



International Correspondence Chess Federation

## PLAYING RULES – SERVER

Valid from 01/01/2017

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### Changes in the Playing Rules - Server Set of Rules

The rules in this document cannot be changed, even by Congress, more often than once every two years. The most recent occasion was during votes by Congress 2016, so the earliest any new change can be made will be Congress 2018.

### Rules as Rules, not a Guidelines

The statements in this document are to be interpreted as rules, not just as guidelines.

## 1. Play and Control

- a. Games shall be played in accordance with the FIDE Laws of Chess, except as otherwise defined in these rules or other ICCF rules.
- b. A Tournament Director shall be appointed who shall be responsible for the conduct of the tournament and progress of the games.
- c. TEAM: Each team has a Team Captain who shall maintain contact on behalf of the Players with the Tournament Director.
- d. TEAM: In cases of misunderstanding between players, the Team Captains should try to resolve the problem before it is sent to the Tournament Director.
- e. Games shall be played by using the ICCF Webserver.
- f. Results of games which progress to their normal conclusion, will be automatically recorded and the Tournament Director will be informed, through the system. In all other circumstances, players are responsible for making claims or communicating with the Tournament Director, for the resolution of the problems or disputes.
  
- f. TEAM: Results of games which progress to their normal conclusion, will be automatically recorded and the Tournament Director will be informed, through the system. Automated claims will be made by the player directly to the server and will be evaluated either automatically by the server (acting as proxy for the TD), or be passed by the server to the TD for human evaluation. In all other circumstances, Team Captains are responsible for making claims or communicating with the Tournament Director, for the resolution of problems or disputes.
  
- g. These rules will normally apply for all tournaments played using the ICCF Webserver, unless varied by tournament invitations (necessary), tournament announcements (necessary) and which will then be confirmed in the starting notices.

## 2. Transmissions

- a. All moves shall be made by committing them through the ICCF Webserver.
- b. The ICCF Webserver system will generate an immediate email message informing the opponent of the move played and providing other relevant information.
- c. Players are responsible for monitoring the progress and time utilisation for all of their games on the ICCF Webserver.
- d. The Webserver will allow a player to make only one draw offer to an opponent per game. The only exception to this rule is if the opponent makes a subsequent draw offer which the original player then declines. In that case, the original player can make another draw offer. (This has been entitled as the Code of Conduct draw rule.) This “once per game” rule does not include claims of a draw related to 3-position repetition, 6-piece tablebase claims, 50-move rule claim, or adjudication-related claims.

e. All claims (including 3-position repetition, 6-piece tablebase claims, 50-move rule claim, etc.) need to be made prior to making a move, not after registering a move.

### 3. Failure to Reply

a. The ICCF Webserver system will automatically generate an email reminder when a player has not made a move for 14 days and another, after 28 days. A final email reminder will also be automatically generated after 35 days of silence by a player.

b. When a player is sent a final reminder after 35 days of response time, he/she must either move or report to the Tournament Director and to his/her opponent, the intention to continue the game, within 5 days of that reminder. If a player does not move or otherwise report his/her intention to continue, during the 40 days of response time for the same move, the game will be scored as a loss.

### 4. Conditional Continuations

a. Conditional moves are optional at the discretion of the Tournament Organiser

### 5. Records and Reports

a. All transmissions concerning the game and a record of the moves and dates are kept by the ICCF Webserver system and these are available to the Tournament Director, as required.

b. As a further safeguard, a player is required to maintain a record of the moves and playing time used by both players until the game has been completed, e.g., a copy of latest system notification (as described in 2b), and he/she must send information to the Tournament Director, as requested.

c. If a player does not answer enquiries from the Tournament Director, that player may be deemed to have withdrawn from the tournament.

d. Changes of permanent address and email address shall be made by the player under his/her personal settings maintained in the system.

d. TEAM: These addresses only shall be disclosed to the Tournament Office, Team Captain and Tournament Director.

e. The Tournament Director must be notified immediately of any disagreement between players about the game.

## 6. Time Allowed and Penalties

- a. Each player is allowed 50 days for every 10 moves, unless the tournament announcement explicitly specifies otherwise.
- b. Playing time is accounted for in whole days (24-hour periods). A player will have 24 hours of reflection time to respond to a move before one day of time is charged against his/her clock by the ICCF Webserver. Time charged against a player in responding to a move will be the whole number of days reflection time used by the player, up to 20 days, plus twice the whole number of days of reflection time used beyond 20 days, for any single move. For instance, a player who used at least 23 days of reflection time, but not 24 days, will be charged 26 days against his/her clock. Time remaining on a player's clock, when reaching a time control, is carried forward. Both response time and reflection time are stopped during a valid leave.
- c. The basis for ICCF Webserver date/time will be defined by the location of the server.
- d. A player who has exceeded the time allowed shall forfeit the game.

## 7. Leave

- a. Each player may claim up to a total of 45 days leave during each calendar year.
- b. Players intending to take such leave must send the information in advance to the ICCF Webserver system, using the facilities provided. It is not possible for players to make moves via the webserver system during their notified periods of leave.

## 8. Withdrawal, Death [and Substitution]

- a. In the event of death, all remaining games of the deceased player will be adjudicated. If he/she has not finished a single game, his/her games will be cancelled.
  - b. In the event of withdrawal, the TD shall decide according to what is prescribed in the Tournament Rules section 8 and the TD Manuals section 6
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- a. TEAM: In the event of withdrawal or death, the Tournament Director shall call upon the Team Captain to replace this player within two months.
  - b. TEAM: The substitute player may be required to start with a time penalty. The new player starts on a date set by the Tournament Director
  - c. TEAM: If no substitute player is available, the Tournament Director shall decide according to what is prescribed in the Tournament Rules 8.7.
  - d. TEAM: A team may substitute at most 50% of its players in case of withdrawal, and only make one substitution per board, but there is no limit for cases of death.

e. TEAM: If no moves have been made, there is no limit to the number of times a team may make substitutions. A withdrawn player shall not suffer any suspension or penalty.

## 9. Adjudication

If no result has been agreed by the date set for close of play, or in the event of accepted withdrawal the TD will start the adjudication procedure.

## 10. Tablebase Adjudication

a. ICCF acknowledges some tablebases as valid for claiming win/draw/loss in positions solvable with the following tablebase: Convekta Ltd, which solves all positions with maximum 6 men. Each certified tablebase will be available on the ICCF Webserver system.

b. In case the tablebase shows a win that supersedes the 50 moves rule, the win will be awarded.

## 11. Decisions and Appeals

a. The Tournament Director may penalise or disqualify players who break these rules.

b. Any matter not covered in these rules shall be decided by the Tournament Director according to principles stated in ICCF Statutes and Rules, Code of Conduct Guidelines or the FIDE Laws of Chess, as applicable.

c. A player may appeal within 14 days of receiving a decision from the Tournament Director or the server to the Chairman of the respective ICCF Appeals Committee (using the ICCF Webserver facilities provided), whose ruling shall be final.

c. TEAM: A player may appeal within 14 days of receiving a decision of the Tournament Director or the server, through the Team Captain, to the Chairman of the respective ICCF Appeals Committee (using the ICCF Webserver facilities provided), whose ruling shall be final.

d. The World Tournament Director, Rules Commissioner, and Chair of the TD Committee also have the right to file an appeal to an ICCF Appeals Committee if an error that is significant enough to effect any game's recorded outcome is pointed out to a TD who then declines to correct that error or fails to respond to that request within 4 days.

[These playing rules were adopted by the ICCF Congress, Bremen 2016 and take effect from 1.1.2017]