

ON-LINE RULES, to be read in conjunction with the TAFCA Constitution and Rules

- All matches will be played on "lichess.org"

PREPARATION FOR PLAY

- Captains must submit their team list by email to league controller no later than 7:30pm the night before the match.
- The board order will permit a 50-point variation in grading on adjacent boards.
- The league controller will email both captains with team lists and handles and any other relevant info no later than 1pm on day of match. They will also update website with the match card.
- A team list may be changed in an emergency, but not no later than 6:30pm on night of match. The team wishing to make the change must inform the opposing team captain and the league controller on the night. Failure to do so may result in a default.
- A team captain may contact their opposing team captain and/or league controller on any matters pertaining to the match on that night to resolve any issues.
- Team captains are responsible for making sure all their players are online and ready to play by 7:30pm.
- If any named player fails to take part, then that board must be clearly marked "default" when emailing results to league controller.
- The player with white side is the one responsible for initiating the challenge to his opponent. (see guide to playing matches on Lichess)
- Known defaults must be on the lowest boards.

RULES GOVERNING PLAY

CLOCKS

- Lichess Online Clocks must be used in all games.
- The player with white is responsible for setting the time-control and correct time for match on lichess when making the challenge (see Guide to playing matches on Lichess!)

TIME-CONTROLS

- All moves in 45 minutes plus 15 seconds per move from move 1, each player.
- If a match is started with the wrong time-control and is noticed within 5 moves, or 5 minutes, whichever comes first, the match should be aborted (or agree a draw if not possible to abort) and the match re-started with the right time control. If error not noticed until later, the time-control will stand and the match will continue as normal. If the match is started with the wrong colours and is noticed within 5 moves, or 5 minutes, whichever comes first, the match should be aborted (or agree a draw if not possible to abort) and the match re-started with the right colours set. If error not noticed until later, the colours will stand and the match will continue as normal.

TAKE BACK REQUESTS

- Take back requests are not allowed in TAFCA league/competition matches, even when involving a mistake (mouse slip etc.).

SUBMISSION OF RESULTS

- All players must report the result of their individual match to their respective team captain as soon as the match is completed.
- The result of the match, containing full details of the match, must be emailed by both team captains within 5 days following the match to league controller.
- Submission of match results must not be delayed. Where the result is not received by the league controller within the appointed time, the home team shall be penalised the sum of £2.00. Failure to pay the penalty within two weeks of the treasurer's request for payment will result in the deduction of 2 game Points for each offence.

GRADES & GRADING

- Grades used for season 20-21 winter league will be the Chess Scotland published normal grades for season 2020-21.
- All matches played online with a time-control of 15 minutes or more will go for allegro grading, even an event held at normal long play controls would only go for allegro grading. The main list will not be used for any online data.

DATA PROTECTION

- By joining our league, a team(s)/player(s) consent to the league holding and processing any data supplied/given by a team(s)/player(s) for the purpose of the league. This includes publishing player's names and usernames on any TAFCA platform, including our website. Failure to except this condition will mean you are excluded from all TAFCA organised events/competitions.