



Nederlandse bond van Correspondentieschakers



ICCF Playing Rules Webserver

Opmerking : de alinea's die uitsluitend betrekking hebben op team-toernooien zijn in dit document niet opgenomen ! Dit verklaart het soms ontbreken van "letters". Zoals Rule 1c, 1d enz.

1) Play and Control

- a.** Games shall be played in accordance with the FIDE Laws of Chess, except as otherwise defined in these rules or other ICCF rules.
- b.** A Tournament Director shall be appointed who shall be responsible for the conduct of the tournament and progress of the games.
- e.** Games shall be played by using the ICCF Webserver. If a player should lose internet access and is unable, for whatever reason, to re-establish access within 30 days, he/she will be considered to have withdrawn from the tournament. The period of 30 days is allowed once a year.
- f.** Results of games which progress to their normal conclusion, will be automatically recorded and the Tournament Director will be informed, through the system. In all other circumstances, players are responsible for making claims or communicating with the Tournament Director, for the resolution of problems or disputes.
- g.** These rules will normally apply for all tournaments (team tournaments) played using the ICCF Webserver, unless varied by tournament announcements and starting notices.

2) Transmissions

- a.** All moves shall be made by committing them through the ICCF Webserver.
- b.** The ICCF Webserver system will generate an immediate Email message informing the opponent of the move played and giving other relevant information.
- c.** Players are responsible for monitoring the progress and time utilisation for all of their games on the ICCF Webserver. An election to disable the receipt of Email confirmatory messages, will not remove a player's responsibility for ensuring the normal progress of games.

3) Failure to Reply

- a.** The ICCF Webserver system will automatically generate an Email reminder when a player has not made a move for 14 days and another, after 28 days. A final Email reminder will also be automatically generated after 35 days of silence by a player.
- b.** When a player is sent a final reminder after 35 days, he/she must either move or report to the Tournament Director and to his/her opponent, the intention to continue the game. 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 may be scored as a lost by the Tournament Director.