

LJCC Lite Online Fair Play Policy

These are the current guideline and rules for fair play in LJCC Lite Online including a summary of anti-cheating arrangements. The rules are being reviewed on an ongoing basis and will be updated as appropriate based on experience from LJCC Lite and other events.

1. Scope

The rules and guidelines apply to all players playing in LJCC Lite Online.

2. General Fair Play Guidelines

2.1 Complying with Fair Play Rules

2.12 Players are required to comply with the LJCC Lite Online fair play rules. Trustees of the LJCC Charity shall have no liability in relation to the implementation of the rules as set out in this document.

2.13 Players are asked to review the Lichess fair play rules as relevant, and make sure they comply with these rules for their games at all times.

2.14 Further details can be found here: <https://Lichess.org/terms-of-service>

2.2 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.

2.3 Staying Connected

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

2.32 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.

2.33 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.

2.34 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.

2.35 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.

2.36 Where games are defaulted because of the server going down for both players, players should speak to the LJCC Lite Online organisers who should be able to rule on the game result for rating purposes.

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

3. Anti-cheating Measures

3.1 It is a condition of entry that players must comply with Lichess anti-cheating measures and agree to their real names being disclosed as part of the fair play process.

3.2 Only one username per player will be allowed.

3.3 New accounts for pre-registered players will not be accepted.

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

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

3.6 The reporting process and form can be found here: <https://Lichess.org/report>

3.7 In the event that a player is flagged by Lichess, the player will automatically be banned from playing rated games on the account so will be unable to continue in the LJCC Lite event.

Other players will be able to see when a player has violated the Lichess terms of use.

The player must decide whether they wish to contest the ban or flagging, and if so they should make an appeal directly to Lichess. <https://lichess.org/contact#help-appeal-cheat>

3.8 If the appeal is successful in the qualifying stages, the player concerned will be able to continue in the next event.

3.9 In the event a player is informed by Lichess that they lost a game because their opponent cheated and the player has their rating points refunded, the LJCC will reinstate the game point lost. Please forward the Lichess notification to angela@ljcc.co.uk

3.10 LJCC Trustees are not able to get involved in any disputes between players and Lichess.

3.11 LJCC Trustees strongly recommend that your child is able to play in a quiet space away from noise and distraction.

4. A message from the Chairman on the subject of fair play:

There is no perfect system to detect cheating.

The Lichess detection software is impressive and offers excellent protection for all players.

We understand how frustrating it can be if the software fails to spot cheating or detects cheating incorrectly but we believe this happens extremely rarely. We hope very, very few players are adversely affected.

We rely on the honesty and integrity of all players (and their parents) to play this tournament in a spirit of sportsmanship and good humour.

Thank you for taking part.

We look forward to the return to over-the-board chess as soon as possible.