Dear SCCA Club Organisers,

The first run of matches on the Tornelo platform has been completed. There were some teething issues, but generally a lot of good games were played. From the feedback received from clubs, a second run of matches will begin week commencing 14th December 2020.

There will now be two Divisions and from the previous match results I am able to place teams in their appropriate Division. I will need grading information about NEW (vs the first cycle) teams/clubs to ensure that they are placed in the right division.

The Divisions will not be shown on Tornelo, but players will be placed against opposing team members.

Once the teams are known the matches will be published on the Surrey website.

The current default match day is Wednesday, however as matches will now be published well in advance, Captains will be able to contact each other to change the day if they wish to by mutual consent. As controller I will need to know of any changes to enable me to facilitate a date change for a match. Please let me know if you would still like the default night as Wednesday.

**There will be a default time of 20 minutes after the designated start time. The full rules are in appendix A to this document.**

If you would like to re-enter/enter a team(s), please forward to me the completed entry form (below) and a list of players. If your club is going to enter the same teams from the first tournament, then you just need to enter the teams and return your entry to me by email ([huwie35@sky.com](mailto:huwie35@sky.com)) no later than **8th December 2020**.

We will need a designated club contact for the online competition who will organise teams and be an information conduit.

I include on the next page a summary of the main features of the league and the rules in Appendix A.

Entry Form – Surrey Friendly Online League (cycle 2)

|  |  |
| --- | --- |
| Club |  |
| Number of 4 player teams entered |  |
| ECF grading range team 1 |  |
| ECF grading range team 2 |  |
| ECF grading range team 3 |  |
| Club online competition contact email address |  |

Yours faithfully,

Huw Williams – SCCA Inter-Club Tournaments Director

A summary of the key features of the league:

* Teams will comprise of 4 players
* Board order will be in order of ECF playing strength
* 45 minutes + 15 seconds for each player for the whole game
* Played on the Tornelo platform <https://home.tornelo.com/>
* Players play under their own names
* There will be no anti-cheating bans. Our expectation is that all participants will honour the friendly nature of the league and not use any form of assistance. We expect clubs to emphasise to their players that they should behave responsibly, given the trust that will be placed in them. That includes clubs briefing the parents of any junior participants accordingly.
* The games will not be graded
* There will be no prizes, titles or trophies. It is a friendly competition in name and spirit
* Games will start at 7:30pm on a weekday. We will create some flexibility to move the day of some fixtures, subject to mutual agreement.
* We aim to run competitions on a short cycle so that they are complete within 1-2 months. Depending on experience and the status of OTB chess, further cycles could follow.
* There are no entry fees for this competition

Appendix A - Online Rules

The SCCA Board has appointed Huw Williams to be the Controller of this event.

Friendly Online Chess League Rules

1. Bye Law section 2 (Bye Laws applicable to all competitions) will apply unless stated otherwise.
2. The current FIDE laws of chess (January 2018) of chess will apply throughout, per Bye Law 2.2.
3. Clubs may enter as many teams as they wish. Two clubs may submit a joint team.
4. The divisional structure of the competition will be determined by the Controller.
5. Teams will comprise 4 players.
6. Players will need to be members of the club they are representing. Where two clubs have entered a joint team, a player in such a team must be a member of one of those clubs.
7. Players may represent only one team during the course of the event.
8. All games will be ungraded. (For the avoidance of doubt, they will NOT affect player gradings.)
9. Bye Law 2.6 (Grading) shall not apply. The applicable grades shall be ECF (4 digit) Standard Play grades from the list in force at the start of the competition. If a player has no such grade, then a request to the Controller to determine a grade must be made 7 days before their first match.
10. Bye Law 2.7 (Playing Strength) shall not apply. If two players’ gradings differ by more than 75 points then the higher graded player must play above the lower graded player, otherwise they may be played in any order.
11. All players are required to register with the online server provider Tornelo by midnight on the Friday prior to the week of the first matches in the competition.
12. Bye Law 2.8 (Mobile phones and other electronic devices) shall not apply as regards the device used to access the Tornelo platform, provided that it is not used for any other purpose during play.
13. Games will be 45 minutes for the whole game with 15 seconds’ increment from move 1.
14. Matches will be scheduled for Wednesday evenings, starting at 7.30pm. If two teams wish to play their match on another day within the relevant week or at a different time, they may do so by mutual agreement and having informed the Controller by midnight on the preceding Friday.
15. Captains must submit team lists to the Controller not less than 48 hours before the agreed start time of the match concerned. (Players will be able to log in and see who they are likely to be playing in forthcoming games once the matches have been published. These will be subject to change up to 48 hours before the match starts.)
16. A player who is not available to start their game 20 minutes after the designated start time will default the game.
17. An ineligible player is one who does not meet the requirements of rules 6 or 7 or plays below someone graded more than 75 points lower in contravention of rule 10.
18. The penalty for a default or the fielding an ineligible player will be the loss of the game.
19. Bye Laws 2.3 (requirement for games to be played OTB) and 2.9 (appeals to the Chess Disputes Committee) shall not apply. Accordingly, the decisions of the Controller will be final.