



**Player Requirements for the  
FIDE Chess.com  
Online Nations Cup  
May 5<sup>th</sup> – 10<sup>th</sup> 2020**

## 1. Technical Requirements

### 1. Computer:

- a. A computer which you have comfortably used for video calls is sufficient for proctored competition.
- b. A modern web browser is necessary (Chrome, Safari and Firefox are the most common).
- c. Most modern computers (purchased within the last 3 years) are more than capable of hosting video calls and running a web browser simultaneously.
- d. If you are unsure, please test this by playing some games while in a video call.

### 2. Internet connection:

- a. Internet connectivity is the player's responsibility. Please ensure you have a reliable connection which you trust. We strongly recommend a wired internet connection directly to a modem.
- b. A strong and stable wireless connection is acceptable but has more risk. If you are in a new location, please test your connectivity prior to game day.
- c. If possible, plan for a backup connection you can use in case of an emergency. It is recommended that your download speed is at least 25 Mbps with a latency (or ping time) of 100ms or less.
- d. Please ensure your VPN is stable if you are using a VPN. It is your responsibility to ensure the VPN connection is active and stable at all times.
- e. Internet speed can be tested with various free online services. Ping time on Chess.com can be tested using the command "/ping USERNAME", in any Live Chess chat box located at Chess.com/live.

### 3. Webcam:

- a. A functioning webcam with a resolution of at least 360p is mandatory so arbiters and proctors can comfortably see you and your surroundings.
- b. Most modern webcams (purchased within the last 3 years) are at least 720p resolution and are more than adequate for our purposes. Please test it to be sure it is working as expected.
- c. Players must be able to scan their playing area using their webcam. This can be done via a detachable webcam or laptop-embedded webcam.

### 4. Lighting:

- a. Adequate and even lighting is required, including on the players' faces.
- b. Natural light can be sufficient but artificial lighting is highly recommended for consistency.

- c. Please ensure that you and your surroundings will be visible on camera at all times.

**5. Microphone:**

- a. A working microphone is a requirement. The microphone may be built-in to the computer.
- b. This will help ensure communications in both directions are understood and clear for all parties.
- c. Most modern computers and webcams come with built-in microphones. If you have had web calls before, then you have a microphone.

**6. Speakers:**

- a. Functioning speakers are mandatory. You must be able to hear arbiters.
- b. Please make sure speakers are turned on before the start of competition so arbiters can communicate with you. The arbiter may request that you turn up your sound in order to observe noise originating from your call. Players must comply with this request.
- c. During play, headphones will not be permitted. You may use them before or after games.

**7. Playing Area:**

- a. Your playing area should be clear of all electronic devices except your playing computer.
- b. Cell phones and other handheld devices should be out of sight and out of reach. Players may be asked to have their belongings checked by an arbiter or proctor.
- c. All software except for Zoom and Chess.com must have their tasks ended in the task manager and they may not be opened during the course of play.
- d. We require that any social media notifications be turned off before the beginning of play each round.
- e. You should be alone in your playing area, ideally in a location with limited foot traffic. Should a team be playing in the same location (as specified in rule 7.1), this needs to be disclosed to the arbiters at least 96 hours in advance.
- f. Players should be facing a wall in their playing area and are prohibited from directly facing a window or door.
- g. Players may not have a second monitor connected to their playing computer
- h. Players may not have written notes or any reading material in their playing area
- i. The playing area will be checked by proctors and/or arbiters before the round begins. If a player leaves the playing area view, they may be subject to a truncated security check upon returning.
- j. Players are not permitted to leave the view of the camera at any time during the run of play. They may not leave the playing area for any reason and must always be visible on camera.

**8. Other Technical Requirements:**

- a. Peripheral equipment or accessories not mentioned above, such as computer mice, keyboards, laptop batteries, computer screens or any wires connecting these accessories, are also the players' responsibility. You should have backups when possible, including disposable batteries for wireless mice and keyboards. We recommend using wired equipment.

- b. In the event that a peripheral fails during the course of play, the players will not be able to leave the playing area to retrieve new equipment. Please plan accordingly to have backups with you.
- c. Players' Chess.com username must match the username that was used during registration. You may not play on a private account or secret account. In addition, all players are required to list their first and last name at Chess.com/settings. You may not remove your name from your profile at any time.
- d. Players will be required to use Chess.com-provided avatars throughout the course of the event.
- e. Players are required to share their entire screen in a Zoom video call to be observed by proctors.

## 2. Player Behavior

### 3. Zoom calls:

- a. Players must be present in the designated Zoom video call at least fifteen minutes before the beginning of each round. In the event they are late, they will still be subject to a full fair play check at the arbiter's and proctor's discretion which may affect their clocks.
- b. If players are facing connectivity issues with Zoom, an arbiter must be notified by the team captain immediately.
- c. Players may not leave the Zoom call until their games have completed for the day. Once they have completed a round, they will be free to leave the view of the camera until they return for their pre-game fair play checks.
- d. Players may not turn off their cameras until their games have completed for the day.
- e. Players may not disrupt other players or make unnecessary noise during the run of play.

### 4. Chess.com:

- a. Players may observe the games of teammates only by preemptively having the games open and then hovering over the game from Chess.com/live.
- b. Players may not actively click on their teammates games and must have game chat turned to "off" at all times and may not evaluate the game using any of Chess.com's built-in evaluation tools "Eval" or "Lines", and both must be toggled to "off" at all times for any games under observation.
- c. Players may not chat or message with teammates or opponents using the Chess.com platform either in live chess or via private chat for any reason.

### 5. Interviews:

- a. Players shall be required to make themselves available for at least one individual interview during the event within 15 minutes of their game concluding in each round. All players participating in the Superfinal must make themselves available for an individual interview within 15 minutes of the match concluding. Organizer will indicate clearly to players via Zoom chat if they have been selected for an interview once their game has concluded in each round.
- b. Players must refrain from publicly or privately disparaging the organizer or organizing partner in any medium.

### 6. Communication:

- a. Players shall not be permitted to contact anyone during the course of play. This includes their Captains.
- b. Players shall have a direct line of communication to their assigned arbiter during the course of play. This shall be done via the Zoom chat, with the Arbiter clearly identified by “Arbiter” in their Zoom name
- c. Players shall notify the Arbiter immediately in the event they are facing a technical issue. If they are unable to contact the arbiter via Zoom due to connectivity issues, they must attempt to reconnect during the round but may not contact via other methods.

**7. Dress Code:**

- a. Dress code shall be as follows:
  - i. For Men: A button-down shirt and blazer
  - ii. For Women: A blouse or dress with a professional appearance

**8. Secondary Camera**

- a. Players are encouraged, but not required to setup a second, offline camera for recording their play in the event that the FPP or FPAP require additional evidence upon a fair play decision being levied against a player.

**9. Other Behavioral Requirements**

- a. Players are required to follow any and all additional instructions provided by the arbiter assigned to them.

**10. Attendance**

**1. Drawing of Lots:**

- a. At least one player from each team is required to be present during the drawing of lots to take place May 4, 2020 at 6 a.m. Pacific Time (15:00 CEST). The Captain of each team will designate which team member shall be attending this event.

**2. Technical Meeting:**

- a. All players are encouraged but not required to be present during the technical meeting to take place May 4, 2020 at 7 a.m. Pacific Time (16:00 CEST). Any information given in that meeting shall be communicated to players by their Captains.

**3. Awards Ceremony:**

- a. Players whose teams have participated in the Superfinal are required to be present during the Awards Ceremony to take place May 10, 2020 directly following the conclusion of the Superfinal

**11. Penalties**

**1. Players may receive a warning for the following offenses:**

- a. 1st disconnection from Zoom without disconnecting from Chess.com/live
- b. 1st camera shutoff from Zoom via manual shutoff
- c. An internet disconnection for a duration of 2 minutes or less

2. Players may receive a yellow card for the following offenses:
  - a. 2nd camera shutoff from Zoom via manual shutoff
  - b. 2nd disconnection from Zoom without disconnecting from Chess.com/live
  - c. An internet disconnection for a duration of over 2 minutes
  - d. 1st disruption of other players/talking
3. Players may receive a red card for serious offenses at the discretion of the FPP if the decision is agreed upon uniformly by all FPP members.
4. In addition, any violations outlined in this section may be subject to additional fair play screening which may result in the player's clock running while the screening is taking place.