

TAFCA ONLINE DISCONNECTION GUIDELINES

(Thank you to 4NCL online for the guidelines)

STAYING CONNECTED

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

A disconnection normally occurs in one of two cases:

- **Your internet connection is slow or temporarily goes down**
- Lichess or Chess.com Internet servers go down

These guidelines **cover the first** of these cases. The second of these cases is very unlikely to happen, and so will be handled on a “we`ll cross that bridge when we come to it” basis!

When you are in the games window (chess match), there should be a “**GREEN DOT**” next to your username and your opponent’s username (handle). If the dot is no longer green, it means that the user has been disconnected. You should pay attention to this periodically, if you think your opponent has not moved for a long time.

If you disconnect from the internet temporarily (i.e. you lose connection), you should keep the game window open and try to re-establish a connection to the internet. If you have the facility to do so, you may wish to have a backup connection method available. For example, if you have wired connection, or wifi in place you are playing the game, you may want to use a mobile phone tethering option available as a backup.

If you manage to re-establish a connection, then you will be able to continue playing the game. It must be “**NOTED**”, the clocks will not be paused while you are disconnected, to prevent cases where players might wilfully disconnect to extend their thinking time.

After a certain amount of time from when the “**GREEN DOT**” goes out (**see below), the player who remains connected may be able to “**CLAIM**” a win due to disconnection. This is a manual process; the option may become available in the game window. If it does not become available, then you will have to wait for your opponent to reconnect.

TAFCA cannot write guidelines as to whether or not a player should claim a win by disconnection in these cases, due to various factors relative to the game. This notwithstanding, in the earnest belief that players have entered this league to play games of chess rather than win games by disconnection, we do recommend that a player might want to make contact with their captain, who can contact the opposing captain in a bid to facilitate the game being played out to it’s natural conclusion.

****Lichess/Chess.com does not publish the specific guidelines of the time calculation for when a win by disconnection can be claimed, but it is a function of:**

- The length of the game; the longer the game the more time you have to get back.
- Previous disconnection history
- Previous “ragequit” history, the act of wilfully disconnecting or closing the game window when in a losing position to force your opponent to wait to win on time

FIRST MOVE (White & Black)

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.

Failure to make a move within the allotted time will result in the game being recorded as a loss.

LOST POSITIONS

Players should also avoid disconnecting in a lost position and should make use of the resignation button if they wish to concede the game. Repeated offenders could find they fall foul of Lichess/Chess.com fair-play policy and terms of conditions and service and be flagged or banned.