



MALAYSIAN CHESS FEDERATION

General Rules and Regulations for Online Chess Tournament (Setting Up for Playing from Home)

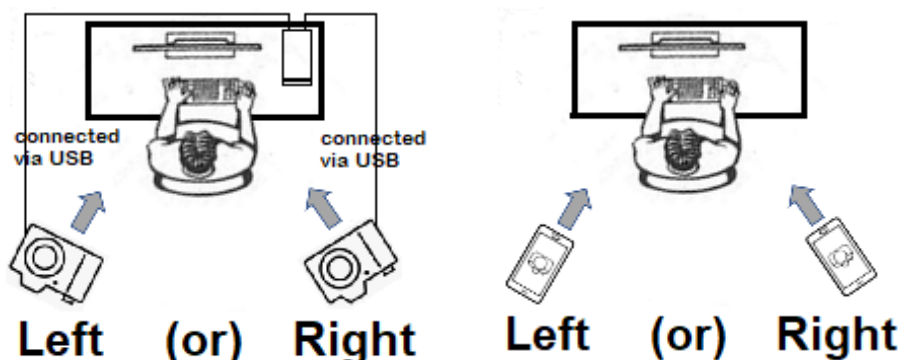
NOTE: By playing in Online events (from Home) organized and/or recognized by the Malaysian Chess Federation (MCF), participants are required to abide and follow the Rules and Regulations as stated below. The Malaysian Chess Federation (MCF) reserves the right to reject, disqualify, remove, expel, suspend, and/or nullify players and participants who fail to comply with the following requirements.

1. The Malaysian Chess Federation recognizes www.tornelo.com chess playing website as its preferred online playing website to conduct all events – National level or otherwise.
 - a. The Malaysian Chess Federation may use other chess playing platform that is most suited for its tournament and event.
 - b. All participants/players interested to play in any Malaysian Chess Federation event must register in the selected chess playing platform using their REAL NAME
 - c. Players must also use their own personal and unique email address when registering. Players MUST NOT register their name using a shared email address or registering with multiple usernames. The Malaysian Chess Federation reserves the right to bar players who has multiple usernames and/or email addresses as this can be implied as intention to cheat.
 - d. Players who do not comply with the above rules may not be allowed to play in any Malaysian Chess Federation event.
2. Any notices or communication shared with regards to any tournament or championships organized by the Malaysian Chess Federation will be published in its formal website at www.malaysianchess.org.
 - a. In the usual practice, all players and participants involved in an MCF organized tournament or event, will receive notification via email and/or other social media channel such as – but not limited to, Whatsapp or Telegram, to confirm their participation.
 - b. In the usual practice, the organizer will create a communication channel via one or more popular social media channel which will include all the players, organizers, arbiters, and officials, to share news and information updates about the event – including web video meeting application links, before and throughout the duration of the event.
 - c. Where necessary, MCF may provide testing sessions for players to check their connections, ensure proper table set up, and adjust video angle and application entry before the start of a tournament or event.
3. Players are required to login to the chess playing platform and web video meeting application at least 30 minutes BEFORE the Briefing Session is scheduled to start.
 - a. Only Arbiters, Managers and Players are allowed to join the web video meeting session.
 - b. Players are required to sign in using their REAL NAME when joining the web video meeting session. Those not using their real name will not be accepted to join, or if they had already joined, will be ejected from the session. The use of their REAL NAME is to confirm that the player is present for the tournament.
 - c. Once a player has logged into the web video application, he/she needs to make sure that the display shows their real names. In some cases, a certain naming convention must be followed to identify a player's playing category and/or status.

- d. Players must always switch on their microphone and video webcam throughout the duration of the tournament. Any request to switch off the microphone and/or video webcam devices, must be approved by the Arbiter.
 - e. Players who are not logged into the web video application, is not visible, or whose audio/video are switched off, will not be allowed to continue until he/she corrects and complies with the requirement. In such a situation, the Arbiter has the right to penalize the player by reducing his playing time due to non-compliance of the Rules and Regulations.
 - f. Each player is responsible to make sure that their webcam/second device is properly charged and in good working order. In situations where their device has failed, the player will need to ensure that the correction and reconnection is made at the use of their own time. Arbiters may – at his/her discretion, stop the playing clock up to a maximum of 5 minutes, to allow the player to correct the situation.
 - g. In situations where the Arbiter has ruled that the playing clock should continue, and the player's time has lapsed before he is able to get his microphone/video webcam reconnected, then the player is considered to have lost on time.
4. Throughout the tournament, the player is to place video webcam or the smart device behind them – elevated and either slightly to the right or to the left, to allow the camera to show the player's desktop/tabletop and its surrounding area, the player's computer, the computer screen, and the keyboard including both hands, and part of the player's face.
- a. The table must be clear of other items. Drinks and snacks are allowed with prior permission from the Arbiter.
 - b. The table and computer should be placed against the wall as such, the background of the view seen from webcam is a blank wall.
 - c. Only the web video meeting application, and the chess playing platform webpage are allowed to be displayed on the computer screen at all times when a tournament is in progress.
 - d. 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.
 - e. Example of how the setup should be for the computer, the webcam/smart device and the table is displayed below:



Ideal table set up – facing the wall, clean tabletop, no drawer, only computer and mouse.



Ideal webcam setup – where to place the second device or external webcam.

- f. Players using smart devices must be aware that with the device being placed at their back, players may be faced with a challenge of hearing the Arbiter's instruction that is relayed via the web video meeting application.
- g. Only the following devices/laptops/tables are allowed to be used when competing in an MCF online chess tournament or event.



- h. Example of how the web video meeting application administrator see the players via Webcam or Smart Device from his desktop are follows:

THE CORRECT WAY TO SET UP YOUR WEBCAM OR SMART DEVICE

WARNING: The Organizer has the right to remove/suspend/disqualify any player that fails to comply with these Rules and Regulations





The webcam must be set to ensure that the following can be seen clearly: your laptop/computer screen and the keyboard, most part of your tabletop, both your hands, and your face to confirm that its you





DO NOT hide your screen

We need to know ITS YOU

We need to see your tabletop and hands

WARNING: The Organizer has the right to remove/suspend/disqualify any player that fails to comply with these Rules and Regulations

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 and can be seen clearly.

- WARNING: The Organizer/Arbiter has the right to remove/suspend/disqualify including exempting and banning any player that fails to comply with the above webcam setting up requirement**
- f. The use of a headset – instead of speakers, and green scree/virtual screen for the web video application, are strictly prohibited. Arbiters must also be able to see the surrounding area where the player is playing.

5. Players will be responsible for their own hardware/computer, its internal system setup, its accessories such as webcam and/or microphone or speakers, and their home internet connection.
 - a. A player who faces issues with their laptop will need to resolve the issue within his/her own playing time.
 - b. Similarly, if the player gets disconnected due to their home internet failure, the player will need to get reconnected using his own playing time. For internet disconnection or connectivity issues such as lagging or intermittent connection, the player is allowed to get reconnected using his/her mobile phone hotspot but, the mobile phone must not be visible on the table or within the player's reach.
 - c. If the same device is being used for both hotspot connection, and to host the web video application, player must ensure that the device is capable to manage both connections without any issues.
 - d. In both the situations mentioned above, the Arbiters may – at his/her discretion, stop the playing clock up to a maximum of 5 minutes, to allow the player to setup and login using a backup computer/device, or to get reconnected using a mobile phone hotspot.
 - e. In situations where the 5 minutes grace period has lapsed, or when the Arbiter ruled that the playing clock should continue, and the player's time has lapsed before he is able to get his computer to login back into the playing platform www.tornelo.com, the player shall be deemed to have lost the game on time.
 - f. Organizer/Arbiter has the right to advice player(s) who faces repeated issues during a tournament to withdraw from the tournament.
 - g. The grace period of 5 minutes allowed by the Arbiter, is only given once during a game.
6. To ensure fair play, Arbiters are assigned to supervise all players via the web video application, throughout the event while the rounds are being played. Players must ensure that they have ONLY the web video application and the chess playing platform is displayed/activated on their computer screen.
 - a. Players having other application(s) or browser tab(s) running on their PC such as Whatsapp/Messenger application, other chess playing platform and/or applications including participating in other tournaments simultaneously, other websites, photos, documents, applications, software, etc. – whether it is related to chess or otherwise, will be considered as non-compliance to this Rules of Regulations, and will be treated as an attempt to cheat. In such a situation, the Organizer/Arbiter has the right to disqualify/expel/suspend/remove the player from continuing in the tournament.
 - b. Players who are caught cheating when a tournament is in progress, will be disqualified and expel from the tournament immediately. Their previous scores from the earlier rounds maybe nullified or zeroed out.
 - c. Players who are caught cheating AFTER the event/rounds have concluded – where evidence is/are presented and confirmed by the Arbiter, will have their scores nullified and their opponents shall be awarded the win.
 - d. Evidence of cheating can also be in the form of system's reports that is produced and/or generated by the chess playing platform, and/or by other applications and/or persons with the expertise or authority of doing so.
 - e. Players who are caught cheating, are not totally ban from future events but, the organizer/Arbiter reserves the right to accept or reject the player's application without providing any reasons whatsoever. If the Organizer/Arbiter accepts the entry of the player, he/she can be subjected to additional and stricter requirements such as putting up additional webcams, screen sharing, and other requirements deem necessary for the player to proceed.
 - f. Organizer/Arbiter also reserves the right to request any player – with or without cause, to put up additional requirements deem necessary without providing any reasons whatsoever for the request.

7. In tournaments where an entry fee has been paid:
 - a. A full refund will be given to players whose application has been rejected before the start of a tournament.
 - b. No refund shall be entertained for players who have breached the Rules and Regulations of the tournament AFTER a tournament has started.
8. All pairings will be managed and ran using the Swiss Manager/JavaFo engine or other system recognized and approved by FIDE. Where possible, pairings maybe done externally and uploaded onto the chess playing platform. All results and completed pairings will be published in www.chess-results.com.
 - a. In cases where the pairing system used by the chess playing platform has malfunctioned or is not able to proceed, a suitable pairing engine used by the platform maybe used to ensure that the event can be completed in a timely manner.
9. Each round shall start as per scheduled unless informed by the Chief Arbiter.
10. Server failure
 - a. In cases where a game(s) is already in progress but aborted by the server, it is possible that the Organizer/Arbiter may be able to retrieve the game data for the game to continue immediately or at a later time, which will be determined by the Chief Arbiter.
 - b. If either one of the players, or both the players are not able to continue or, refuse to continue, the Arbiter will decide the appropriate score for the game including forfeiting the scores for the players. The Arbiter may also resort to keying in the games into a chess playing engine to evaluate and award the point/scores to the player with the better advantage, or a draw – at his discretion.
11. 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.
12. Where necessary, the final standings shall be published in MCF formal website at www.malaysiachess.org and www.chess-results.com
13. 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.
 - a. The Chief Arbiter has the right to disqualify a player from the competition on the grounds of suspicion of the Fair Play violation.
 - b. All players agree that they have no right to appeal against the aforementioned actions either through arbitration, consultation or in a court of law within any jurisdiction.