



Chess SA Online

Regulations

Regulations for rating online chess tournaments

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1. INTRODUCTION

The Covid-19 outbreak has had a serious impact on all sport activities in the world and chess is no exception. It is not only the “game” that has been suffering, but the entire “chess eco system” is taking a beating. Coaches and professional players have no income. Regions, Provinces and Chess SA has also not escaped this lack of opportunity to generate income. Most importantly, our players are not able to practice and improve their game.

The advantage that chess has, is the ability to play online and it has indeed thrived in the online space. The current online play, however, unfortunately does not add much value to the longer game and it also not sustainable for the whole chess eco system.

One of the biggest drivers in the chess eco system is rating. Players at a tournament can generally be divided into two groups: Those who want to improve their game where the gaining of rating is the measure and those who are at the top, cannot gain many rating points and need some other incentive like prize money. In the end, it comes down to a trading system and rating is at the centre of it. The one group of players are prepared to pay a fee for the opportunity to gain rating points and the other group is willing to risk loose rating points for the opportunity of a prize fund.

The chess eco system cannot function effectively without games being rated. To get the Chess SA eco system going again, Chess SA has assembled a committee to investigate the possibility of including online chess games in the Chess SA Rating system and this document is the result of the investigation.

We acknowledge that there will be many teething problems and we anticipate that several issues will crop up, which we have not anticipated. It is a ground-breaking attempt to include online games into an OTB rating system. The Covid-19 pandemic has us with our backs against the wall and our way out of this is to rely on our ingenuity and find a way to make it work.

If all cooperate it can bring many advantages:

- We can start to play competitive chess again, whilst OTB play is prohibited.
- The players can actively work to improve their game.
- Organizers, coaches, and players can start to earn a living again.

- Entry fees could be cheaper because of reduced overheads for the organizer.
- Tournaments with longer time controls over several days could be more viable due to no accommodation costs and the elimination of traveling.
- It will allow the remote regions to attract more players and get exposure for the top players.
- Selection tournaments can take place again.

This was quite a challenging task and it will be an ongoing challenge. There is a lot that we still do not know and as we progress, new challenges will most certainly appear. For quite some time we will have to adapt the policies and procedures and we ask for patience whilst we do this.

It is crucial for the system to be credible and have the support of the community to be successful. We will, therefore, lean much further to the conservative side with regards to rules and conditions than some of the commercial platforms.

2. DEFINITIONS

- 2.1 "AOC": Arbiters and Organizers Committee
- 2.2 "Organizer": Individual who organizes a tournament. It can also be an organization, represented by an individual.
- 2.3 "Platform Handle": The sudo name a player uses on an online platform that hides his/her real name.
- 2.4 "Online Play": Online play is when a player plays against an opponent over the internet or network on an electronic device.
- 2.5 "Online Platform": Any system that provides for Online Play.
- 2.6 "OTB": Over-the-Board is where two players are physically present and play against each other on a chess board.

3. OBJECTIVES

Our objective is to simulate, as close as possible, to the past playing eco system that existed before Covid-19. In principle, the entire process, from the tournament being published until it is rated must be as close as possible to the "over the board" scenario, where the major difference would be that instead of sitting down at 8:00 on Saturday morning across from your opponent at the playing venue, the player would be sitting down at the same time on his/her couch with an electronic device to start the round.

Our objectives are:

1. To mainly serve the South African Community and extend it in certain cases to the rest of the world.
2. Create a fair playing environment and prevent cheating.
3. Create an environment that will support the South African chess eco system.
4. Make participation cheaper.

4. KNOWN PROBLEMS OR ISSUES

There are several issues that we are aware of and for which we must still find solutions for:

- 4.1 We are not sure what the outcome will be for the ratio between standard, rapid and blitz games played. We will monitor this carefully and make the necessary changes to the policy to make the system fair. It is also the objective of Chess SA to support the longer games and there will, therefore, be an emphasis on the longer games.
- 4.2 Reserve the right to back track and un-rate all tournaments and/or certain tournaments.
- 4.3 The Chess SA Online Committee will continuously evaluate the system and reserve the right to take the appropriate action to find working solutions.

5. PREREQUISITES AND REQUIREMENTS

- 5.1 It is the responsibility of all organisers and arbiters to understand the contents of this document before commencing to host online tournaments that will need to be rated. Ignorance is not an excuse.
- 5.2 To protect the credibility of the system, only tournaments that fulfil all the criteria of this document will be included in the rating system. We recognise that situations that we did not anticipate might crop up.
- 5.3 The Chess SA Rating Rules published on the Chess SA website apply, except for the items listed in Annexure B.
- 5.4 The latest Fide Laws of Chess apply except for the items listed in Annexure B.
- 5.5 Initially players will register as usual by entering a tournament. In due course all players must register on the Chess SA Online system even if they are already registered with Chess SA.

- 5.6 An organizer must first register and demonstrate his/her ability to host online tournaments. See clause 6.2 for accreditation process.
- 5.7 A tournament with a player that was banned from the Chess SA Online will not be rated. It is the responsibility of the organizer to check the list of banned players. (This sanction is currently under discussion)
- 5.8 It is the responsibility of the player to ensure that his/her equipment is in working order and have a data connection for the duration of the tournament. Chess SA will not entertain any appeals with regards to equipment failure or loss of data connection.
- 5.9 Each tournament must have a fulltime arbiter appointed and registered for the tournament. The arbiter can hold any qualification approved by the AOC.
- 5.10 Any organiser / arbiter who "pollutes" the system with fake / test / incorrect data will have his/her rights revoked.
- 5.11 No organizer can use the phrase "South African", "South Africa", "Chess SA", "Chessa", or "SA" in any naming convention.
- 5.12 To participate in online rated games, players must declare their handles on these platforms.
- 5.13 The minimum time control for a tournament to be rated will be 3 minutes with an increment of 2 seconds from move 1 (3+2).
- 5.14 Usage of Cameras

5.14.1 Non-National Tournaments:

- 1. It is up to the organizer of non-national tournaments to require cameras and the setup thereof. Also see clause 9 for additional information.
- 2. The chief arbiter can insist that a player uses a camera if the chief arbiter has any reason whatsoever to believe that the player is not adhering to the fair play policy.

5.14.2 National Tournaments:

- 1. To ensure fair play, an arbiter shall supervise all games via Zoom. Invitation to Zoom shall be published by the organizer as per the regulations of the tournament. Only Arbiters and Players shall be invited to each zoom session.
- 2. Each player must position two cameras, connected to the zoom session, as follow:

- (1) The player shall set up a smartphone or similar function device in the right (or left) corner to let the camera show the screen and the player, for example:



- (2) The player shall set up a camera from the front so that the players face, the background, and anybody standing in the background can be seen.
- (3) Organisers can also require device monitoring software.

5.15 Bathroom breaks:

5.15.1 Blitz and Rapid: Bathroom breaks are not permitted.

5.15.2 Standard games: Bathroom breaks are permitted (currently under review)

5.16 Organizers can add rules with regards to the following if it does not contradict or deteriorate these regulations:

6. PROCESS

Chess SA will automate all the processes in the long run. To get the system going as soon as possible, some processes will initially be manual. We realize that some of them are labour intensive and will do our utmost best to automate them as soon as possible.

6.1 Overall Process

6.1.1 The Organiser must register the tournament with Chess SA, indicating that it is an online play tournament.

6.1.2 Publish the tournament invite or entry form through the channels the organizer used before. The entry form must include the terms and conditions as in Annexure A.

- 6.1.3 Players register for the tournament and are then validated.
- 6.1.4 Capture the tournament in Swiss Manager.
- 6.1.5 Publish the tournament with a players list on Swiss Manager before the tournament starts.
- 6.1.6 Configure the tournament in the online platform. See Annexure D.
- 6.1.7 Execute the tournament on the day(s).
- 6.1.8 Publish the completed tournament on Chess-Results.
- 6.1.9 Submit the tournament to Chess SA for rating.
- 6.1.10 Pay the necessary fees.
- 6.1.11 Tournament is then rated.

6.2 Arbiter Registration and Authorisation

- 6.2.1 Chess SA will train several arbiters in the system who will become mentors for the rest of the community.
- 6.2.2 The arbiter must register with the AOC as an "Online Arbiter" at which point Chess SA will assign a mentor to the arbiter.
- 6.2.3 The arbiter will host several tournaments under the supervision of his/her mentor. Once the mentor and the AOC are satisfied that the arbiter is capable of hosting online tournaments, the arbiters will be accredited to host online tournaments solo.
- 6.2.4 Multiple arbiters can be trained in an event, providing that the number of arbiters is not more than the number of sections.

6.3 Player Registration

- 6.3.1 All players must register with Chess SA even if they are already registered and have a Chess SA number. Chess SA requires more information than what is currently available on the system.
- 6.3.2 The registration will be online and published at a later stage.

7. COSTING STRUCTURE

Chess SA realizes that some players in our poorer communities do not have the means to participate in this scheme. It saddens us to acknowledge, that Chess SA must declare that it is impossible for Chess SA to assist all these players. To enable some of the poorer communities to participate a fee will be charged to participate in online games.

These fees will be used to assist these players as well as to pay for the development of this system.

Chess SA is still evaluating other fee structures and the assistance of players. The proposed online rating fee structure is as follow:

7.1 Tournaments before 30 August 2020

7.1.1 Free

7.2 Tournament after 30 August 2020 (under review)

7.2.1 R0.00 for players who registered with Chess SA as an "Assisted Player". This process will be communicated in due course.

7.2.2 R20.00 per tournament for players who have paid their Chess SA subscription fees

7.2.3 R40.00 per tournament for players who have not paid their Chess SA subscription fees.

The fees will be collected by the tournament organizer and must be paid to Chess SA before the tournament will be rated.

Chess SA also recognizes the individuality of each of the Regions and their own challenges and will engage with the provinces to discuss a mechanism to assist the needy players.

8. FAIR PLAY POLICY

For the system to work, we require co-operation from everybody with the submission of correct and accurate information:

8.1 A player is breaching the "Fair Play Policy" if:

8.1.1 The players are assisted by an "engine" or any electronic means.

8.1.2 The player is consulting any materials during the game.

8.1.3 The player is assisted or consulting any other person.

8.1.4 The player impersonates another player.

8.1.5 Submitting incorrect information.

8.1.6 Playing with two or more accounts.

8.1.7 Account closed on chess.com for Fair Play.

8.1.8 Account flagged on Lichess.org for “computer assistance”.

8.2 Sanctions

The sanctions for cheating or breaching the “Fair Play Policy” are based on the Fide regulations:

8.2.1 A 15-year ban from taking part in a chess competition or in any chess-related activity; and

8.2.2 The Revocation of titles and sport results.

8.3 The names of all players who are banned will be published on the Chess SA website.

8.4 Players who are banned can use the normal Chess SA appeals process to appeal the ban.

9. REPORTING AND BANNING PROCESS

Chess SA will rely mostly on the reporting of breaching the Fair Play Policy. The process will function as follow:

9.1 Level 1: Reporting

9.1.1 It is required by players, arbiters, and organizers to report suspicious games to the platform where after it is up to the platform to flag/ban the player.

9.1.2 In extreme cases where the type of cheating cannot be flagged on the platform, it can be reported directly to Chess SA.

9.2 Level 2: Platform Flagged or Banned Players

9.2.1 If the player admits to cheating clause 8.2 will immediately come into effect or

9.2.2 Should the player insist that he/she is not guilty, the following process shall apply:

1. Once the player has been banned or flagged by an online platform the player can participate while the investigation is ongoing on the condition that the player participates in “National Tournament Playing Conditions” as per clause 5.14.2

2. The Chess SA Online Committee will use statistical methods to determine if cheating is committed. If the committee finds that cheating is most probably happening, the case will be escalated to Level 3.

9.3 Level 3: Game Evaluation

The games of the player suspected of breaching the Chess SA Fair Play policy will be submitted to a panel of experts consisting of actuaries and top players who will evaluate the games. If the panel finds that the player is most probably breaching the Fair Play Policy, the case will be escalated to Level 4 and if they determine that the player did not breach the Fair Play Policy, the player will be exonerated.

The committee can request from the player and the player shall co-operate:

- 9.3.1 Notation of previous games.
- 9.3.2 Access to all online games played by the player.

9.4 Level 4: Monitoring

- 9.4.1 The player will be afforded the opportunity to exonerate him/herself by:
 1. Playing 5 tournaments in the presences of an approved Chess SA arbiter., or
 2. Play under "National Tournament" conditions as per clause 5.14.
- 9.4.2 If the player continues his/her performance the player will be cleared and can continue with normal playing conditions.
- 9.4.3 If the player chooses not to play in the presence of an arbiter, the sanctions as per clause 8.2 will be applied.

Annexure A FREQUENTLY ASKED QUESTIONS (FAQ)

1. WILL THE ONLINE RATING INFLUENCE MY CHESS SA RATING?

Yes. This will be a tournament played and rated accordingly.

2. CAN WE USE THE CHESS SA RATINGS IN ONLINE PLATFORMS FOR PAIRING?

No. The platforms use their own ratings and the calculations on their own ratings systems for pairing.

3. DOES THE ONLINE RATING OF THE PLATFORM INFLUENCE MY CHESS SA RATING?

No. There is no correlation between the online rating and the Chess SA Rating. The formulas differ. The number of rating points gained or lost on the online platform will have no influence or bearing on the number of rating points gained or lost in the Chess SA Rating system. The two are completely independent.

4. WHICH ONLINE PLATFORMS DO CHESS SA SUPPORT?

We do not restrict to the usage of any platform, however, not all the platforms have the functionality that would require the running of a successful tournament. We currently recommend using LiChess. It seems that chess.com also have most of the functionality.

5. IF I HAVE A CHESS SA NR, DO I HAVE TO REGISTER AGAIN?

Yes. Chess SA has limited information on our players. To create a transparent and fair environment for players to compete in, we must positively identify all players and match them with their online playing platform handles. Chess SA must be able to vet all the information.

6. WHY DOES THE TOURNAMENT ORGANISER HAVE TO BE AN ARBITER?

The normal rules of play still apply, except for those rules that contrast with online play. A qualified person who can make decisions must be present i.e. monitor the games to ensure fair play and take arbitration decisions.

7. WHY DOES THE TOURNAMENT ORGANISER HAVE TO BE APPROVED?

It is in everyone's interest for all tournaments to be professional and to follow the regulations. It is something completely new and we want to ensure a fair and professional environment for our players.

8. CAN A PLAYER FROM A PARTICULAR REGION PARTICIPATE IN ANOTHER REGION'S TOURNAMENT?

The organizer can determine who participates in the tournament as per any other OTB tournament.

9. WHY DOES CHESS SA NOT HAVE A SEPARATE "ONLINE RATING" LIKE FIDE AND OTHER FEDERATIONS?

The Covid-19 environment forced us to be creative. Chess revolves around rating. It is the adrenalin. It is the measure of improvement in one's play. Without rating, it becomes only fun and removes the competitiveness and it disrupts the "chess eco system". There are already more than enough platforms for players with an online rating. There is no need for Chess SA to duplicate this.

10. LIFESPAN OF THE SYSTEM

The system will be in force, for at least as long as we are not capable of hosting OTB tournaments, where players and officials feel safe to do so (normal play). Once normal play resume, Chess SA will let the Chess SA Council decide on the future of the system.

11. WHAT ABOUT PLAYERS WHO DOES NOT HAVE ACCESS

The priority to improve our position from playing no rated games at all to give the opportunity to play rated games and revive the chess echo system. Immediately after "starting up" rated games, we will engage with the members to design and implement assistance structures.

It is also the responsibility of the Regions to look after their own players and not that of Chess SA. There are many ways to obtain funding i.e. Lotto.

12. ROLL BACK OF RATINGS

Th “roll back of ratings” will only happen in the most severe instance where there is absolute proof of the Chess SA Rating system being severely compromised. Chess SA does not see this happening, but we must anticipate the worst-case scenario.

13. WIL A TOURNAMENT BE RATED IF A PLAYER CHEATED IN A TOURNAMENT

Yes. It is the same for OTB tournaments. The situation is, however, a bit different for online tournaments. A player banned during or after a tournament did not necessarily cheat in the tournament. It might just be evident in the current tournament that he/she cheated before.

14. DOES A FASTER INTERNET CONNECTION ADVANTAGE A PLAYER?

Yes, it can. There is unfortunately not much the organizer can do about it.

15. ACCESSIBILITY

It is the responsibility of the Regions to look after their own players and not that of Chess SA. Regions looking at Chess SA are avoiding its own responsibility.

Lotto funding

Is it cheaper or more expensive? Will more players have ability that previously.

Annexure B RULE EXCEPTIONS AND CLARIFICATIONS

1. GENERAL

- 1.1 The online platform acts as “arbiter”. Whatever the site says goes. This include but is not limited to:
 - 1.1.1 Time on clock,
 - 1.1.2 3-fold repetition
 - 1.1.3 50-move rule
 - 1.1.4 Lost on time
 - 1.1.5 Defaulted a game
 - 1.1.6 You are banned
- 1.2 For longer games, do we allow a player to play on a real board (placed next to his computer/device). Whatever you play on the computer is the official move and not the one on the board.

1. FIDE LAWS OF CHESS

- 1.1 Article 6.7.1 – Default
 - 1.1.1 The “default” of the online platform will apply. If the platform defaults the player as “not present”, the players shall lose the game.
 - 1.1.2 If the online platform does not have a default, the default shall be 60 seconds. It is the sole discretion of the arbiter to default a player and his/her decision is final.

2. CHESS SA RATING RULES

Annexure C CHESS SA ONLINE TERMS AND CONDITIONS

These T&C's must be published with the entry form and accepted by the players to be able to participate in the tournament and for the tournament to be rated.

1. The player accepts the "Rules and Regulations for Online Tournaments" as published on the Chess SA website.
2. The players accept the rules and regulations of the platform hosting the tournament.
3. The player accept the Chess SA Code of Conduct as published on the Chess SA website.

Annexure D SETTING-UP A TOURNAMENT IN LICHESS

1. INTRODUCTION

Thank you to Malan Steenkamp who drafted this section of the regulations. These regulations are designed to work with:

- LiChess.org - Google Chrome Version 81.0.4044.138 (Official Build) (64-bit) (May 2020)
- Swiss Manager - (2019/07/26 Build: 13.0.1.67)
- Chess SA Online Regulations – This document
- Steps to have a tournament rated – Annexure E

2. SUMMARY OF PROCESS

2.1 Steps to rate the tournament

- 2.1.1 Regional Administrator must register the tournament on the Chess SA website at least 3 days before the start of the tournament.
- 2.1.2 Arbiter/Organiser must download the latest ratings database from the Chess SA website.
- 2.1.3 Arbiter/Organiser must add the players to the tournament file.
- 2.1.4 Host the tournament.
- 2.1.5 Region must pay the appropriate fees to Chess SA.
- 2.1.6 Regional Administrator must upload the tournament file AND proof-of-payment on the Chess SA website.
- 2.1.7 Tournament will only be rated if file(s) and POP has been received.

2.2 What players must do to register with Chess SA

- 2.2.1 There is no fee involved.
- 2.2.2 Player must register on the Chess SA website.
 1. Player goes to "Login\Player\Create password" or "login".
 2. Create password: player enters CID and a password. Player is redirected to login page.
 3. Player logs in. Player provides handles for LiChess and/or Chess.com. Here I will be forced to create 3 ratings databases for

SM. One with player full name, one with LiChess handle and one with Chess.com handle. Each file will have the player's Chess SA rating.

2.2.3 New players (not appearing on the Chess SA DataBase) must provide their full details to the Organiser. The organiser must capture these details in the tournament file.

2.3 What the Organiser/Arbiter must do

2.3.1 Create a tournament file with SM. All tournament details must be completed.

1. Here we add a pic as example of what to complete. NB – round dates also to be completed.

2.3.2 Arbiter adds players to the file. For existing players, the details captured will depend on the ratings database that was downloaded/used (Chess SA id, Chess SA rating and either real-name, LiChess-handle or Chess.com-handle will be captured/imported). For new players (with no Chess SA id), the organiser MUST capture the full details of the player (surname, full names, date of birth, gender, region the player is affiliated to).

2.3.3 Arbiter must create tournament room on whichever site and only allow his/her participants to enter the tournament room.

2.3.4 Arbiter runs the tournament.

1. Calculate pairings using SM, publish to chess-results and players must challenge each other, or
2. Use the site pairings.

2.3.5 After each round (or after tournament), depending on which site is used, the arbiter must either download the complete tournament rating file (and export to Swiss Manager) or manually capture the pairings and results for each round.

2.3.6 Tournament and POP is uploaded to Chess SA website to be rated.

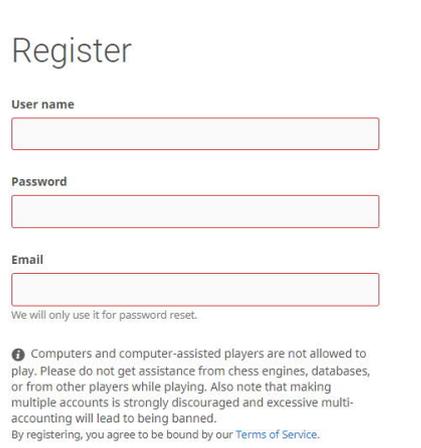
2.4 What will be displayed on Chess SA website

- 2.4.1 List of registered tournaments (as registered by the Regional Administrators). Only these tournaments will be rated.
- 2.4.2 List of tournaments rated. Each tournament will be marked with OTB (over the board), OL (online) or COM (combined) to indicate how the tournament was played.
- 2.4.3 A player's handles for each site (LiChess and Chess.com) will be displayed on his/her profile page.

3. PROCEDURE

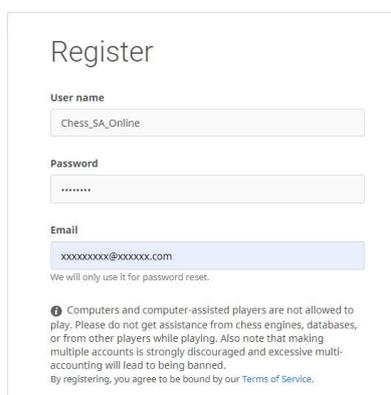
3.1 Create a Username and Password

3.1.1 Access LiChess.org - <https://lichess.org/signup>



The screenshot shows the 'Register' page on LiChess.org. It features three input fields: 'User name', 'Password', and 'Email'. Below the 'Email' field, there is a note: 'We will only use it for password reset.' At the bottom, there is a disclaimer: 'Computers and computer-assisted players are not allowed to play. Please do not get assistance from chess engines, databases, or from other players while playing. Also note that making multiple accounts is strongly discouraged and excessive multi-accounting will lead to being banned. By registering, you agree to be bound by our Terms of Service.'

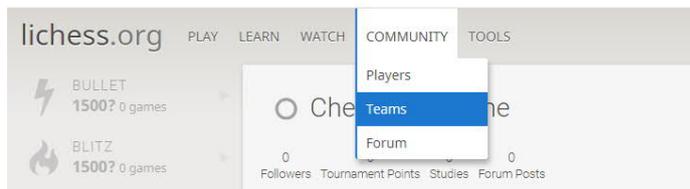
3.1.2 Create a Username and Password



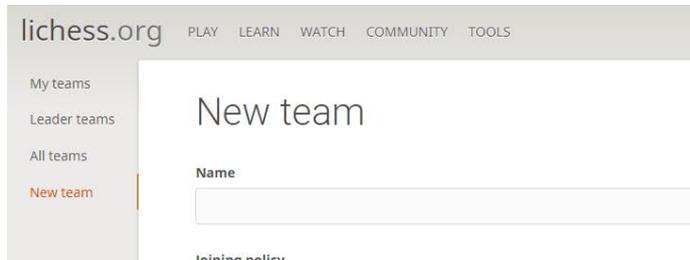
This screenshot shows the same 'Register' page as the previous one, but with the fields filled in. The 'User name' field contains 'Chess_SA_Online', the 'Password' field contains '.....', and the 'Email' field contains 'xxxxxxxx@xxxxxx.com'. The disclaimer at the bottom is identical to the previous screenshot.

3.2 Create a Team to Host one or more Tournaments

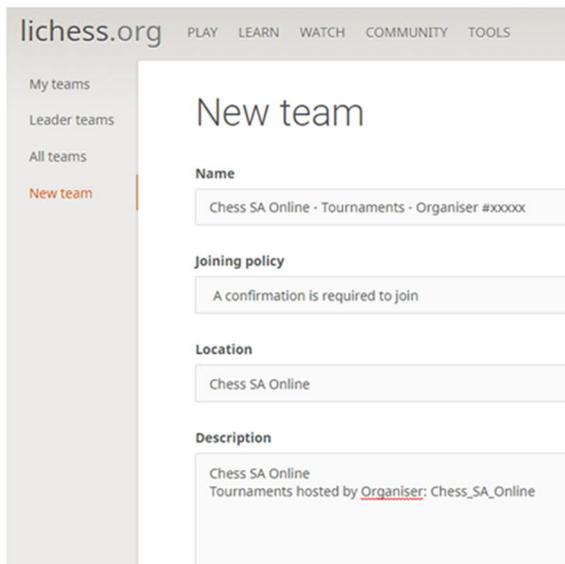
3.2.1 On the menu go to "Community\Teams"



3.2.2 • On the left select “New Team”



3.2.3 Complete Details of your Team used to host your Tournament



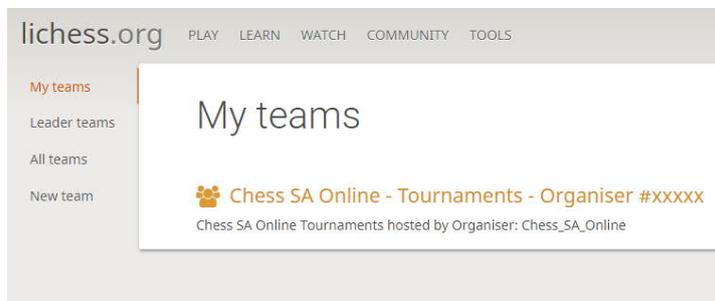
Hint: If you do not host too many Tournaments or your tournaments are periodic, then use one Team to host different tournaments. Before you create a tournament, you will be asked to solve a “mate in one”. Select the “New Team” button after solving the tactic.



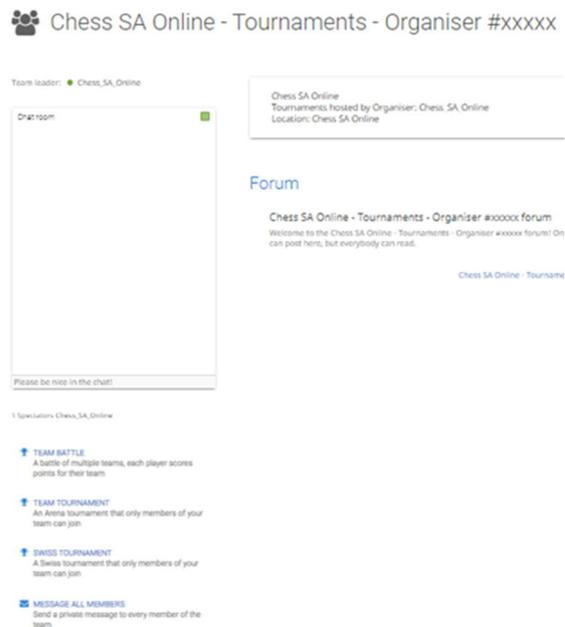
3.3 Create a Tournament in a Team

3.3.1 Access "My Teams".

3.3.2 Select the Team you use to host one or more tournaments.



3.3.3 Select "Swiss Tournament" on the left bottom when you scroll down.



3.3.4 Enter the details of the tournament.

3.3.5 Select Create Tournament.

New Swiss tournament

Name
#xxxx - Noxxxx - Swiss Blitz

Number of rounds
7

Pick a very safe name for the tournament. Anything even slightly inappropriate could get your account closed. Leave empty to name the tournament after a notable chess player.

Rated
Games are rated and impact player's ratings.

Variant
Standard

Clock initial time
5 minutes

Clock increment
0 seconds

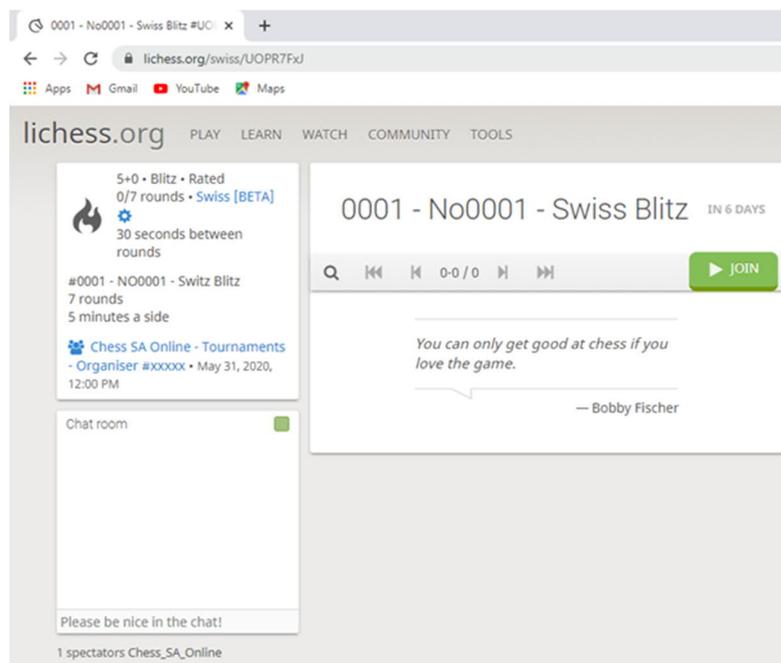
Tournament description
#0001 - NO0001 - Swiss Blitz
7 rounds
5 minutes a side
Anything special you want to tell the participants? Try to keep it short.

Interval between rounds
Automatic (recommended)

Tournament start date
2020-06-01 12:00 PM

Cancel CREATE A NEW TOURNAMENT

HINT: Use the same conventions for your Tournaments. Example: Organiser Reference Number – Tournament Number – Name of Tournament



3.3.6 The tournament "location" will be at the top as URL. Example: <https://lichess.org/swiss/UOPR7FxJ>

HINT: Make a tournament 6 or more rounds. Then you still have enough games to rate players when some players join late or miss a round.

3.4 Add players to the tournament

- 3.4.1 Validated Chess SA Online players may now be invited and added to the Team.

HINT: Share the URL of the Teams landing page with the entered players. Example: <https://lichess.org/team/chess-sa-online-tournaments-organiser-xxxxx>

- 3.4.2 The validated Chess SA Online players can then join the Tournament created for their benefit

HINT: The URL of the Tournament can be shared for players to find the Team while trying to get to Tournament. Example of match link: <https://lichess.org/swiss/UOPR7FxJ>

HINT: Ensure your players join the Tournament a couple of days before the start date. The players who joined too long before the time must be reminded about the match, else it will affect their ratings if they do not play the first round.

- 3.4.3 Once the Tournament start you need to be available and may not play in the Tournament you are hosting. If you have the chatroom enabled, you need to keep track of conversations and intervene if it is inappropriate. This is where the work as an arbitrator will take effect.

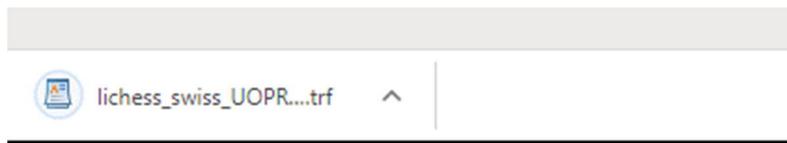
3.5 Create the FIDE Tournament Report File (TRF) to import into Swiss Manager:

- 3.5.1 Wait for the tournament to finish (You can also generate the TRF before the tournament start)
- 3.5.2 Navigate to the tournament and type ".trf" after the URL.

Example:



- 3.5.3 After you press enter, you will notice at the bottom of the screen that the file has downloaded.



3.5.4 Make sure you take note of the location of the file. You will have to import the file from that location OR you can copy the file to the location of your choice.

HINT: You will be allowed to rename the TRF file to some degree to make it easier for your archives.

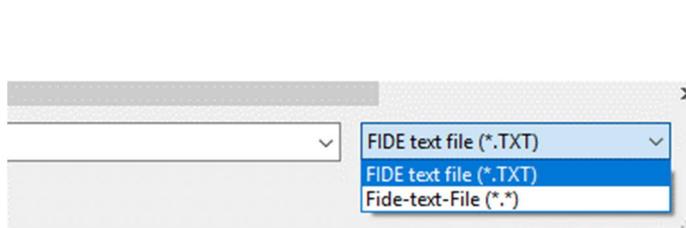
3.6 How do I get the "trf" file imported into Swiss Manager?

3.6.1 Because this process creates a new tournament, be mindful that when you save it and upload it to Swiss-Manager, you need to think about where you save the new file, and you need to input the database key of the original Chess-Results upload so that this new tournament overrides the old one.

3.6.2 Access your Swiss Manager.

3.6.3 Navigate to "File\Import FIDE Data Format"

3.6.4 You will have to change the format of the file that you are looking for to Fide-Text-File (*.*) to be able to see the file that you have imported.



3.6.5 Select "open" and you will navigate back to Swiss Manager's home page (This will be quick, as the file is in a small file format).

3.7 The is file imported to Swiss Manager, what now?

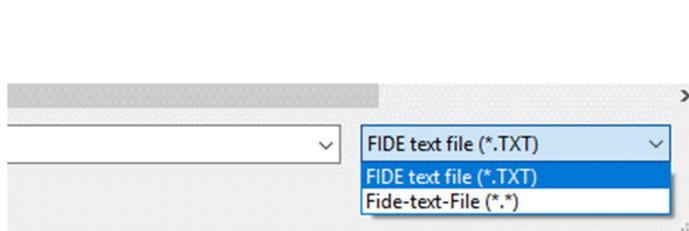
3.7.1 Check if the data is there.

3.7.2 It is recommended that you check the final standings with the standings provided by LiChess.org. It is useful to double check that you have the right number of people on each score group, even if you do not check their names.

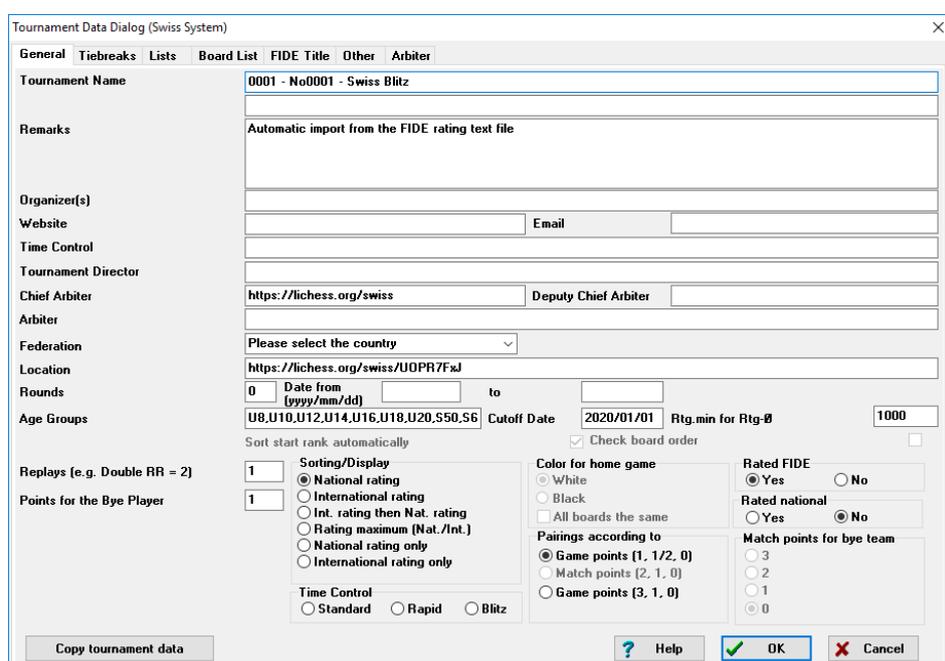
3.7.3 Generally, you want to see if all the Rounds imported. One extra round will display. (We will still fix that in a later step.)

3.7.4 Check the players against the known player's list. This file is still in Beta-phase.

3.7.5 Go to the Tournament details (TUR button)

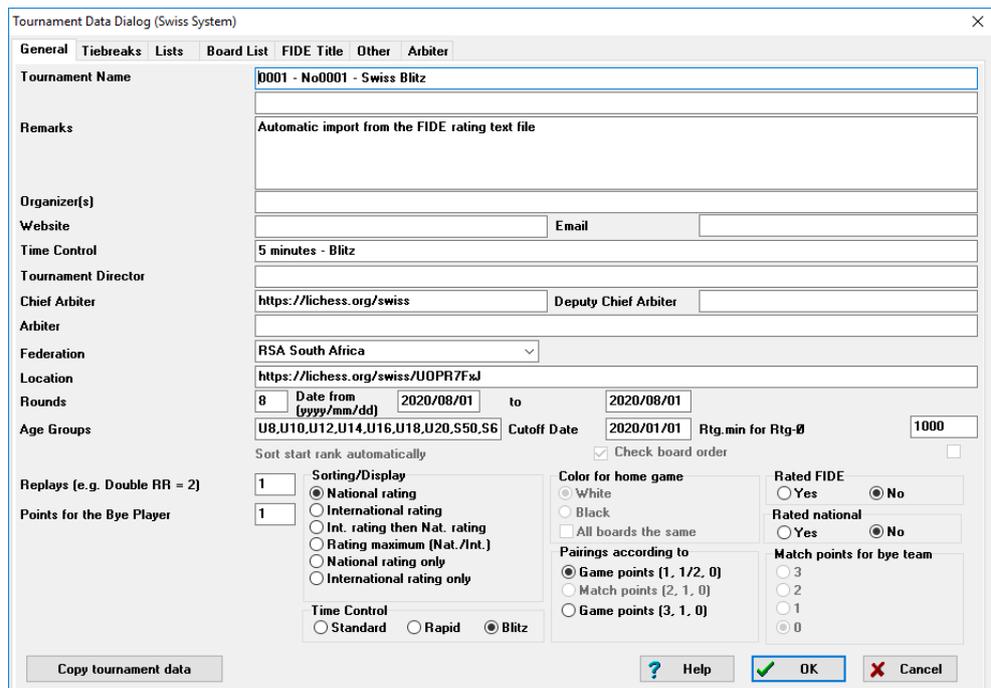


3.7.6 The details will show, and you need to complete the mandatory fields.



1. Correct name of Tournament if needed
2. Organizer(s) of the Tournament
3. Time Control – free format field
4. Chief Arbiter (Name and Surname)
5. Time Control – Radio button at the bottom (Standard, Rapid, Blitz)
6. Rated FIDE – NO
7. Date from
8. Date to
9. Federation -RSA

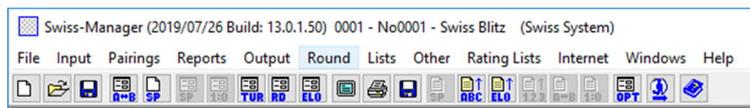
Example:



3.7.7 Currently under the Beta version of Swiss Tournaments, LiChess does not see that the tournament has finished already. Thus, you will have to delete the very last, irrelevant, round.

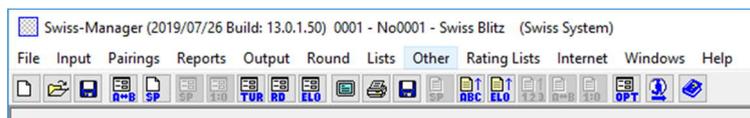
3.7.8 You can already correct the Rounds and typically reduce it by 1 round.

3.7.9 Go to "Round" on the main menu:

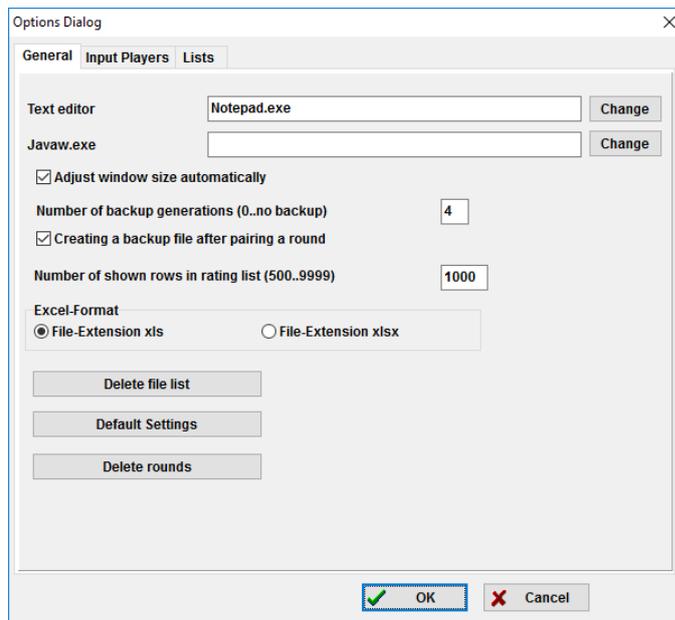


3.7.10 Select the last round that was played (this will be the second last round on the list). We want to delete the last round.

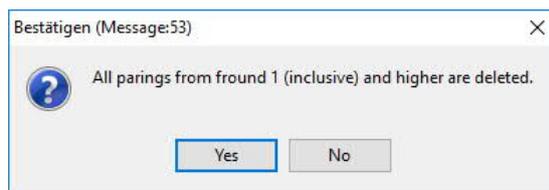
3.7.11 Navigate to: "Other\Options"



3.7.12 Select "Delete Rounds":



3.7.13 It will tell you which rounds will be deleted, and you will confirm if this is correct.



3.8 Correction of Player records on Swiss Manager

3.8.1 Mandatory (Existing Players)

1. ID Number (Field used for Chess SA ID)

3.8.2 Mandatory (New Players)

1. Full Names (No Abbreviations! No typing errors!)
2. Surname (No typing errors!)
3. Gender
4. Date of Birth
5. Region
6. Club?

HINT: Excel knowledge will be useful here as you might work from some form of validated data and you need to match the Username from LiChess with the Username on the validated central database.

3.8.3 Correction of ½ points given for being late

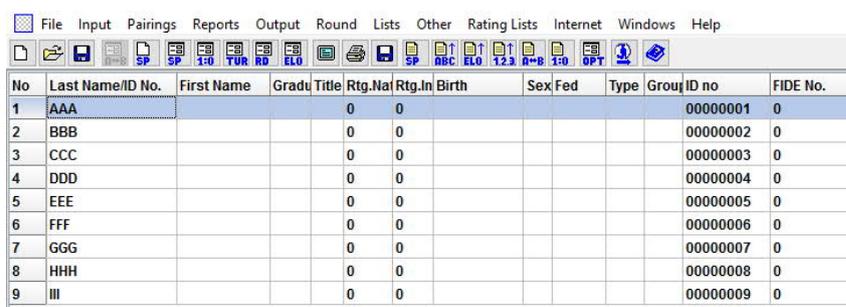
1. A ½ point is given to a player who was late for the first round and did not get paired. This is NOT to be confused with a player with a BYE.
2. This can easily be picked up on the Ranking Cross Table. The ½ points stand out clearly.
3. In Swiss Manager go to the round with the issue
4. Go to examine or change result
5. Just ZERO out those results manually (It does not take long)
6. It does seem this can only happen in Round 1.

HINT: Make sure players turn up on time for event

HINT: It is just as quick to just go through each round and look for ½ points.

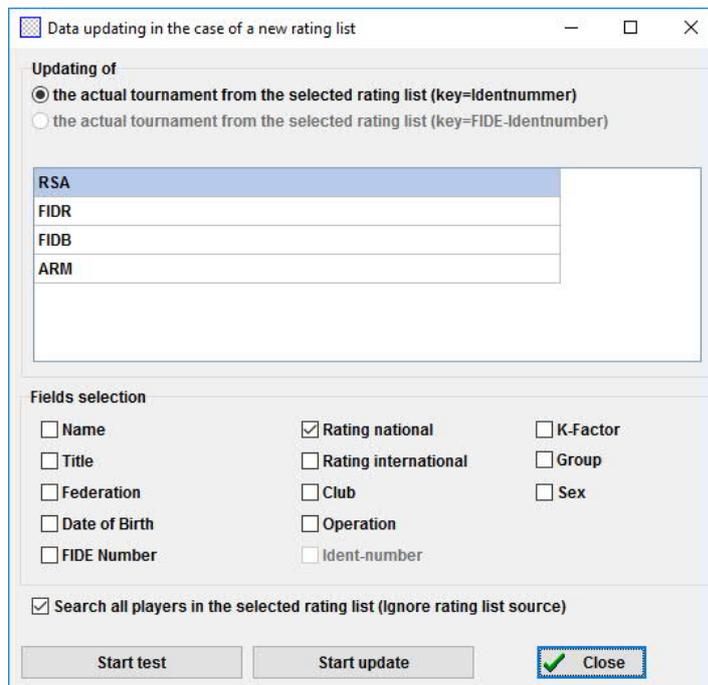
3.9 Update player data (Existing players with Chess SA ID)

- 3.9.1 It will be critical that the correct Chess SA ID's are entered for this operation to work
- 3.9.2 Check that the correct ID No fields are entered for the LiChess Usernames
- 3.9.3 Navigate to: "Input\Update Players"



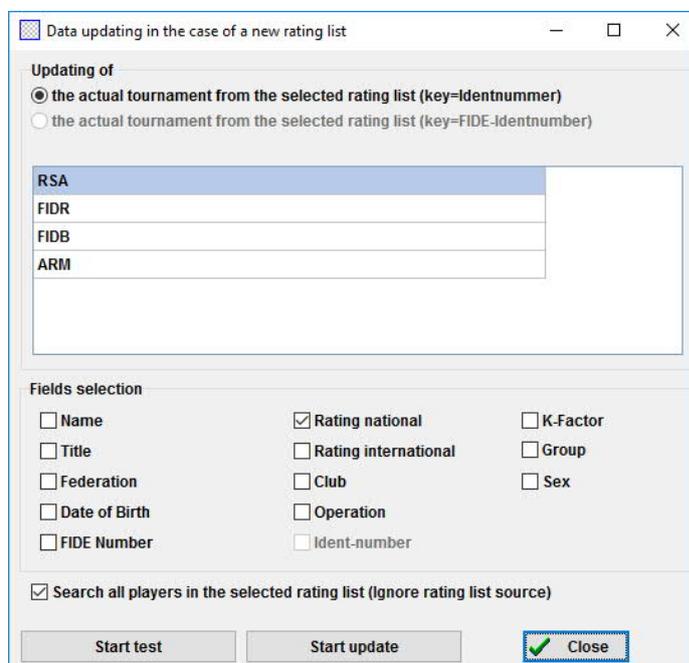
No	Last Name/ID No.	First Name	Gradu	Title	Rtg.Nat	Rtg.In	Birth	Sex	Fed	Type	Group	ID no	FIDE No.
1	AAA				0	0						00000001	0
2	BBB				0	0						00000002	0
3	CCC				0	0						00000003	0
4	DDD				0	0						00000004	0
5	EEE				0	0						00000005	0
6	FFF				0	0						00000006	0
7	GGG				0	0						00000007	0
8	HHH				0	0						00000008	0
9	III				0	0						00000009	0

- 3.9.4 The column for Last Name/Id No. will contain the LiChess usernames. In this example fictitious usernames of AAA to III was used.
- 3.9.5 The correct Chess SA numbers must be entered into the ID no column. In this example fictitious numbers from 00000001 to 00000009 was used.
- 3.9.6 Navigate to: "Other\Update Ratings\Data"



3.9.7 This will use the Chess SA ID and return information that will make the file more presentable for Chess-Results.com publishing

3.9.8 Select relevant field to update such as: Name, Title, etc.



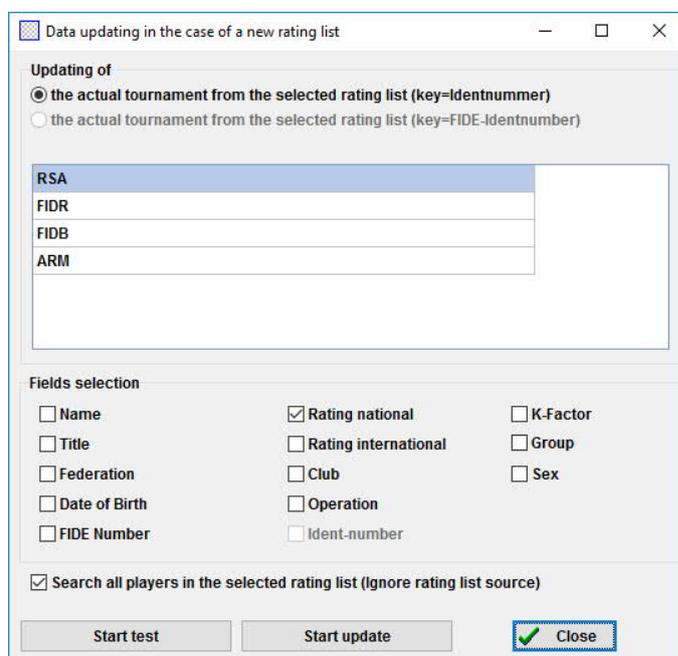
3.9.9 Generally, select Start test first to see what the implication will be

3.9.10 Once you are comfortable that these are the correct changes select Start update

3.9.11 Navigate back to: "Input" – "Update players" and you will see the effect of the update

3.10 Update Tie Breaks

3.10.1 • Update the tie-breaks.



3.10.2 This is the default tie-break, but of course you can choose whatever you want.

3.10.3 We chose these just to illustrate the point:

Interim/final standing in accordance with this order
Buchholz (variable with parameter) (1,1,N,Y,0,N) [37]
Sonneborn-Berger (0,0,N,Y,0,N,N) [52]
FIDE Tiebreak (Progressive Score) [8]

3.11 Publish results and send tournament files to your "Online Representative"

3.11.1 I include this step for completeness only. This will be only be if the tournament will be rated

3.11.2 On the main menu navigate to: "Internet\Upload Tournament to Chess-Results.com"

3.11.3 Ensure you give a couple of days to give LiChess anti-cheating software to be able to check the players automatically for "Computer Assistance", before sending the file to the "Online Representative" or announcing prize money. This will also be the time for all role players to check the results.

- 3.11.4 Unrated I will zero out the scores of a player found guilty by LiChess platform.
- 3.11.5 Ask the players in the tournament to check the correctness of the tournament before sending files for rating. Give them a couple of days to check.
- 3.11.6 Existing players MUST check that you entered the correct Chess SAID No.
- 3.11.7 New players MUST check that you have entered their correct mandatory information
- 3.11.8 Send the saved file to the "Online Representative" for Rating (the saved file is a TUNX File)

3.12 How to group a tournament (Non-mandatory)

- 3.12.1 Group ALL your tournaments together for accessibility for "Online Representatives" AND players in your tournaments
- 3.12.2 When the number of tournaments reach 5 or more, a new grouping can be created
- 3.12.3 When you did not have a tournament for a month, a new grouping can be created

HINT: Chess-Results FAQ: <http://chess-results.com/FAQ.aspx>

HINT: You want to remember the ID number of the first tournament in your group. This will be the number in the URL of your tournament after the "trn". Example: <http://chess-results.com/trn527763.aspx?lan=1> . The code to remember and use as your "Group ID" will be 527763

- 3.12.4 Groups can only be done after a tournament was published.
- 3.12.5 Navigate to "Internet" Customize lists at Chess-Results.com"
- 3.12.6 This will take you to your browser

This dialog allows the organizer to customize the lists.

0001 - No0001 - Swiss Blitz

Databasekey: 527763 [Search] [Save] [Delete tournament]

Official Homepage: []

Chess-Results Homepage: []

Short name (linktext): []

Group ID: [0] Global Group ID: [0] [0]

Sorting within Group ID: [0] Message ID / Datatyp: [0] [0]

List selection

Schedule: Total statistics Olympiad crosstable

Pairing list: Top five players Olympiad Registered teams

Crosstabes: medal-statistics Olympiad team list

Fields (Player)

Rtg / Rtg nat. / Rtg Int. / Rp:

Tie Break 1 / 2 / 3 / 4 / 5:

Title / Group / Typ / Sex:

ID-Number / FIDE-ID Number: []

Waiting for onetag-sys.com... CUP-Tie-Break-ID: [0]

3.12.7 Take note of the current tournament. Example: 527763

3.12.8 Enter your first tournament in the group's number under "Group ID". In this example we have only one tournament, so the "Group ID" will also be 527763.

3.12.9 Look at the FAQ section for number convention in "Sorting within Group ID"

HINT: For conventions "If you enter 15, 30, 45 ... a new line will be created ". This give a neat looking group. In our example the first "Sorting within Group ID" will be 0. (The next Tournament will be 15, then 30, then 45, then 60, then 75, then 90 ...)

3.12.10 You must Save now to be able to put in a "Short name (linktext)"

HINT: Try something short, but descriptive. For Example: "Weekly Rapid – 29 August 2020"

3.12.11 For the first example tournament the "Customize list" will look as follows:

HINT Navigate on your browser to Chess-Results to check that the grouping worked

This dialog allows the organizer to customize the lists.

0001 - No0001 - Swiss Blitz

Databasekey: 527763 [Search] [Save] [Delete tournament]

Official Homepage: []

Chess-Results Homepage: []

Short name (linktext): Weekly Rapid 29 August 2020

Group ID: 527763 Global Group ID: [0] [0]

Sorting within Group ID: [0] Message ID / Datatyp: [0] [0]

List selection

3.12.12 For a second example tournament the “Customize list” will look as follows:

This dialog allows the organizer to customize the lists.

0001 - No0001 - Swiss Blitz

Databasekey: 527765 [Search] [Save] [Delete tournament]

Official Homepage: []

Chess-Results Homepage: []

Short name (linktext): Weekly Rapid 5 September 2020

Group ID: 527763 Global Group ID: [0] [0]

Sorting within Group ID: 15 Message ID / Datatyp: [0] [0]

List selection

Schedule: Total statistics Olympiad crosstable

Pairing list: Top five players Olympiad Registered teams

Crosstabes: medal-statistics Olympiad team list

Fields (Player)

Rtg / Rtg nat. / Rtg Int. / Rp: Olympiad board/category list

Tie Break 1 / 2 / 3 / 4 / 5: Show tournamentdetails (default value)

Title / Group / Typ / Sex: Show flags (default value)

ID-Number / FIDE-ID Number: [] CUP-Tie-Break-ID: [0]

Waiting for googleads.g.doubleclick.net...

3.12.13 After a second example tournament the display of grouping will be as follows next to “Tournament selection” at the bottom:

Annexure E STEPS TO RATE A TOURNAMENT WITH CHESS SA

1. LEVEL OF TOURNAMENTS

- 1.1 All tournaments submitted for rating must adhere to the following.
- 1.2 No online (OL) tournament shall allow "beserk-mode".
- 1.3 Entry fees and prizes: It is up to the organisers if they want to charge an entry fee and/or award prizes.
- 1.4 There shall be three levels of tournaments. All will be Chess SA rated.

1.4.1 Normal

1. Any tournament with a time control of at least 3m+2s per player.
2. Organisers may limit who may enter (e.g. age-group based events).
3. Organisers may "open" the event to anyone (in the country) or limit entry to specific players (e.g. club tournaments, regional tournaments, etc.).
4. Pairings + ratings: Organisers may use site ratings and pairings. This must be communicated on their tournament advertisement (entry form). Alternatively, they can use Chess SA ratings and approved pairing software (e.g. Swiss Manager [SM]). If site ratings and pairings are used, it must be made very clear (before the tournament) that these ratings are only for pairing purposes and has nothing to do with Chess SA ratings (the rating itself, the degree of change, etc., etc.).
5. Does not count towards Grand Prix Points (GPXP).
6. A Chief Arbiter (CA) must be appointed who must be qualified and approved by the AOC. The minimum qualification is School Supervisor (SS).

1.4.2 Grand Prix

1. Any tournament with a time control of at least 60m per player (30m for pure u8 tournaments).
2. Tournaments may be divided into age groups, rating groups, etc.
3. Tournaments are open to any player in the country.
4. Pairings + ratings: Organisers must use Chess SA ratings and SM with pairings being published on chess-results.

5. Count towards GPXP.
6. The CA must be AOC approved. Minimum qualification of Provincial Arbiter (PA)?

1.4.3 National

1. Time control of at least 90m per player.
2. Tournament may be divided into age groups, rating groups, etc.
3. Depending on the type of tournament and status, entry is closed (only certain players may participate). E.g. SA Closed, SA Jnr Closed, Team events, etc.
4. Pairings + ratings: Only Chess SA ratings and SM with pairings being published on chess-results.
5. Count towards GPXP.
6. The CA must be AOC approved (and most likely appointed by AOC and/or Chess SA and/or LOC). Minimum qualification "should" be NA? (but this depends on circumstances, etc.).

2. PLAYER REGISTRATION

All players (currently holding Chess SA ids) and who want to participate in Chess SA rated online events, must register on the Chess SA website.

- 2.1 Player uses the "Login" page using his Chess SA id.
- 2.2 On the registration page (basic relevant info will be displayed) the player must indicate his LiChess handle (if he has one), his Chess.com handle (if he has one) and select the "I agree that I have read the XYZ policies and will abide by the Chess SA fair play policy" (or whatever should be indicated) checkbox. Player clicks the "register" button.
- 2.3 New players (with no Chess SA id) must register as soon as possible.

3. PLAYER CHESS SA IDS (UNDER REVIEW)

- 3.1 Chess SA ids will be 10 characters long.
- 3.2 The first 4 characters will be used to identify a player's gender, year-of-birth, and status.
 - 3.2.1 Character 1: 1=Male and 2=Female.
 - 3.2.2 Characters 2+3: Year of birth.

3.2.3 Last character: status.

1. N = player has never participated online.
2. E = player has participated online and is "clear".
3. Q = player has participated online and has been flagged before but currently clear.
4. X = player is currently flagged and is banned (for whatever reasons) from participating in any events.

3.3 Characters 5-10: unique to each player.

3.4 This way, 999 999 players can be registered. When needed, ids can be changed to 11 characters (or some other system created) but, per my estimates, the 999 999 ceiling will not be reached within the next 10 years. Surely, by that time, a better id system will exist.

4. DOWNLOADABLE RATINGS DATABASE

4.1 Swiss Manager only imports the following fields from the ratings database. SM merges the first 3 fields to a single field.

- Surname
- Initials
- First name
- Chess SA id
- Rating
- Date of birth
- Gender

4.2 Chess SA will create 3 databases:

- 4.2.1 - One will contain the player's surname, initials and first name.
- 4.2.2 - One will contain the player's LiChess handle (in the surname field).
- 4.2.3 - One will contain the player's Chess.com handle (in the surname field).

All other information will remain the same.

5. DATABASE MODIFICATIONS AND DISPLAY ONLINE (WEB SITE)

5.1 There are several new fields to the main database (currently offline). I will update the online database a bit later.

5.2 For players, the following was added:

5.2.1 Is the player flagged as a cheater?

5.2.2 Is the player banned from participating?

5.2.3 Start and end dates of ban imposed.

5.2.4 There are 2 rating fields, one for OTB games only and one for OTB+OL games. After review and if needed (after some period) the OTB+OL field can be ignored/deleted if it is found that there is some gross error (whatever that may be). Thus, OTB ratings will not be lost/influenced (they will remain the same as those published on 1 April 2020).

5.3 For tournament, the following was added:

5.3.1 Is the tournament an OTB-only, OL-only or OTB+OL (combined)?

5.3.2 Did any banned players participate?

6. ARBITERS

6.1 The arbiter will have an admin role more than anything.

6.2 He/she is responsible for checking that the event goes smooth. Check for cheaters. Do not allow cheaters (those who have been flagged) to enter (otherwise the event will not be rated).

6.3 Must ensure that the tournament (if rated) is submitted to the Regional Administrator in time.

7. REGIONAL ADMINISTRATOR

7.1 Responsible to register all tournaments to be rated on the Chess SA website (at least 3 days before the starting date). Tournaments registered late: should they be "not rated" or perhaps a financial penalty be applicable?

7.2 No tournament will be rated if it was not registered BEFORE the start of the tournament. Not AFTER. I do not care who you are and what your problem is/was.

7.3 Must upload the tournament to the Chess SA website no later than 3 days after it concluded. There is absolutely no excuse not to do so.

7.4 Online rating fees must be paid BEFORE the tournament is rated. Files will only process the files if the rating officer receive a POP.

Annexure F NOTES ON ANTI-CHEATING

1. LiChess has the strongest and most effective cheating detection system among all the chess servers available today, followed by Chess.com.
2. LiChess are quick and prompt to act on a suspected cheater, faster than Chess.com. What differentiates the two is the fact that LiChess, among other factors, consider in assessing as to whether a user cheats or not is the Average Centipawn Loss.
3. A centipawn is equal to the value of 1/100th of a pawn, so 100 centipawns = 1 pawn. Since centipawn loss is a measure of distance between the actual move and the best possible move, a lower average centipawn loss indicates more precise play!
4. What this means is that every time you make a move, the engine assesses how far your choice of move is from the best possible move available in each position. Hence, the closer your choice of move is to the best available move, the lower the centipawn loss. Meaning, zero (0) centipawn loss indicates that your choice of moves was all perfect, 100% engine accurate.
5. Bear in mind that engines need time to arrive at the best possible move, they go through an algorithm that evaluates and re-evaluates the position and line continuations till they are satisfied on a choice of continuation. Therefore, the first line an engine suggests is only the best at a given time before re-evaluation. If a player is quick to go for the first line, after the game it may be discovered that the engine was going to suggest a much better move if it had been given enough time, hence the first line suggestion the player decided to adopt will translate into an INACCURACY or sometimes a MISTAKE.
6. All this goes to show that a person who uses an engine in faster time controls like BLITZ or BULLET can indeed be found with a low percentage of Average Centipawn Loss, a minimal number of Inaccuracies and Mistakes! Their presence does not indicate that one did not cheat!!!
7. It takes quite some time to establish the normal and expected Average Centipawn Loss of each player. A lot of his/her games must be thoroughly analysed and evaluated. Your level of chess strength determines how you navigate through positions to arrive at your choices of moves all the time. The skills you lack will always determine and predict the little details you will usually miss in similar chess

patterns and motifs. Hence, your average centipawn loss is linked to your chess strength.

8. So, when you decide to use assistance either in the form of an engine, computer assistance, or a stronger player using your handle, the LiChess cheat detection system will notice an imbalance and inconsistency in your style and average centipawn loss compared to how you fare in your other games. Remember, average centipawn loss can reflect gradual improvement of a player!
9. Chess.com feel that this takes time and requires the review of so many of the player's games hence they avoid employing this method. They rely on the analysis of mistakes, inaccuracies and blunders and the lack thereof.
10. In turn, LiChess is more efficient, and because their system already has this configuration firmly established, it doesn't require them to spend so much time to analyse a player's centipawn loss – their auto statistics immediately detect and publish any detected inconsistency and imbalance for a particular player. Hence LiChess responds faster than Chess.com in flagging suspected cheaters.
11. Chess servers use both automatic and manual systems in handling suspected cheating.
12. On average, their system flags about 180 to 250 accounts automatically per day, based on one's activity corresponding with more than 70% of its automatic configuration against cheating.
13. On average, they manually review about 50 to 80 cases per day using human moderators for cases that are reported.
14. Accounts that are automatically flagged are the ones that usually get to experience a reversal accompanied by an acknowledgment of mistaken flagging and an apology. They do acknowledge that their system is not perfect, but they are doing the absolute best they can, given the resources available.
15. This testifies to their integrity. They acknowledge when they are wrong and mistaken.
16. This also means that when they decide not to reverse a decision they have made on a specific account, then they know what they are doing! It is pointless for one to keep fighting them with an accusation that they have made a mistake.
17. When they have reviewed a case, especially manually with human moderators, and decided that the user is a cheater, they are very confident of their decision to an extent that they are willing to be taken to court for it, especially in cases involving titled players who may sue them for defamation and slander. They do have policies that provide them with legal backing in case of such eventualities.

18. This actually has brought about interesting scenarios where for instance, Chess.com have disclosed that they have received more than 300 written confessions from titled players (whom they have kept anonymous) who have at first tried to fight them but later admitted to cheating and asked for a second chance.
19. I happened to see a demo of one player being investigated for cheating. Interesting!
20. Before the demo, the moderators displayed analysis results of a couple of games played by the world elite Super GMs. The explanation was that the only games that can be near-perfect are those played by Super GMs and end in a draw! The analysis results of a couple of such games indicated quite some considerable average centipawn loss of about 20 to 25 each, a range of about 2 to 4 inaccuracies, about 3 to 5 mistakes and zero blunders. These were Super GMs with an average rating of about 2765 plus. On top of all that, the games were classical!
21. Interestingly, the player being investigated was of a rating of about 22-2300 strength and was playing Blitz. Analysis of his games showed about 0 to 1 inaccuracy, 0 to 1 mistake, 0 blunders, and 7 to 9 average centipawn loss. Remember, this was BLITZ where there is supposed to be more mistakes even for stronger players!!!
22. When you have been flagged for cheating especially based on a report and your case has been reviewed by human moderators, IT IS VERY RARE that your case will be overturned.
23. It is not enough to just appeal and indicate that you have been wrongly flagged, that it is a frustrating thing, that you are a titled player, and that there are other strong players who can vouch for you. You need to provide them solid and sufficient evidence which they can review on their own to ascertain your chess strength and be convinced contrary to their suspicion.
24. Most of this evidence will be based on your gameplay and they may have to analyse even your games organized and recorded by FIDE. All this may be requested by them in their investigations. They need your cooperation and compliance in the process of investigation.
25. The process may take up to a month as your case goes through many moderators.
26. Be assured that the decision they make at the end of the process, whether to lift the ban or to maintain it, is final. Your opinion about their decision does not bother or worry them. They are even ready to be taken to court for it in case you pursue a lawsuit.

27. At the end of the day, the recommendation is that when you have been flagged for cheating and the decision stands, you are better off admitting to your mistake and apologizing for them to give you a fresh and second chance on their servers.

APPEAL: Let us uphold the integrity and spirit of the game by exercising fair-play and honesty at all times. With dedication, discipline and hard work, every player gets to improve and up their game. Cheating is a lie you tell only yourself. We do not play for rating but for the love and enjoyment of the game.

Compiled by Marvin C. Moono.