

ICCF Guidelines POST Individual and Team tournament games

- 1a The FIDE rules can be found at <http://www.fide.com/official/handbook.asp>. The most important change during recent years is that there are NO exceptions to the 50 move rule concerning draws
- 1b If a game is significantly delaying a tournament, the TD is entitled to request that the game has to be continued by means of electronic transmission. (normally by eMail; only by fax or telegram if both players agree) In the case a player has no email he is requested to find a resident in the same country to act as link. Refusal to observe such a request will cause the refusing player to be defaulted.
- 1c *TEAM: Players should contact their Team Captain instead of the Tournament Director, unless the Team Captain is unavailable in a time dependent situation.*
- 2b Players may use two (or more) different notations eg. ICCF numeric and algebraic, provided they explicitly agree upon it at the start of the game.
- 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 can not be changed afterwards neither by the player nor by the TD - unless a player is proven to have deceived the opponent.
- 2g The time starts counting when your opponents 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.
- 2j If the postmark is illegible or there is no postmark, the expected postmark date should be accepted.
- 2k It is required to include the time used and total accumulated time for both players
- 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 Directors 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.
- 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.
- 3a 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.
- 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.
- 3b 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 opposing Team Captain 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 who's Team Captain has not notified the TD and the opposing Team Captain about the delay.*
- 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.
- 4e As an example, there is no need to indicate check, nor can a move be considered invalid if check is not indicated.
- 5a Unless the Tournament Director specifically states that original documents must be sent, it is recommended that copies are made and sent.
- 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.
- 5c *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 the Team Captain by email. It is however, highly recommended.*
- 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.
- 5d *TEAM: It is reasonable to try to sort out minor disputes without getting the 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.*

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.

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.

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:

6f

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	000000000000000000		
000000000000000000			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!

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 they have overstepped the time control in their correspondence it is still necessary to notify the Tournament Director so that it may be recorded. .

7a *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 they have overstepped the time control in their correspondence it is still necessary to notify the Tournament Director through the Team Captain so that it may be recorded.*

7d The game should be continued while the Tournament Director is reviewing the claim and making the decision.

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).

Regular leave may be taken for any reason and in any increments not to exceed 30 days in any calendar year.

8a 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 opponents leave.

8c Special leave is intended to be used primarily for unexpected events such as illnesses, natural disasters and urgent overseas business postings. Recognizing the value of other chess activities special leave may be granted for attendance at ICCF Congress or OTB tournaments away from a player's home. Events planned in advance such as moving house or job are not valid reasons for special leave.

Retroactive special leave is only ever to be given when the player is unable to contact the TD or another player by some means, usually because of sudden hospitalization. Computer failure is NOT an acceptable reason for requesting a special leave in a postal tournament.

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 6.2;

9 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 open games in this tournament shall be adjudicated, otherwise all his games shall be cancelled.

In case an accepted withdrawal happens early in the tournament, and hence the games should be cancelled, the tournament organiser may also decide to replace the withdrawing player.

- 9a *TEAM: The replacement player will continue the game from the position reached by the previous player.*
- 11a It is not necessary to include the dates in this report. The game score should be sent in PGN or numeric notation. Please note that BOTH players are required to report the result to the Tournament Director. It is highly recommended to send the game score in PGN and through eMail if available.
- 11b If in a game only one player reports the result and his opponent fail to do this, the TD shall record such a result!