

# First Mike Duck Oxfordshire Online Tournament: Format and Rules

## 1. The competition and its structure

- 1.1 The first Mike Duck Oxfordshire Online Tournament will be played over October, November and December of 2020.
- 1.2 It will be a six-round Team Swiss tournament.
- 1.3 All teams will be grouped in one section.
- 1.4 Teams shall consist of six 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 19 October, and such nominations shall include the team name 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, Tuesdays, Wednesdays or Thursdays. Teams are requested to avoid nominating Tuesday as a match night, in order to avoid clashes with 4NCL competitions.
- 1.6 All matches will be played online on Lichess ([www.lichess.org](http://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 26 October
  - Round 2: The week starting 2 November
  - Round 3: The week starting 9 November
  - Round 4: The week starting 16 November
  - Round 5: The week starting 23 November
  - Round 6: The week starting 30 November
- 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 their matches.
- 2.6 Captains must submit their team list using the online system described in the “Guidance for Captains” no later than ninety minutes before the start of the match. [ A document is in preparation which will give captains guidance on using the online system, and will be published before the start of the Tournament. ]
- 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. [ Documents in preparation ]
- 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 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 A player who has represented a particular team three times may play only for that team for the remainder of the tournament. (Though it is the responsibility of team captains to ensure their teams comply with this rule, the OCA Online Chess Officer will try to keep an up-to-date list of such “starred” players on the OCA website.)
  - 4.5.3 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.
- 5.2 A team will incur one game point penalty per default in addition to scoring zero on each defaulting 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 at the end of the event, they shall be placed higher to lower by successively applying the following criteria until no tie remains:
- the higher sum of opponents' match points;
  - the greater number of game points scored;
  - the greater number of game points scored after removing the bottom board;
  - the greater number of game points scored 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 pgn's 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.