

COUNTRY SECONDARY SCHOOLS CHESS TEAMS COMPETITION

GUIDELINES FOR PLAYING ONLINE

Playing online (over the internet) is suggested where travel time would be excessive (even with a mid-way venue) or if there is any other reason which makes playing face to face difficult or impossible. In 2020 COVID prevented many matches from being played face to face and playing online became the only option for most schools. As a result many more schools have become accustomed to playing online and this is now the preferred option.

Please ensure that all games are well supervised to avoid any temptation for discussion of games between players and/or spectators. There should be no assistance from human or machine (chess software).

It is recommended that one of the standard chess servers be used if this is accessible from the two sites (i.e. not blocked by either school's firewall). The server www.chesshere.com was one of the first to be unblocked by the Department of Education and schools have been using this for inter-school matches for several years. We also recommend either www.lichess.org or www.chess.com for student use as these have the option to suppress communication (such as unwanted or offensive chat) and these servers also have excellent instructional material (puzzles, etc.) for players to improve their skill – however, these sites are currently still blocked in government schools (and possibly in some independent schools).

For details see our website (www.nswjcl.org.au) and click on "Play Online" in the homepage menu.

ADDITIONAL INSTRUCTIONS FOR INTER-SCHOOL MATCHES

- It is suggested that the schools set up accounts with the following username format:

SchoolBoard

e.g. StTrinians1

StTrinians2

StTrinians3

StTrinians4

These usernames can then be communicated to the opposing school before the match and will enable the players to easily identify their opponents (by school and board).

- Use the "Play with a Friend" option and select your opponent.
- Specify the time limit for the game as agreed beforehand – for example, 30 or 60 minutes for each player for the whole game, or an incremental time limit such as 30 minutes plus 10 seconds for each move (10 seconds are added to the player's time after each move played).
- Set the colours (white/black).
- To make a move select the piece you want to move and then the square you want to move it to.
- Watch the times – a player who runs out of time loses (unless his opponent does not have mating material, e.g. has only a king left).

It is **strongly recommended** that before the match the students play some online practice games with friends from their own school.