Second Mike Duck Oxfordshire Online Tournament: Format and Rules

1. The competition and its structure
    1.1. The Second Mike Duck Oxfordshire Online Tournament will be played over January, February and March of 2021.
    1.2. It will be a seven-round Team Swiss tournament.
    1.3. All teams will be grouped in one section.
    1.4. Teams shall consist of four players.
    1.5. The terms of entry are:
        1.5.1. A team must be associated with a club affiliated to the OCA.
        1.5.2. A club may nominate any number of teams.
        1.5.3. Teams must be nominated by the relevant Club Secretary to the League Secretary by 11 January, and such nominations shall include the team name, the ranking of that team relative to the club's other teams, e.g. "Bicester 2", the team captain, the team captain's email address, and the day of the week on which the team plays its "home" matches.
        1.5.4. Team nomination is free of charge.
        1.5.5. Matches may be played only on Mondays, Wednesdays or Thursdays.
    1.6. All matches will be played online on Lichess (www.lichess.org) and follow the OCA rules for online chess matches, except where modified in these rules.

2. Schedule
    2.1. The rounds shall be played in the following weeks:
        Round 1: The week starting 18 January
        Round 2: The week starting 25 January
        Round 3: The week starting 1 February
        Round 4: The week starting 8 February
        Round 5: The week starting 22 February
        Round 6: The week starting 1 March
        Round 7: The week starting 8 March
    2.2. Team pairings will be announced no later than the Friday morning before the match is due to take place.
    2.3. The first-named team in each pairing will be termed the "home" team, the second the "away" team.
    2.4. Matches shall start at 7.30pm.
    2.5. The matches shall be played on the day nominated by the home team for its matches.
    2.6. Captains must submit their team list using the online system described in the "Guidance for Captains" no later than sixty minutes before the start of the match.

2.7. Captains must confirm results no later than thirty minutes after the last game has concluded.

3. Match Arrangements

3.1. All matches will be played with a time control of 45 minutes + a 15 second increment from move one.

3.2. All games shall be played as "rated" on Lichess. Any game played as "casual" will be scored 0-0 irrespective of the result over the board.

3.3. Individual pairings will be announced one hour before the match is due to start. This shall be via the method described in the "Guidance for Captains" and "Guidance for Players" documents.

3.4. Where relevant, the provisions of Section 7 ("Match Rules - All Divisions") of the OCA League Rules will apply, unless modified here or by the OCA online chess rules adopted at the 2020 AGM. In particular:

    3.4.1. The away team shall have the white pieces on the odd-numbered boards.

    3.4.2. Standard OCA board order rules, as described in League Rule 7.10, will apply.

3.5. Over and above the requirements of 3.4 the OCA board ordering rules shall also apply between teams representing a club on a given night. Thus if any two players are graded more than 10 points apart, the higher rated player must play in the higher team where appropriate unless the opposing captains agree.

3.6. The default time after which a player may claim a victory due to an absent opponent is reduced from 30 minutes to 15 minutes. For the purposes of this tournament any reference to a 30-minute default in section 7 of the League Rules shall be taken as 15 minutes.

4. Player Eligibility

4.1. Any person recognised by the relevant Club Secretary as a member of that club may play in the tournament, provided they are not ineligible due to infractions of the fair play rules or for other reasons.

4.2. By playing in the competition participants agree to their name, Lichess username, nationality and rating being shown on any website the OCA uses to administer or publicise the tournament. (Team Captains are expected to make players aware of this requirement.)

4.3. All participants must be ECF supporters or ECF Bronze members or higher. (Team Captains are expected to make players aware of this requirement.)

4.4. Players may represent only one club - though they may play for any team associated with that club within the restrictions below.

4.5. The following restrictions on eligibility apply to all players in the competition *except* those graded 80 or below.

    4.5.1. A player may not play for more than one team in any particular round.

    4.5.2. In the last round of the tournament teams must consist solely of players who have represented that team in a previous round.

4.6. For the purposes of scoring the match an ineligible player shall count as a default.

5. Defaults

5.1. Defaults known in advance must be on the lowest board.

6. Pairings, Results and Tiebreaks

6.1. Teams will be paired using a Swiss Pairing system based primarily on match points rather than game points.

6.2. Match points will be used to determine team rankings using the following system: (a) 2 match points for a won match, where a team scores more points than their opponent; (b) 1 match point for a drawn match, where a team scores the same number of game points as their opponent; and (c) 0 match points for a lost match, where a team scores fewer game points than their opponent.

6.3. Where teams are tied on match points they shall be placed higher to lower by successively applying the following criteria until no tie remains:

the higher 'median Buchholz' tie-break (sum of opponents' match points, discarding the largest value and the smallest value, with any bye counting as the smallest);

the greater game-point difference (game wins minus game losses);

the greater game-point difference after removing the bottom board;

the greater game-point difference after removing the next lowest board, repeated as often as is required to break the tie.

7. Fair Play

7.1. The fair play rules for this tournament are those set out for online chess in the OCA League Rules.

7.1.1. Note in particular that Captains are expected to report to the League Secretary as soon as possible any infractions reported by Lichess.

7.1.2. Note further that the Online Chess Officer will organise the sending of pgns of all games played in the Tournament for analysis of fair play, and will follow up on any irregularities flagged.

7.2. It is a condition of entry that all players must have read and comply with the OCA's Fair Play Guidelines and Rules.

7.3. Captains are required to bring the fair play rules as set out here to their players' attention.

8. Issues during play

8.1. In the event of a player being disconnected for any reason other than a failure of the Lichess server during play the game will be lost.

8.2. In the event of a disconnection thought to result from a failure

of the Lichess server, both players should report the matter to their team captains.

8.3. If both players agree that one or both suffered a disconnection as a result of the failure of the Lichess server, and both captains consent, the game may be restarted.

8.4. If neither the players nor their captains can agree upon the cause of the disconnection the captains should refer the matter to the League Secretary, and the standard disputes procedure will be followed.

9. Prizes

9.1. Any prizes that are awarded will be those deemed appropriate by the OCA committee.

10. Other

10.1. The OCA reserves the right to refuse any entry or registration for any reason.

10.2. The OCA may apply penalties as it sees fit for any flagrant or premeditated breaches of the spirit or the letter of the rules.

10.3. The OCA Committee's decision on all matters will be final.