



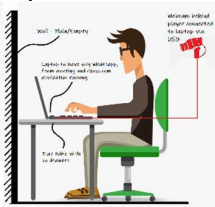
# MALAYSIAN CHESS FEDERATION

## General Instructions and Guidelines for Online Chess Championship (Setting Up for Playing from Home)

- All games shall be played via [www.chess.com](http://www.chess.com) website.
  - All players must register their actual first name with a recent passport sized photo in their [www.chess.com](http://www.chess.com) profile
  - If a player is banned (or has been banned) from playing by the [www.chess.com](http://www.chess.com), the player will need to resolve this issue prior to registration
  - If a player only realizes that he/she is banned only on the day of the event, a replacement player will not be allowed, and the player will be considered to have forfeited the tournament
- The names of all players will be published in MCF formal website [www.malaysianchess.org](http://www.malaysianchess.org) and [www.chess-results.com](http://www.chess-results.com) on or before 11<sup>th</sup> October 2020.
  - All Arbiter, Players and/or Managers – where applicable, will receive an email and/or whatsapp from the organizer which will include their zoom meeting invitation, Meeting ID and Meeting Password for them to login during the event, 24 hours before the first round is schedule to start
  - MCF may provide a Zoom testing session on 15<sup>th</sup> and 16<sup>th</sup> of October for players to test their connection, table set up and zoom entry.
- Players will need to login to [www.chess.com](http://www.chess.com) and their zoom meeting application at least 30 minutes BEFORE the Briefing Session is scheduled to start
  - Only Arbiters, Managers and Players are allowed to join the zoom session.
  - Please use your real name when joining the zoom session. Those not using their real name will not be accepted to join the session.
- During a game, every player must set up a webcam or a smart device to be placed behind them – either to the right or left, to allow the camera to show the player (at their seat/table), the table top (and its surrounding area), the player's computer and the computer screen. This webcam or smart device must be connected to the Zoom meeting application throughout the duration of the championship round.
  - The table must be clear of other items such as books, mugs, plates, etc.
  - The table and computer should be placed against the wall as such, the background of the view seen from webcam is a blank wall.
  - Only ZOOM application, Whatsapp web application and chess.com application is allowed during the tournament. When a game is being played, only the chess board from the chess.com application should be displayed on the screen
  - The mic, the video and the speaker must be switched on at all time to allow for the Arbiters to listen, view and alert the player as and when required.
  - Example of how the setup should be for the computer, the webcam/smart device and the table is displayed below:

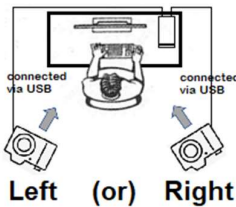


Recommended computer table setup

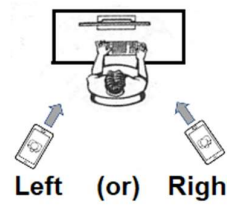


Guidelines for table setup

Note: Webcam is connected to the laptop via cable



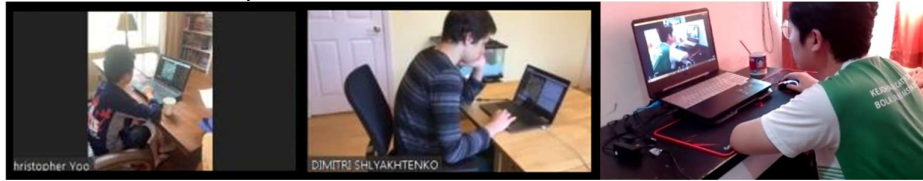
Placement for webcam  
Left (or) Right



Placement for Smart Device  
Left (or) Right

- Players using smart devices must be aware that with the Smart Devices being placed at their back, and Arbiter's instruction to be relayed via Zoom, players may have a challenge listening to Arbiter's instruction, or reading chat notes via Zoom.

- g. Example of how the Zoom administrator see the players via Webcam or Smart Device from his desktop:



Actual setup of the preferred angle for the Smart device from behind – to the left or the right of the player, where the top of the table, the wall, and the player's surrounding is visible

5. To ensure fair play, an Arbiter will be assigned to supervise a small group of players (between 20 to 30 players per Arbiter) via Zoom at all time. The same Arbiter will also supervise all the games played by the players in the group in [www.chess.com](http://www.chess.com)
6. As the pairings will be done by Swiss Manager program, all results and pairings will be published in [www.chess-results.com](http://www.chess-results.com).
  - a. Arbiter will force challenge/pair every player with their respective opponent at the start of the round
  - b. If the force pair failed to work, players that has been paired to handle the white pieces will issue a challenge to his opponent.
  - c. At the end of the game, both players will submit the result of the game to the Chief Arbiter (via Whatsapp) together with the PGN scoresheet of the game.
    - i. To report a score, the format should be "R1T1:1-0" or "R1T1:0-1" or "R1T1: Draw" where "R" stands for "Round", "T" stands for "Table" and the result of the game to follow
  - d. After the last game has finished, the Chief Arbiter will post the complete results on [www.chess-results.com](http://www.chess-results.com) within the next 10 minutes to allow players to check and confirm the results that has been reported in.
  - e. The Chief Arbiter will publish the pairing for the following round at least 10 minutes before the start of the next round.
7. Each round shall start as per scheduled unless informed by the Chief Arbiter.
8. Once a challenge has been issued, a player must accept the challenge and start the game as soon as possible.
  - a. At any time during the tournament, a loss by default set by [www.chess.com](http://www.chess.com) will be considered as the accepted and final score
9. Internet connection and hardware are the player's responsibility. In case a game which has started but aborted accidentally by the server, the game shall be replayed with blitz (5 minutes) time control. Make a screenshot of the error message "Game aborted by server" – for the game to be replayed.
  - a. If a player is disconnected due to poor connection or service disruption, the player will need to reconnect back to the server at his own time provided the game can continue where it was left off. If the system has timed out or have declared a lost for the player, then the result shall stand.
  - b. In this case, the winner must download and submit the game's PGN file together with the score to the Arbiter as per the agreed process.
10. During a game, both White and Black players must not leave their respective playing area/table/seat while their game is in progress. Players doing so will be declared as lost with immediate effect.
11. Results shall be published round by round in [www.chess-results.com](http://www.chess-results.com) and final standings shall be published in the MCF website [www.malaysiachess.org](http://www.malaysiachess.org).
12. All decisions made by the Chief Arbiter – either made alone or in consultation with the other Arbiters, shall be considered as final. No appeal shall be accepted.