provided), whose ruling shall be final.*

*[These playing rules were adopted by the ICCF Congress, Sydney 2014 and take effect from 1.1.2015]*