

Dear USATE participants,

The New Jersey State Chess Federation welcomes you to the United States Amateur Team East Championship. We are thrilled to be able to bring this competition together for what will be a super weekend of chess.

As this is an online tournament, we would first like to go over some basic guidelines so that all participants are ready to play on ICC. Please review these guidelines and the more detailed rules and procedures prior to playing in this weekend's event.

Please be on the lookout for technical seminars for all who have any questions prior to the event. Scheduled for 8:00 PM Eastern Time on Monday, February 8 and Friday, February 12th.

We look forward to seeing you all this weekend at THE TEAM!

How to play

Follow these three simple steps to play:

1. Visit <https://play.chessclub.com/usate>
 - a. Using the play page is highly recommended. Using Blitzin or other web software is allowed but the player accepts any risks by not using the recommended play page.
2. Click the MEMBER LOGIN button on the left menu.
3. Enter your username and password and click Submit.
4. Once logged in correctly games will begin automatically at the designated start times. No further action is required.

Important information regarding how to play

- Login at least 30 minutes before the tournament starts
- Make sure you login with the username you signed up into the tournament with.

- **Do not** create a new username at the last minute! If you login with an incorrect username, you will not be paired and will be denied access to the chat room and to the tournament.
- Devices allowed: desktop, laptop or notebook computers, running Mac, Windows or Linux.
- Tablets can be used but are not recommended, as it might be difficult or impossible to run Zoom with video on and play on the same device.
- **WARNING:** Playing on a phone is not allowed, however a phone or tablet is a good option for running Zoom, especially the side/rear view camera.
 - **The use of a phone or additional device for any other reason except a Zoom camera is subject to penalty at the TD's discretion up to immediate removal from the tournament.**
- Use of a physical set/board is not allowed, unless authorized by the director for accessibility reasons.
- Board settings: click the OPTIONS button on the left hand menu. We recommend you turn these board options OFF: premove, drag and drop, auto-promote. Turn the 'email my games' button ON if you want your game emailed to you.
- At the appointed round time, players will **automatically** receive a “pop up” or “flash”, and all they have to do is accept the assigned pairing.
 - Players who have not started their games at this time, or are having trouble should contact their zoom TD.
 - Players do not need to challenge their opponents, or report their results, this is done automatically through ICC
- **After** the round has started, if a player cannot be found within the one hour forfeit time, the team will forfeit on that board and the players on lower boards **do not** have to move up. If a player is going to miss the round, the team will likewise forfeit that on board and players on lower boards do not move up. If a player withdraws at least an hour before the round is paired, the players on lower boards will move up and the team will forfeit board 4.
- ****If** a team is not going to play a future, or is withdrawing from the tournament, they must inform the Zoom TD at least 30 minutes before the next scheduled round, in order to avoid a forfeit loss. A Team Captain must inform us 30 minutes before the next scheduled round if a player is not available.

- **PLEASE DO NOT FORFEIT YOUR TEAM OR ONE OF YOUR BOARDS BY LEAVING WITHOUT TELLING A TD.** We want to make sure all players get to play every round! Team Captains are responsible for making sure all players are playing and to inform the TD if otherwise 30 min before the next scheduled round.

Tournament Standings/Pairings

Team Pairings and Standings will be available at <https://njscf.org/usate-2021>
Each round, the game by game standings and pairings will be available during the event in real time on the ICC Grids at chessclub.com/usate/grids.

---The above will help players log in to ICC and start their tournament games. Below lists other rules, guidelines, and procedures in more detail. This includes Zoom Rules and Requirements, Troubleshooting/Contact with TDs, Disconnection Policy, and appropriate Fair Play measures.

Zoom Requirements for USATE:

A side-rear view zoom camera is required with video on showing the player in their playing environment with view of the screen. Preferred is a double camera setup including a normal front view as well.

- Side/Rear View CAMERA ANGLE FOR TOURNAMENT



Guidance for joining Zoom Meeting Rooms:

- Make sure to test Zoom by arriving early (~30 min) to the event. We also recommend attending a walkthrough of how to setup Zoom if this is offered during the week prior to the event.
- Players can leave the Zoom area once they have completed their game for that round. They should expect to join the correct Zoom meeting rooms 15 minutes before the next scheduled round.
- Correct Zoom links by **BOARD #** will be posted at chessclub.com/usate/zoom.
 - **Players must go to the zoom room that corresponds to their team's Board # for any particular round. Please Note, your zoom room may change each round depending on team score.**

Zoom Rules:

- Players must be visible on Zoom during their games, using their real first and last names.
- Side/rear view cameras should be set so that they display the player, the player's screen and the surrounding playing area. The best location for this camera is on a separate device, clearly showing the player, the playing screen and the surrounding area. The camera angle should be behind the user, that allows a view of the player, entire chess board, monitor, and mouse. Fixed laptop, desktop or Mac cameras are allowable.
- No headphones or headsets will be allowed once games have started.
- Follow all directions given by the Zoom TD, and please keep in mind these might be in verbal announcements, screen shared visual aids, or most importantly direct chats.
- The Zoom TD may on occasion require that Zoom cameras be adjusted if a player falls out of view or their side/rear view camera in order to see the screen and the playing environment.
- Players with the wrong Zoom requirements, not following zoom TD directions, or who are not present on Zoom will usually be given a warning before there is any penalty. **Non-Compliance may result in a player being ruled ineligible for prizes, and their score not counting for their team**
- Players found to be **accessing applications and/or windows outside of play.chessclub.com/USATE, Zoom, NJSCF.org or the ICC Grids during** the event may be penalized at the tournament director's discretion up to possible forfeiture.
 - Players are **recommended** to close all other windows, and to have Zoom running separate from your playing device. This reduces the possibility of lag affecting your connectivity. Make sure you test Zoom and your webcam before the event starts!
- **Players are not allowed to watch USATE Twitch coverage during their games.**

*****Being on Zoom and ICC is not the same thing! Players must be logged into ICC as well as the Zoom call in order to play in the tournament.

Bathroom Policy:

For Online Regular rated play (G/60+10), players are allowed 2 bathroom breaks per round. Additional bathroom breaks may be penalized at the tournament director's discretion and will be a factor considered in "fair play" measures.

- Before going on a bathroom break, players must type "bathroom" in the Zoom chat with a Zoom TD and type "back" once they return.
 - A player may not leave for a bathroom break while on move.
- NOTE: Players are warned that improvement of play after a bathroom break is considered highly suspicious and, depending on other factors, could lead to a player being forfeited and/or removed from the tournament.

Troubleshooting/Contact with a TD:

1. If you have a problem during your game, or if you need a tournament director for any reason, you should take these steps in the following order.
 - a. **Contact the Zoom TD** via the Zoom chat. The Zoom TD will respond and communicate with the player. Do not wait until the end of your game. If it appears your opponent has not moved for a considerable amount of time, the player should contact the zoom TD.
 - b. **Use the channel chatroom** in ICC setup for the tournament
 - c. **Use** the Chess Control Zoom room if necessary for direct contact with a TD.
 - d. Email to esdoyle@aol.com if no reply.
2. If a TD needs to contact the player during the game they will take the following approach
 - a. Contacting the player on Zoom via the Zoom chat

- i. **Responding to the TD** in a reasonable amount of time is the player's responsibility
 - b. *Sending a "tell" (Message from a director)* in ICC directly to the player. Usually this will relay them back to the Zoom chat for more information
 - c. Contacting the player via registration information
3. To Report a Fair Play concern, players should
 - a. Report it **directly** to their Zoom TD for direct assistance.
 - b. Email to speedtrap@chessclub.com
 - c. ******Note:** All Games are reviewed for fair-play analysis by the ICC Fair-Play Team.

Disconnection Policy:

Disconnecting before the start may remove you from the tournament. If you disconnect after the start, you will not be removed automatically, but you need to return as soon as possible, or the tournament directors will rule your game a forfeit loss.

If both players have made at least one move, and a player then becomes disconnected to the ICC server, the disconnected player must reconnect to ICC as soon as possible and type /resume in the main console. The players should make every effort to resume the game.

If a player's opponent appears not to have moved for a long time, that player should advise the Zoom TD in their zoom meeting right away. This could mean that one of the players is not synchronized with the ICC server during the game, even though it may appear to be the opponent's move, it is the player's clock which will continue to run.

The Tournament Director may decide to award a rated win to the opponent of a disconnected or unsynchronized player, who has made at least one move in the game, before the time on that player's clock has expired, if a reasonable amount of time has elapsed without reconnection to the ICC server.

- Successfully playing US Chess online rated games are subject to one's ability to use the various interfaces to connect and play. The ICC, the Tournament Organizers or US Chess, cannot be responsible for games lost due to an entrant's difficulty remaining connected or inability to use the programs used to play. Completed games cannot and will not be re-started, resumed or ratings adjusted for any reason.

Other Rules for Online Events

- A player must not enter the tournament on more than one username, or risk being forfeited on both usernames.
- Use of computer chess engines, databases, chess books, magazines, written notes and any other form of external assistance while playing is strictly prohibited. Assistance from other players is also prohibited and will result in disqualification as well as further sanctions as laid out by ICC's User Agreement and Policy rules.
- By entering this tournament, I agree to the following.
I will not give my password to anyone.
I will not share my account.
I am the only person allowed to use my account.
Specifically, I will not allow other people to use my account.
I will not use any account which does not belong to me.

I will not use chess database software, analysis software, chess engines or any outside assistance of any kind to assist one's game while playing US Chess rated games on the Internet Chess Club. I acknowledge and agree that the ICC, NJSCF and US Chess has the right to monitor such activity and further agree to indemnify, defend and hold the ICC, NJSCF and US Chess harmless from and against any and all liabilities, claims, causes of action or damages (including attorney's fees) arising from the Company's exercise of its rights herein.

The tournament director may, at his or her discretion, refuse to allow a player to enter the tournament or remove a player from the tournament, for any reason, including, but not limited to: connection problems, excessive lag, failure to start tournament games promptly, failure to resume tournament games promptly, disruptive behavior in the tournament or zoom room, suspicion that the player is receiving outside assistance, suspicion that the player is using computer assistance, or discovery that the account or player has a previous history of violating ICC rules. The tournament director is not obligated to disclose the reason for his or her decision, and his or her decision is final. There is no process for appeal.

"FAIR PLAY" Measures

All games played in US Chess rated tournaments will be analyzed using ICC's sophisticated anti-cheating tools. Such analysis will include, but not be limited to, comparing moves played to the recommendations of various engines. Players suspected of violating the Fair Play rules may: 1) have their results and any prize eligibility canceled, 2) be banned from future play on ICC, 3) be banned from future events both online and over the board, and 4) be reported to the US Chess Ethics Committee, leading to possible suspension of US Chess membership. Furthermore, the team of the player may be penalized at the tournament director's discretion.

- The tournament directors may, at their discretion, rule that games of a player in a tournament are forfeited due to a fair play violation. The penalty for a fair play violation is at the tournament directors discretion.
- The tournament results will not be final while "fair play" analysis of all games takes place. This process may take a few weeks as all games are reviewed

Neither ICC, NJSCF, nor US Chess are responsible for things that can happen with internet play. Examples of this can be: slips or dropped pieces; returning a piece back to its original place and accidentally setting it on the wrong square; game boards disappearing; etc. This list is not all-inclusive, as there may be other issues that we cannot control as well.