



## International Correspondence Chess Federation

### ICCF PLAYING RULES GUIDELINES: Individual & Team Tournament Games

Valid from 01/01/2017

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## 1. ICCF Guidelines POST Individual and Team tournament games

### Section 1a

The FIDE rules can be found at

<https://www.fide.com/fide/handbook.html?id=171&view=article>.

The most important difference in ICCF is that in case of an ICCF certified tablebase win, the 50 move rule is not applied in ICCF events.

### Section 1b

If a game is significantly delaying a tournament, the TD is entitled to require that the game has to be continued by means of electronic transmission (normally by eMail; only by fax or telegram if both players agree.)

### Section 1c

TEAM: Players should contact the Team Captain instead of the Tournament Director unless the Team Captain is unavailable in a time dependent situation.

### Section 2b

Players may use two (or more) different notations eg. ICCF numeric and algebraic, if they explicitly agree to it at the start of the game.

### Section 2e

If in a game the dates, the time used and the total time from a player are confirmed on a card (letter or eMail), they cannot be changed afterwards either by the player or by the TD unless a player is proven to have deceived the opponent.

**Section 2f**

A draw offer is valid as long as it is still the receiving player's immediate move. If that receiving player eventually defaults on that move by a second exceeding of the time limit, the player loses by default. The draw offer becomes void as soon as the player goes ETL as that player is no longer "on move".

**Section 2g**

The time starts counting when your opponent's move is made available to you and ends when you send your reply. In the case of regular mail this is when the card is placed in a mailbox accessible to you.

**Section 2j**

If the postmark is illegible or there is no postmark, the expected postmark date should be accepted.

**Section 2k**

It is required to include the time used and total accumulated time for both players

**Section 2m**

There is no obligation to finish the game by email or fax if you decide to switch. If there is good reason to switch back to normal mail it is permissible to do so with the Tournament Director's permission. Repeated switching between email, fax, and normal mail is discouraged. Specifically the time control will remain at 10/30 and not switch to 10/60 or another UNLESS both players and the Tournament Director agree according to rule 6a. Whatever time control is agreed by all parties, one etl is permitted.

**Section 3a**

Failure to do so may incur a penalty. It is necessary to wait 16 days plus the average length of time it takes in the mail to get a move to your opponent and back. . If you know you are going to take more than 14 days over a move, please let your opponent know so that unnecessary repeats can be eliminated. Days when the opponent is on vacation shall not be counted to calculate the time to send a reminder. A too early repeat should be avoided. Exception: It is necessary to wait 14 days plus the average length of time it takes in the mail to get a move to your opponent and back. Days when the opponent is on vacation shall not be counted to calculate the time to send a reminder.

**Section 3b**

Games MAY be scored as lost if 4 months pass without a move being played unless the Tournament Director has been informed of the delay. This does not mean that

games are automatically forfeited after 4 months without a move, it is up to the Tournament Director to determine the reason for the delay and rule accordingly. Note that it is possible for the game to be forfeited by a player who is silent for more than 4 months, even if he has enough accumulated time not to have exceeded the time control. The TD will normally record a loss against a player who has been silent for over 4 month (discounting leave periods) and who has not notified the TD and the opponent about the delay.

TEAM: The TD will normally record a loss against a player who has been silent for over 4 month (discounting leave periods) and whose Team Captain has not notified the TD and the opposing Team Captain about the delay.

#### **Section 4a**

If different moves are sent when two notations are explicitly agreed upon, the move should be treated as ambiguous and referred back to the sender for clarification.

#### **Section 4e**

As an example, there is no need to indicate check, nor can a move be considered invalid if check is not indicated. Section 5a Unless the Tournament Director specifically states that original documents must be sent, it is recommended that copies are made and sent.

#### **Section 5c**

It is not necessary to notify the Tournament Director of a change in email address if no games are being played by email and you do not wish to communicate with the Tournament Director by email. It is however, highly recommended.

TEAM: It is not necessary to notify the Team Captain of a change in email address if no games are being played by email and you do not wish to communicate with the Team Captain by email. It is however, highly recommended.

#### **Section 5d**

It is reasonable to try to sort out minor disputes without getting the Tournament Director involved. As a general guideline if a single exchange of correspondence does not solve the problem, it is time to notify the Tournament Director. Major disputes must be referred to the Tournament Director immediately.

TEAM: It is reasonable to try to sort out minor disputes without getting the Team Captain involved. As a general guideline if a single exchange of correspondence does not solve the problem, it is time to notify the Team Captain. Major disputes must be referred to the Team Captain immediately.

#### **Section 6a**

This means that no more than 30 days reflection time can be used for the first 10 moves, 60 for the first 20 moves etc. without overstepping the time control.

#### **Section 6b**

For example, if a player uses 31 days for the first 9 moves, the game is not forfeited, but a new count is started with 30 days to reach the next time control which would be at 19 moves, 60 to make the second time control at 29 moves etc.

**Section 6g**

In a series of conditional moves, the time (for the recipient of conditionals) is in its entirety considered as belonging to the player REPLYING to the last ACCEPTED move. As an example, assume that after 9 moves both players have used 28 days time. White now offers a conditional with his 10th move. Assume White uses 3 days for this, and Black accepts the conditional and uses 5 days for his reply to White's 11th move. Then the cumulative times for the moves involved in the conditional shall be recorded like in this example:

Rec.	Sent	Total	Move	White	Black	Rec.	Sent	Total
22/09	23/09	01/28	09	4152	6857	23/09	23/09	00/28
24/09	27/09	03/31	10	6141	5878	00000000000000000000		
00000000000000000000			11	3234	4534	28/09	03/10	05/33

Hence, White did exceed the time limit, since all his time for moves 10-11 is added to move 10, whereas Black did NOT exceed the time limit, since all HIS time for moves 10-11 is added to move 11!

**Section 7a**

It is recommended to claim an etl as soon as it occurs. The claim should include a complete copy of the game with all received and sent dates for both players. Even if a player acknowledges having overstepped the time control in correspondence it is still necessary to notify the Tournament Director so that it may be recorded.

TEAM: It is recommended to claim an etl. as soon as it occurs. The claim should include a complete copy of the game with all received and sent dates for both players. Even if a player acknowledges having overstepped the time control in correspondence it is still necessary to notify the Tournament Director through the Team Captain so that it may be recorded. Section 7d The game should be continued while the Tournament Director is reviewing the claim and making the decision.

**Section 7e**

This means that players cannot take a large amount of time over a move when they know they have already exceeded the time control. The second time control starts as soon as the player is informed about the claim being made (see 7b).

**Section 8a**

Regular leave may be taken for any reason and in any increments not to exceed 45 days in any calendar year. Dates given for a leave are inclusive. That is if a player's leave is from 7/7 to 13/7 the player has taken 7 days leave. A move received on 6/7 and replied to on 14/7 has a reflection time of 1 day. A move received on 6/7 and replied to on 13/7 is also 1 day, whereas a move received on 7/7 and replied to on 14/7 is 0 days. The player was not on leave on 6/7, so a move not responded to on

6/7 carries at least a 1 day reflection time, however a response on 14/7 is similar to sending your first move on the date the tournament starts, and thus no time used. Note that reflection time does not stop during an opponent's leave. In case of very special circumstances the Tournament Director may allow retroactive leave.

### **Section 9**

To ensure consistency in the treatment of withdrawals, the following scheme shall be used by all Tournament Directors. First, determine whether the request for a withdrawal meets the criteria for "accepted withdrawal" as laid out in Tournament Rules paragraph 8.2.

- Then, if the withdrawal is considered silent or unaccepted, all open games of the withdrawing player shall be scored as losses

- However, if the withdrawal is accepted, an average of 25 or more moves have been played in the withdrawing players games, or if any of his/her games have already been finished, all his/her open games in this tournament shall be adjudicated, otherwise all his/her games shall be cancelled. In case an accepted withdrawal happens early in the tournament, and hence the games should be cancelled, the tournament organizer may also decide to replace the withdrawing player. If a player withdraws before he/she has effectively started any of his games, then it is not a withdrawal; the player would probably then be replaced with a new player by the tournament organizer, otherwise the games of this player have to be cancelled.

### **Section 9a**

TEAM: The replacement player will continue the game from the position reached by the previous player.

### **Section 9b**

TEAM: In the case of a substitution, the leave is normally inherited from the previous player. However, if this will lead to extraordinary injustice to the replacing player, the Tournament Director may grant extra leave for reasons normally not accepted.

### **Section 10**

The guidelines for adjudication are found in the Tournament Director's Manual - Postal, section 8.

### **Section 11b**

In a position that is not solvable by the certified ICCF tablebase, the 50 move rule as described by FIDE Laws of Chess is valid even in case such a solvable position will arise immediately after the 50th move. In case the solvable won position arises, and is claimed, before draw according to 50 move rule, the win will be awarded.

### **Section 12a**

It is not necessary to include the dates in this report. The game score should be sent in PGN Please note that BOTH players are required to report the result to the

Tournament Director. It is required to send the game score in PGN and through eMail if available.

### **Section 12b**

If in a game only one player reports the result and his opponent fail to do this, the TD shall record such a result!

## **2. ICCF Guidelines WEBSERVER Individual and Team tournament games**

### **Section 1a**

The FIDE rules can be found at

<https://www.fide.com/fide/handbook.html?id=171&view=article>.

The most important difference in ICCF is that in case of an ICCF certified tablebase win, the 50 move rule is not applied in ICCF events.

### **Section 1c**

TEAM: For issues other than claims against or by an opponent, players shall contact their Team Captain instead of the Tournament Director, unless the Team Captain is unavailable in a time dependent situation. Concerning claims made against or by an opponent, players should communicate directly with the Tournament Director.

### **Section 2c**

The reflection time starts counting when your opponent's move has been committed on the Webserver and ends when you commit your reply (Leave of play not included).

### **Section 2d**

A draw offer is valid as long as it is still the receiving player's immediate move. If that receiving player eventually defaults on that move by exceeding 40-day rule (Rule 3b), the player loses by default. The draw offer becomes void as soon as the player goes ETL as that player is no longer "on move".

### **Section 3b**

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. Note that the game will be forfeited by a player who is silent for more than 40 days, even if he/she has enough accumulated time not to have exceeded the time control.

### **Section 4**

Conditional moves are optional at the discretion of the Tournament Organiser

### **Section 5a**

It is not necessary to notify the Tournament Director separately of a change in email address. It is sufficient to make the necessary changes on the Webserver under one's personal settings. For any contact with the Tournament Director, the email option of the Webserver should be used.

### **Section 5e**

It is reasonable to try to sort out minor disputes without getting the Tournament Director involved. As a general guideline, if a single exchange of correspondence does not solve the problem, it is time to notify the Tournament Director. Major disputes must be referred to the Tournament Director immediately.

### **Section 6a**

This means that no more than 50 days reflection time can be used for the first 10 moves, 100 for the first 20 moves etc. without overstepping the time control.

### **Section 6b**

Time is counted in days, not in hours, minutes or seconds. As long as the first 24 hours has not yet been fully consumed, the reflection time used is counted as zero days. For the next days, a similar method of accounting time consumed will apply. However, after 20 days the extra days thereafter will count double, i.e., 21 days count as 22 and so on.

### **Section 7a**

Regular leave may be taken for any reason and in any increments not to exceed 45 days in any calendar year. Note that reflection time does not stop during an opponent's leave. In case of very special circumstances the Tournament Director may allow retroactive leave. However, granting retroactive leave only is possible in tournaments with the special leave option enabled.

### **Section 8**

To ensure consistency in the treatment of withdrawals, the following scheme shall be used by all Tournament Directors: First, determine whether the request for a withdrawal meets the criteria for "accepted withdrawal" as laid out in Tournament Rules paragraph 8.2; then, if the withdrawal is considered silent or unaccepted, all open games of the withdrawing player shall be scored as losses. However, if the withdrawal is accepted, an average of 25 or more moves have been played in the withdrawing players games, or if any of his games have already been finished, all his/her open games in this tournament shall be adjudicated; otherwise all his/her games shall be cancelled. In case an accepted withdrawal happens early in the tournament, and hence the games should be cancelled, the tournament organizer may also decide to replace the withdrawing player.

### **Section 8a**

TEAM: The replacement player will continue the game from the position reached by the previous player

**Section 8b**

TEAM: The leave used by the replaced player is inherited by the substituting player.

**Section 9**

The guidelines for adjudication are found in the Tournament Director's Manual - Server, section 8.

**Section 10b**

In a position that is not solvable by the certified ICCF tablebase, the 50 move rule as described by FIDE Laws of Chess is valid even in case such a solvable position will arise immediately after the 50th move. In case the solvable won position arises, and is claimed, before draw according to 50 move rule, the win will be awarded.

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