YJCA Summer Series Competition Rules.

1. All tournaments will take place on the Lichess platform.
2. The organisers take no responsibility for technological failure of the platform. In an instance where the competition is severely compromised by technological failure of the platform the whole competition will be declared null and void and rerun at a later date.
3. Each tournament will be played over 5 rounds. Each player shall have 25 minutes each on their clock, except in League 2 where players will have 20 minutes each.
4. All tournaments will start at 1pm.
5. There will be 5 minutes between the end of the last game in a round and the start of the next round.
6. It is the players’ responsibility to be in place for the start of the round.
7. Any player who is late for the tournament will not be awarded any points in round 1, even though lichess will show a half point.
8. Any player who withdraws from a tournament but does not press the ‘withdraw’ button will not be allowed to play in further tournaments in this series.
9. A player may withdraw by pressing withdraw and informing the organiser by lichess messaging they are withdrawing, or by text message.
10. All players should have lichess messaging enabled.
11. The tie breaks used will be tie breaks used by lichess. If this is still tied the organiser will decide position by sum of opponents scores and then if still tied by median sum of opponents scores, then finally sum of progressive scores.
12. All players must play fairly without assistance from other people or any other media.
13. Players who are judged by Lichess to have not played fairly will have all their results removed from the competition and their opponents will receive a default win. Please see appendix below. Organisers will also carry out their own fairplay analysis and if they feel unsure about a players’ performance they will ask them to go on Zoom for the next competition (see appendix).
14. The results for each competition will accumulate to give an over all champion in each section. There will also be a prize for 2nd and 3rd place.
15. Players may change section for the next competition but their section will be deemed to be the lowest section they played in.
16. Players who play in a section too low for their grading (see criteria below) will have their results discounted and any player who played them will be awarded a default win.
17. Players who play in a section that is too high for them will still have their results counted, but may change section for the next competition if they want to. Rule 15 will apply.
18. Players may use the chat window if they which but should not chat while they are playing.
19. Players must not comment on games that are still taking place.
20. The penalty for any abuse of chat is a warning at first, then deduction of a point for a second offence, followed by disqualification with all games defaulted.
21. Players must enter in the right section on the day. Anyone in the wrong section who doesn’t withdraw in time will have a 1 point penalty applied. Only results in the correct section will be counted.

Appendix to the Rules:

Most players play on Lichess with no problems. A small percentage find their accounts suspended. Basically, if you play fairly this won’t happen, but if you play very fast after the first 8 moves it may suspect you are cheating, so slow down and think. It also knows if you are switching between screens, so stay on the same window during the game and make sure you have no other distractions, just as you would in a chess hall. An analysis by us of your games (which will be done for all prize winners) will also reveal how accurate your moves are compared to a computer. Over 5 games we can tell if you are playing fairly.

Anyone whose performance may be questionable will be asked to go on Zoom for a tournament. This is becoming fairly standard for many competitions these days and needn’t be regarded as a bad thing – it protects the integrity of the competition and is a way of showing that you are doing nothing wrong.

If you are asked to go onto Zoom and refuse (always done through parents) then you won’t be allowed to take part.

Grading Criteria

Premier League: any player

Championship: Your grade cannot be above 100 on the old ECF system, 1450 on the new system must be below 1800 rapidplay on Lichess.

League 1: Below 40 old ECF, 1000 new system and must be below 1450 rapidplay on lichess.

League 2: No grade on the ECF system because you are quite new to chess. Below 1100 rapidplay on lichess.

You can allow us to choose a section appropriate for you.