



## 2022-23 National Online Scholastic Quick Championships Terms and Conditions

*Players and parents are responsible to read and understand these terms and conditions prior to the event. Players under the age of 13 must have their registration completed by a parent or guardian.*

### **1. US Chess / Lichess Requirements**

By registering, I understand the following:

- a. The player's [US Chess membership](#) must be valid through November 2022 before registering. Players who do not have valid memberships will be removed before the event.
- b. The player I am registering must be eligible to play on lichess.org.
- c. Players whose accounts are marked as "having violated the [Terms of Service](#)" on lichess either before or after registration are ineligible to play in the event and will be removed without a refund.
- d. Players who are deemed to have cheated during the warmup events are ineligible to play in the event and will be removed without a refund.

### **2. Player Responsibilities and Equipment**

- a. Equipment – Players should play in the event using a computer or tablet. Cell phones are not permitted for play, but may be used for video purposes by players on "Zoom boards."
- b. Windows and browsers – during play, players may only have their lichess game tab and the [pairings/standings page](#) open, plus the [Slack Help Desk](#) if desired. No other programs, browsers, or windows may be open while games are in progress. Opening other programs/windows, even those not related to chess or communication, is grounds for immediate forfeit and disqualification.

- c. Moves – players are responsible for their own moves and understanding their own lichess settings. No claims can be made for “mouseslips” or other unintended moves. Each player’s move is official and final. Players are strongly recommended to play several practice games and the warmup tournaments prior to the event, and be familiar with the lichess platform and their personal settings, including auto-Queen, touch screen, pre-move, etc.
- d. Internet – players are responsible for maintaining their internet connection. If a player time-forfeits or loses by disconnection, that result is final.
- e. Players may not use the lichess feature to add time to their opponent’s clocks. This may result in a forfeit for one or both players.
- f. Players may not use the lichess feature to “claim a win” if their opponent disconnects. They should wait for their time to run out. This may result in a result adjustment.

### **3. Information**

The following information will be collected by the organizers, but will not be disseminated in any way. Contact information will be used for crucial tournament functions such as mailing awards and sending pre-tournament information emails.

- a. Player’s Full Name and Address
- b. US Chess ID Number
- c. Player’s Lichess handle
- d. Player’s School, School City/State, and Grade
- e. Email Address
- f. Phone Number

The following information may be posted publicly on the tournament website:

- g. Player’s Full Name and State
- h. US Chess ID Number
- i. Player’s Lichess Handle
- j. Player’s School, School City/State, and Grade

### **4. Fair Play**

By registering, I understand the following fair play aspects of the tournament:

- a. Players may not use outside assistance of any kind.
- b. During play, players may not listen to music, wear headphones, or have other electronic devices (besides playing device and Zoom camera) near them.
- c. For every round in all sections, players on the top 20 boards must be on Zoom to play and will be monitored by tournament directors. All players must be ready to join Zoom and provide the below required camera angle. Players who are on the top 20 boards but who do not join Zoom will be forfeited.
- d. Every single game, including by players not on Zoom, will be monitored move-by-move during and after the event by multiple sets of event staff, including lichess moderators, tournament director staff, and fair play experts.

- e. The OSQC Fair Play and lichess team will be a large and experienced team to provide a fair event. Fair play decisions and adjustments may be made by tournament staff even if lichess does not mark the account as a violator.
- f. Some fair play decisions will take place during the event or after the event based on findings from lichess, the event's fair play team, and other experts. See [US Chess Scholastic Regulations](#), 20.4, for scoring adjustments.
- g. Posted standings will be tentative for several days. Plenty of fair play analysis will take place after the event, and standings may not be marked as final until up to 2 weeks after the event.
- h. Players who are marked as having violated the lichess terms of service are entitled to an [appeal](#). This appeal is handled directly by lichess human moderators. This is the only appeals process – contacting tournament staff or lichess moderators to reverse a fair play decision will not be effective.
- i. Fair play decisions are final, often even if a lichess appeal is successful.

## **5. Zoom Requirements**

- a. For every round in all sections, players on the top 20 boards must be on Zoom. "Zoom players" will have a link next to their board on the [pairings page](#).
- b. Players on the top 20 boards who do not join Zoom will not have their games started and will be forfeited.
- c. Players who are not on the top 20 boards do not need to join Zoom.
- d. Zoom players must join Zoom 15 minutes early with video enabled and their full name and sections as their display name (e.g. George Washington K-3).
- e. Players in Zoom must provide a side or rear-view angle of the playing area (see image below). **The front-facing webcam view is not sufficient.**
- f. Players may use a second device (external webcam, cell phone, tablet, second computer, etc.) to provide this side or rear-view angle. Pairings will be posted early to allow Zoom players to set up the required Zoom angle.

