



IECG Rules and Regulations, version 6.4a

(January 1, 2003)

IMPORTANT : Please try to keep your copy of the rules updated!

Version history:

1. Version 4.2 (August 27, 1996)
2. Version 5 (August 1, 1998)
3. Version 5.1 (June 27, 1999)
4. Version 5.1a (January 12, 2000)
5. Version 6.0 (November 15, 2000)
6. Version 6.1 (April 8, 2001)
7. Version 6.2 (June 4, 2001)
8. Version 6.3 (November 6, 2001)
9. Version 6.4 (January 1, 2002): the latest, i.e., the document you are reading now. All the [changes](#) are listed in section H at the end of this document.
10. Version 6.4a (January 1, 2003): Minor changes detailed at the end of this document.

Version 6.4a is valid for **all* tournaments and matches*, except in the case of tournaments in which specific situations occurred before 1st January 2002 : - a player has violated the time limit once in at least one game, - a player has withdrawn with more than 50% of his or her games finished. Tournament Secretaries will always rule according Version 6.4, unless a player explicitly requests a ruling according to older versions by filing a detailed request. In addition to the cases listed above AND if the tournament started before 1st January 2002, a player can explicitly request a ruling according to Version 6.3 by filing a detailed complaint with the Tournament Secretary.

Rules and Regulations 6.4 are also available in Adobe PDF format!



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* Rules and Regulations *

Version 6.4a

IECG, the International Email Chess Group,
provides Internet users with the opportunity to play

[_____] rated email chess games with people all over the world.
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Contents

A [IECG History, Aims and Membership](#)
B [IECG Statutes](#)
C [Rules of Play](#)
D [Tournament Rules](#)
E [Rating Rules](#)
F [Title Rules](#)
G [Reference Documents](#)
H [Changes from version 6.3](#)
I [Changes from version 6.4](#)

A IECG AIMS AND MEMBERSHIP

IECG - International Email Chess Group - is an "electronically based" organization, whose aim is to organize, develop and promote the study and practice of international email chess all over the world. It supports and promotes close cooperation between chess players and other organizations with similar goals. All of its activities are *free* of charge, and its officials work on a volunteer basis.

IECG was founded at the end of 1994 for a small group of players. The success was so big that at the end of 1995 IECG claimed to have 3900 members. Suddenly the organization collapsed and the former officials were unable to solve the troubles. In the middle of 1996 all IECG activities were stopped. Fortunately, one of our members assumed the responsibility of reorganizing IECG in a more open way, and soon other proud members shared their efforts. As result of this a *new* IECG was born with another structure (a more "horizontal" and "team-like" one). Services were normalized and membership started to increase again.

Member Rights and Duties:

All chessplayers around the world can request to be accepted as IECG members. Membership is free of charge and for life (except for suspension, cancellation or resignation). Requests need to be submitted to the IECG Registration Office. After membership approval, the member is able to take part in the full range of free IECG chess activities. Members must acknowledge and observe the Rules and Regulations, and adhere to the decisions of IECG. Acts which violate the IECG Rules and Regulations can result in the suspension or cancellation of membership by the IECG Council.

B IECG STATUTES

Please click [here](#) to access the separate document.

C RULES OF PLAY

In the following the words 'he', 'him' and 'his' include 'she' and 'her'.

All play shall be in accordance with The Official Rules of Chess, as set forth in [Laws of chess](#), as adopted by the 1996 F.I.D.E. Congress (Yerevan, Armenia). If there is a conflict between those rules and these,
the IECG Rules shall take precedence.

The Rules of Play cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Rules, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Rules. The Rules assume that arbiters have the necessary competence, sound judgment and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgment and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors. IECG appeals to all its members to accept this view.

**Rules are subject to changes due to experience with encountering different problems during tournaments.
At this moment we have:**

Version 4.2 (27 August 1996)
Version 5 (01 August 1998)
Version 5.1 (27 June, 1999)
Version 6.0 (15 November, 2000)
Version 6.1 (08 April 2001)
Version 6.2 (04 June 2001)
Version 6.3 (06 November 2001)
Version 6.4 (01 January 2002), (the latest).

The latest version is always valid for all tournaments, except for those particular rules that are in clear conflict with other particular rules in older versions, and only in case the tournament started before the release date of the latest version.

Tournament Secretaries will always rule according to the latest version, unless a player explicitly requests a ruling according to older version by filing a detailed complaint to the Tournament Secretary.

IECG Playing Rules for individual tournaments

1 Play and control
=====

A Games shall be played in accordance with the FIDE Laws of Chess where

applicable.

B A Tournament Secretary shall be appointed who shall be responsible for

the conduct of the tournament and the progress of the games.

C Each player shall receive a starting list (pairing chart) prior to the

official starting date of each tournament.

D Each player must confirm receipt of the starting list to the Tournament

Secretary within seven days from the official starting date.

Failure to

send confirmation within seven days following the sending of a reminder

by the Tournament Secretary shall lead to the replacement of that player

in that tournament, without further investigation and without penalty,

even if that player has already started to play.

2 Transmissions, timekeeping
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A All moves and other communications shall be transmitted by email.

B The normally accepted time of an email transmission is one day.

Using more

time to collect, read or reply to the incoming emails shall be at the

expense of the player's reflection time.

C All communications between players and IECG Officials such as the TS, the

Arbiters and the Appeal Instance, require the use of English algebraic

notation using PGN (Portable Game Notation) and a numbered and continuous

record of all moves made.

D In the World Championship, in all Rapid tournaments and in all Class M

groups (Standard Class, Large or Quad) it is mandatory to append timekeeping

information to every move as described below. In other events it is strongly

recommended that players keep track of reflection time.

Timekeeping is also mandatory in all tournaments if the opponents mutually

agree to continue playing after the timelimit of the tournament has been reached (see C.15.C.)

The timekeeping information is:

- i) the date on which the last move of the opponent was sent,
- ii) the date on which that move was received by the player,
- iii) the date on which the player replied to that move,
- iv) a record of the time taken to reply to the opponent's last move,
- v) a record of the total reflection time used by both players.

A move is incomplete in World Championship, Rapids and Class M tournaments until timekeeping information has been appended. A move received without timekeeping information must be returned to the sender with no answer (move) for completion, with consequences as in para. G. Both the reply and the completing message must be sent with a carbon copy to the Tournament Secretary.

The transmission, reflection and/or cumulative times recorded by a player may differ from those recorded by the opponent. If so, the matter may be referred to the TS for a ruling.

E In events other than World Championship, Rapid and Class M tournaments, the omission of the time details i) to v) does not in itself invalidate a claim for a win or a draw, supported by a proper PGN record.

F In these other events, either or both players who do not keep a timekeeping record forfeit the right to claim for any time violation by an opponent. However, a player must repeat a move after 5/10 days (Rapid/Standard) on a first occasion, informing the TS after 10/20 days if the opponent remains silent.

Any player not keeping time records also forfeits the right to defend himself against an elapsed time limit claim made by his opponent who has recorded such an elapsed time limit.

Rule 3-A (never more than 30 days for a single move) shall be applied in any case even if timekeeping information is missing.

G A penalty of five days, in Rapid tournaments 3 days, shall be added to the reflection time of a player who sends an illegible, invalid or illegal

move, or who incorrectly repeats his opponent's latest move.
There is no
such penalty in tournaments in which timekeeping is not mandatory
and
neither of the players keeps time records.

3 Failure to reply

3.1 Standard/Rapid Tournaments.

A A player must not take more than 30/20 days for any move in
standard/rapid
tournaments, respectively. Days announced as a leave are excluded
from
this period. Using more than 30/20 days for one move leads to the
immediate
forfeiture of the game.

B A player who wishes to take more than 10/5 days for a move must
send a

notice to his opponent, with a carbon copy to the TS (Tournament
Secretary).

If not, his time is doubled from the 11th/6th day, or from the
21st/11th
day.

C Should there be no reply to any move within 10/5 days, counted
from the date

of the original message, the full details shall be repeated with
copy to the
TS.

D If no reply is received after a further 10/5 days, the player
shall inform

the TS immediately and wait for his decision.

E Rapid Tournament games in which no move has been sent for 20 days
may be

scored as lost to either or both players who have not informed
the TS about
the delay.

3.2 Team Tournaments.

A. A player must not take more than 30 days for any move in a Team
Tournament.

Days announced as a leave are excluded from this period. Using
more than 30
days for one move leads to the withdrawal of that player from the
tournament.

B. The Team Captain is responsible for the composition of his or her
team and

for finding a replacement for any withdrawing player.

C. If the Team Captain withdraws, the remaining members of the team
are

responsible for selecting a replacement.

D. In each game, all time used by the withdrawing player and all
time used in

the selection of a replacement, until the next legal move has
been made,

including any time penalties that may apply (e.g. doubled
reflection time

after 12 days) will be calculated as reflection time.

E. If no legal move has been made in any Team Tournament game for 60 days, the game is declared lost for the player required to move.

4 Moves and continuations

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A No legal move shall be retracted after mailing - clerical errors are

binding if they are legal moves. A correct repetition of the latest move is necessary for the sender's reply move to be valid.

B Illegible or illegal moves shall be referred back to the sender for

immediate correction but without any obligation to move the piece in

question.

C A message mailed without a reply move shall be treated as an illegible move.

D The omission or addition of chess indications (such as: check, captures, en

passant) is without significance.

E Proposals of conditional continuations are binding for the player who

proposed the conditional sequence, not for the other player, until the

recipient makes a different move from that proposed.

F Any accepted continuation move shall be correctly repeated with the

reply.

5 Records and reports

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A All transmissions from the opponent concerning the game and a record of

the moves and dates shall be kept until the end of the tournament and

sent to the Tournament Secretary upon request.

B If a player does not answer inquiries from the Tournament Secretary,

that player may be deemed to have withdrawn from the tournament.

C Changes of email address shall be notified to the Tournament Secretary

and opponents.

D The Tournament Secretary must be notified immediately of any disagreement

between competitors about any game.

E The Tournament Secretary and opponents must be notified immediately if any

substantial failure of hardware or software occurs.

6 Time allowed and penalties

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A Each competitor is allowed 40 days for every 10 moves in Standard and Team

Tournaments or 10 days + 1 day/move (Fischer clock) in Rapid Class

Tournaments (RCT).

B If in any tournament the time limit is exceeded once (flag falls) the game

- is lost.
- C Time saved shall be carried forward.
 - D The time used for each move is the difference in days between the date on which the opponent's latest move was received and the mailing date of the reply.
 - E Exceeding the time limit can neither be prevented nor caused by conditional moves. The time of reflection is added at the sender's first move in a sequence of conditional moves and at the recipient's answering move to the last conditional move accepted.

7 Time exceeding

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- A Claims that the time limit has been exceeded shall be sent to the Tournament Secretary with a copy to the opponent instead of answering the move where the time violation occurred. The game is suspended, clocks stop until a decision had been made by the TS. The claim is valid if sent within a legal delay as for a move.
- B Any protest shall be sent to the Tournament Secretary within 7 days of receiving the message, otherwise the claim shall be deemed conceded.
- C The Tournament Secretary shall inform both players of the decision within 10 days after receiving the claim.
- D If the Tournament Secretary dismisses a claim as being unfounded, he may rule that no further claim by that player during the current period of 40 days for 10 moves shall be accepted. In Rapid Tournaments, the game may be ruled as lost by the claimant.

8 Leave

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- A A leave is an announced absence from a tournament. Each player in Standard and Team Tournaments may claim up to a total of 45 days leave per 12 months from the tournament start date.

No special leaves may be granted for any reason.

The clock of the player on leave is stopped for the duration of the leave (except as in C). The clocks of the opponents are not stopped and they are to answer as usual.

No leave can be granted in Rapid Tournaments.

- B Players taking leave must inform all their opponents and the Tournament

Secretary in advance. Failure to do so invalidates the leave claim and normal timekeeping must be continued.

C If a player answers a move during his leave, the remaining leave for that game is cancelled and normal time shall be counted.

9 Withdrawals

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A i) An announced withdrawal occurs if a player informs the TS that he is unable, for any reason, to continue playing in a tournament. An announced withdrawal also occurs if a player resigns all his remaining games to each opponent at the same time, irrespective of whether or not he informs the TS. It is the task of the TS to check resigned games to see if the resignations are justifiable. In both circumstances the appropriate announced withdrawal procedure must be applied to the tournament in which the announced withdrawal took place (see Paras. 9.B - F below).

ii) A silent withdrawal occurs if a player abandons a tournament without answering the proper enquiries of the TS. Such a withdrawal impacts all

IECG tournaments in which the silent player was participating.

B. If, based on the number of games at the start of the tournament, the

withdrawing player has:

a) finished less or equal 50% of his games, all games are forfeited. Already finished games are to be changed to forfeit (loss) for the scoretable of the tournament, but they stay rated in accordance with the actual result.

b) finished more than 50% of his games, the remaining games are forfeited.

C The penalties for withdrawals depend on announced or silent withdrawal.

D In case of announced withdrawal:

1. if it is the first announced withdrawal:

a. if the player is playing in only one tournament: 6 months for new events.

b. if the player is playing in more events: 6 months counting from the end of his last finished event, after explaining to the Arbiter Commission why he wants to withdraw from only one event and not from all.

2. if it is the second announced withdrawal within one year after the first

announced withdrawal:

a. the player will be suspended for 12 months

b. the player will be withdrawn from all tournaments

E In case of silent withdrawal:

1. if it is the first silent withdrawal:
 - a. the player will be suspended for 12 months
 - b. the player will be withdrawn from all tournaments
 2. if it is the second silent withdrawal:
 - a. the player's membership will be cancelled
 - b. the player will be withdrawn from all tournaments
- F The suspension may be changed by the Arbiter Commission on request of the player.

10 Adjudication

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- A If no result has been agreed by the date set for the close of play,
both competitors shall submit to the Tournament Secretary within 14 days a record of the moves played, the position reached and a statement claiming either a win or a draw which may be supported by analysis.
- B Competitors not wishing to submit analysis forfeit the right to appeal.
- C An analysis submitted by a player should contain sufficient information so that a proper analysis is possible. This may include a sequence of moves, but in some circumstances it may be sufficient to claim a win on the basis of material or positional advantage.
- D The Tournament Secretary shall notify the adjudicator's decision to both competitors indicating whether it is subject to appeal.

11 Adjudication appeals

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- A Any appeal against the adjudicator's decision must be mailed to the Tournament Secretary within 14 days of receiving the notification, whereupon the Tournament Secretary shall obtain a ruling from another adjudicator and notify the result to both competitors. The ruling is final and no further appeal shall be accepted from either player.
- B Additional analysis may be submitted with an appeal.

12 Reporting results

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- A Within 14 days after ending a game, the result and an accurate record of the moves played in PGN - Portable Game Notation - format shall be mailed to the Tournament Secretary by the winner (or White in a draw). The result is officially recorded only after receipt of this report. To ensure accurate recordkeeping, the loser (or Black in a draw) is also

- strongly encouraged to report, labelling such confirmation "Duplicate Report".
- B If a game report is not acknowledged by the TS within three days, the player should send the report again, labelling it "Repeat Report."
- C Should no record be received from either player, the result may be scored as lost by both.

13 Decisions and appeals

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- A The Tournament Secretary may penalize or disqualify competitors who break these rules.
- B Any matter not covered in the rules shall be decided by the Tournament Secretary.
- C Any competitor may appeal within 14 days of receiving a decision of the Tournament Secretary
- in connection with withdrawals, to the IECG Arbiter Commission, whose ruling shall be final.
 - for all other decisions, to the Appeal Instance, whose ruling shall be final.
- D Copies of all appeals must be sent to the tournament secretary in charge.
- E If a player receives no reply from the TS after a period of 10 days, he should repeat the message with a copy to the Tournament Director in charge of the tournament group in which he is playing.

14 Tiebreaks

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To break ties, the Sonneborn-Berger method will be used, where each 'tied' player scores his "SB points" by adding as follows:

- A = 100% of his opponent's points if he won the individual game,
B = 50% of his opponent's points if he drew the individual game,
C = 0% of his opponent's points if he lost the individual game.

The "Sonneborn-Berger" value is A+B+C

15. Global timelimits of tournaments

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- A. For Two Game Matches and Rapid Class Tournaments there is a time limit of one year.
- B. For Team, Quads, Thematics, Class and Large tournaments there is a time limit of 18 months.
- C. After the time limit has elapsed, the TS will ask all players with unfinished games whether they want to continue the game or not.

If both players agree, the game will be allowed to continue.
If one or both players do not agree, the game must be sent for adjudication.

16. Netiquette

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- A. No player may send an opponent, a tournament secretary or any other IECG staff member any message or attachment that contains abusive, insulting, vulgar, foul, racist, sexist or other discriminatory content, nor any message or attachment advertising products or services or otherwise soliciting funds, nor any message or attachment of a politically sensitive or of an unnecessary or a dubious nature.
- B. Players must take all reasonable steps to ensure that messages and attachments are free from viruses.
- C. The names and email addresses of players and staff are private and confidential and may not be sold nor used for any purpose other than to communicate relevant IECG game and tournament information and IECG news between and amongst IECG members and staff.
- D. Alleged netiquette abuse should be reported to the tournament secretary and the report copied to the opponent concerned. The tournament secretary will investigate the allegation and forward his or her findings, together with his or her opinion of the validity of the allegation, to the Arbiter Commission.
- E. If in the opinion of the tournament secretary the alleged netiquette abuse has little or no validity, he or she may direct that the game or games continue without delay or time penalty for either player.
- F. If in the opinion of the tournament secretary the allegation of netiquette abuse has validity, the game or games will be suspended and the clocks of both players will be stopped.
- G. In either instance the Arbiter Commission, in the interests of consistency, will make the final ruling.
- H. Depending upon the severity of the netiquette abuse, the Arbiter Commission

may declare: i) A "silent" game in which players may include no comments whatever other than those essential for the normal progress of the game (e.g. conditional moves, draw offers). ii) The loss of the individual game or of all games in the associated tournament by forfeit, this penalty carrying all the consequences of a silent withdrawal as in 9.D and 9.E. iii) That the game or games continue as in 16.D above.

I. If the Arbiter Commission dismisses an allegation of netiquette abuse as being unfounded, no further claim by the claimant during the current period of 40 days for 10 moves shall be accepted. In Rapid Tournaments, the game or games may be ruled as lost by the claimant.

D TOURNAMENT RULES

1 These rules apply to multi-player tournaments or matches, including the IECG World Championship, the IECG Championship, the IECG Cup, Class tournaments, Quad tournaments, Team Tournaments and Two-game matches. If there is a conflict between the Rules of Play and these, the IECG tournament rules take precedence.

2 Tournament types, Promotions

- Index: 2.1 [IECG World Championship](#)
- 2.2 [IECG Championship](#) (discontinued)
- 2.3 [IECG Cup](#)
- 2.4 [Class Tournaments](#)
- 2.5 [Quad Tournaments](#)
- 2.6 [Two Game Matches](#)
- 2.7 [Friendly Matches](#)
- 2.8 [Friends Invitational](#)
- 2.9 [Thematics](#)
- 2.10 [Team Tournaments](#)

2.1 **The IECG World Championship**

Please click [here](#) for the detailed rules.

2.2 **The IECG Championship**

This tournament has been discontinued and absorbed into the IECG World Championship. Please see the rules under section 2.1 above.

2.3 **The annual IECG Cup** is started with preliminary rounds once a year.

- a. Participation is open to all IECG members, regardless of their chess strength.
- b. It consists of 3 stages: preliminary, semifinal and final. Due to the large number of participants, from Cup IV (1998) there is also a quarterfinal stage. Except for the Finals, at every stage all games still unfinished after 11 months are adjudicated. Each preliminary stage is started once a year, with 7, 9 or 11 players groups (depending on participation), single round robin.
- c. The first two placed in each preliminary group qualify to the semifinal stage. Starting with Cup IV, the first two placed in each preliminary group will qualify for the quarterfinal stage. Quarterfinal groups are 7, 9 or 11 player groups, single round robin. Depending on the size of the groups, the first two or three of each quarterfinal qualify for the semifinal stage.
- d. Semifinal groups are 7, 9 or 11 player groups, single round robin, where the winner qualifies to the IECG Cup Final A, and the second placed to the IECG Cup Final B.
- e. Both finals (A & B) are 7, 9 or 11 player groups, single round robin.
- f. Administration of the IECG Cup is responsibility of the IECG Cup Manager named by the IECG Council. He can name assistants and Tournament Secretaries to better manage the tournament.
- g. The Cup winner and the second placed are directly qualified for the next IECG Cup finals.
- h. The winner of the IECG Cup is also qualified for the IECG World Championship (see 2.1).
- i. The winner of an IECG Cup Final B, and all the players in an IECG Cup Final A, except for the first and second finishers (who are qualified for the next IECG Cup final) are directly qualified for the next IECG Cup semifinals. In principle, any qualification may be used only once.

2.4 **Standard Class Tournaments** are played in 7 player single round groups,

where each player plays three games as White and three games as Black.

a. Class and Quad tournaments are formed from players belonging to the same rating class. There are eight rating classes:

	---Elo rating---
Class M	2200 and higher
Class A	2000 - 2199
Class B	1800 - 1999
Class C	1600 - 1799
Class D	1400 - 1599
Class E	1200 - 1399
Class F	1000 - 1199
Class N	999 and lower.

When determining in which rating class a given player may compete, his or her Tournament Entry Rating (TER) as shown in the Rating List at the time of the formation of the tournament is applicable. For entry of one-time promotion ticket holders, see 2.4.c-d.

b. Subject to the timings and restrictions described in the WC Rules, winners of Class, Rapid and Quad tournaments of all classes will be invited to the IECG World championship events (see Addendum D.2.1) as follows:

- 1) From Class and Quad tournaments of rating class M, to the Semi-final.
- 2) From Class and Quad tournaments in rating classes A to N, to the Preliminaries, subject to the timings and restrictions described in the WC Rules.

c. Winners of any tournament in Classes A, B, C, D, E, F or N and qualify for ONE tournament in the next higher class according to their ratings. In the event of a tie for first place the tied players win the right to enter ONE tournament in the next higher class if they have obtained at least 75% of the available points.

Exceptions:

One player wins a tournament in Class C which earns a ticket to a Class B tournament. Suppose that when he or she wishes to use the promotion ticket, his or her rating:

- c.1) has dropped to Class D: then he may enter a Class C tournament but not a Class B tournament.
- c.2) has increased to Class B: then he or she may NOT enter a Class A tournament because it is more than one class above his or her original qualification

class. However, the promotion ticket is preserved in case he or she drops back in rating to Class C again.

d. In Standard Class, Quad and Rapid tournaments 2 (two) one-time promotion ticket holders are allowed to participate. The rating class of the tournament is determined by the average rating of the players.

e. New groups are started continuously in batch mode, as soon as enough entries are received to assure a good mix of countries.

2.5 **Quad Tournaments** are 4-player double round robin tournaments where each player plays a two game match against each of three opponents. New groups start continuously as soon as four valid entries are received. Rating classes, qualifications and restrictions are as in 2.4 above.

2.6 **Two-game matches**: a "mini tournament", where one player faces another, playing one game with white pieces and the other with black pieces. Players in two-game matches may agree to play at a different time control, provided such time control is communicated in advance to the Tournament Director responsible of Two-Game matches.

2.7 **Friendly matches**: Members can ask to play at most 2 (two) official IECG 2-games matches against a specified member friend at the same time. Such matches will only be included in the IECG rating system if the rating difference between the players does not exceed 250 points. As soon as such a match is over, one can enter another one, but one should never be playing more than two such matches at the same time. Victories scored by forfeit will not count for the IECG Rating System. Both players need to send the corresponding Entry Form to the Match Secretary . Such matches will be listed separately for control purposes.

2.8 Class X, **Friends Invitational**

2.8.1 These rules are applicable to annual tournaments with the participation of the winners of the respective classes. They are called Friends Invitational in order that they should be distinguished from official contests, such as the championship of the IECG. The Friends Invitational for Class A keeps the original name of "Jim Krepp Memorial".

2.8.2 Types of tournaments, qualifications, promotions

2.8.2.1 The Friends Invitational is to take place every year, one for every class (except for Class M). It might be played in one or several stages, depending on the number of players. The size of each group may vary from 7 to 15 players, the number being decided by the Tournament Director, who is responsible for organizing the event.

2.8.2.2 The following players are automatically qualified:

- a. The winner of each tournament in the respective class (except for class M) or, in case of a shared win, all players sharing the first place. If two or more players reach the same number of points, the order of preference is to be decided only by the Sonneborn-Berger system and mutual results. The rule of preference according to the best advancement in rating values shall not be applied in this case.
- b. The players who reached the first and the second places in the preceding Friends Invitational in the same class.
- c. Each player is only entitled to one start, even if he has won more than one tournament during the year. On the other hand he has the right to play in several classes at the same time if he has achieved results in accordance with points a. and b. above.

2.8.3 The Director invites the players to enter the event. A player cannot by himself request a start. The Director will design the groups taking into account the total number of participants and the Tournament Secretary for each group. If an invited player chooses not to participate, no sanctions will be imposed. If he abandons play after the event has started, the ordinary regulations of the IECG will apply.

2.8.4 Aim of the Friends Invitational:
In addition to mass events, such as the IECG Cup, which comprise a mixture of players at all levels of strength, and the IECG World Championship, which favors the best players, it seems appropriate to organize an annual contest between the winners of the year in all the lower classes.
Before the finals can be played it may be necessary to organize

preparatory stages. The aim is to let all winners of an IECG class meet.

Since the finals may comprise from 7 to 15 players, there will be formed

x qualifying tournaments of 7 to 15 players in order to select the

participants of the finals. If for instance there are 35 invited players

who have confirmed their entries to the event, there could be 5 qualifying

groups, each consisting of 7 players, from each of which the two first

would go to the finals.

2.8.5 The winner of each event gets the right to start *one* tournament

in the class at *two* levels above the present class. If for instance a

player wins a Friends Invitational in class D he gets the right to enter a

tournament in class B. This rule is obviously not applicable in class M.

If the final reach 15 players the second gets the right to start in the

class at one level above the present class.

2.8.6 Starting and ending dates:

Invitations will be sent out on February 15 every year. Players should

confirm their participation by March 15. After that the Tournament

Director will compose the groups in view of the number of players. Games

under the preparatory stages, if any, start April 1 should be finished

by November 1. Any games not finished will be adjudicated. The finals start

April 1 to November 15 later and should be finished by July 1 the

following year. Adjudication will be utilized to terminate any games not

finished by that date.

2.8.7 Rating regulations

The results of the games under the event will be calculated in accordance

with the IECG Tournament rating rules.

2.8.8 Transfer of qualifications for the Friends Invitational

A qualification cannot be transferred to the following year. All qualifications must have been gained in the year preceding the

start of the event.

2.9 **Thematic Tournaments**

2.9.1 The [IECG Thematic Events](#)

start with preliminary rounds four times a year in different openings. The

openings are laid down by the IECG Thematic Event Director, after consulting the IECG Council. All games begin after a set sequence of moves.

2.9.2 Participation is open to all IECG members, regardless of their chess strength. Games are not rated. All games are played according to IECG rules and regulations.

2.9.3 Each tournament consists of three stages: preliminary, semifinal and final, depending on the number of entries. Each preliminary is started with 5 or 7 player groups in which every player plays two games (one with white and one with black) against all other players. IECG members can choose to participate in one or two preliminary groups.

2.9.4 The first two placed in a preliminary group of 5 and the first three placed in a preliminary group of 7 qualify to the semifinal stage. Semifinal groups are 5 or 7 player groups, each player again is playing two games against all other players. The winner in a semifinal group of 5 and the first two placed in a semifinal group of 7 qualify to the final. The number of players in the final depends on the number of semifinal groups. If there are less than 10 players in the semifinal stage, the semifinal stage will be changed into a final with all qualified participants.

2.9.5 If a player qualifies for the semifinal in two groups only one qualification will count.

2.9.6 Administration of the IECG Thematic Events is responsibility of the IECG Thematic Events Director nominated by the IECG Council. The TD may nominate assistants and Tournament Secretaries to assist.

2.10 **Team Tournaments**

2.10.1 Team Tournaments will consist of SEVEN teams (28 players).

2.10.2 Teams will consist of FOUR players each.

2.10.3 Tournaments will be Open, e.g. Any IECG member may form his or her own team.

2.10.4 Players must be current IECG members.

2.10.5 Players must have completed at least ONE previous IECG Class, Quad or Large tournament.

2.10.6 Tournaments will be organised to start at fixed times and will end

not more than 18 months later.

2.10.7 The prime responsibility for each team will be with the Team

Captain. The Team Captain will be responsible for the composition of his or

her team and for finding a replacement for any withdrawing player.

2.10.8 If the Team Captain withdraws, the remaining members of the team are

responsible for selecting a replacement.

2.10.9 Each player will play TWO games against each of his or her

opponents, one with the Black pieces and one with the White pieces (12

games per player total).

2.10.10 The Team Captain may not necessarily play on the first board in a

team. He or she need not even be a player provided that the other criteria

are met.

2.10.11 The Tournament Director and Tournament Secretary controlling a Team

Tournament may communicate with all players (results, news etc.) but the

Team Captain remains responsible for the organisation of his or her team.

2.10.12 Rating points will be awarded to individual players.

2.10.13 The winning players of the winning team will receive individual,

one-time promotion tickets to their next higher Class or Quad tournament.

2.11 Rapid Tournaments

are played in 7 player single round groups, where each player plays three games as White and three (or seven) games as Black.

a. Rapid tournaments are formed from players belonging to the same rating class.

There are three rating classes:

--- Elo rating---

RH (Rapid Higher groups) for ratings of 2000 and above

RI (Rapid Intermediate groups) for ratings between 1600 and 1999

RL (Rapid Lower groups) for ratings under 1599

When determining in which rating class a given player may compete, his or her

Tournament Entry Rating (TER) as shown in the Rating List at the time of the

formation of the tournament is applicable. For entry of one-time promotion

ticket holders, see 2.4.c-d.

b. For promoting next higher Rapid Division the following conditions are

required.

Conditions to be eligible for a RH (2000+) tournament:

1. have a rating above 1800
2. and hold either :
 - a. one ticket from CA or CB (QA, QB)
 - b. one ticket from a RI with average 1800-1999
 - c. two tickets from any RI groups

Conditions to be eligible for a RI (1600-1999) tournament:

1. have a rating above 1400
2. and hold either :
 - a. one ticket from CC or CD (QC, QD)
 - b. one ticket from a RL with average 1400-1599
 - c. two tickets from any RL groups

C. Should the winner of a rapid group want to use his promotion ticket to enter

a standard class or quad group, then the value of the ticket is determined with

the rating average of the rapid tournament as described in 2.4.a.

For instance

a win in a rapid group with an average of 1750 is equivalent to a win of a CC

group, so it provides an entry in a CB or QB tournament.

d. The winner of a rapid group will be invited to the IECG World championship Preliminaries, subject to the timings and restrictions described in

the WC Rules.

E RATING RULES

Version 1.8

I. General Principles

1. The IECG Rating Scheme is a numerical scheme, in which percentage results can be exchanged into rating differences and rating differences into percentage performance probabilities. It is mainly based on the Principles of Rating Calculations of Prof. Arpad Elo.

2. The basis of the scheme is the normal probability distribution.

3. The performance probability is calculated by the formula

$$P(D) = 1/(1+10^{(-D/400)})$$

where

P(D) is the performance probability

D is the difference of the ratings of the two players.

4. The expected rating changes based on the percentage result is given by

$$D(p) = -400 * \log_{10}((1-p)/p)$$

where

D(p) is the expected rating change
p is the percentage result of the player

and D(0) = -800 and D(1) = 800

5. The formulas used in I.3 and I.4 are good approximation of the tables used by the ICCF and FIDE, following the principles of Arpad Elo.

6. The percentage result is calculated by

$$p = (2*W+D)/(2*N)$$

where

p is the percentage result
W is the number of wins in the rating period
D is the number of draws in the rating period
N is the number of finished games in the rating period.

II. Rating Period and Rating Method

1. The Rating Period is 2 months. The first period of a year starts on January 1st.
2. The Rating List is published on the first weekend of every second month on the IECG Webserver at <http://iecg.org/>. At the same time, the representatives from the IECG Tournament Offices receive a special version of the rating list.
3. For calculating the ratings, the opponents' Tournament Entry Ratings (TER), which are valid on the day of the rating run, are used.
4. Ratings are calculated in batches. A batch is made of all games of a player finished in the rating period. The batches do not necessarily contain all results of a tournament.
5. The Rating List contains the following information:
 - a) Position on the list
 - b) Position in the players class
 - c) Players Membership Number
 - d) Players Name
 - e) Players Country
 - f) Players Rating (if provisional or established)
 - g) Players Tournament Entry Rating (TER)
 - h) Number of rated games of the player with the new scheme
 - i) Players Win-Draw-Loss Statistics
 - j) Indicator for TER, Provisional or Established Ratings.

III. Established, Provisional and Starting Ratings, Performance Differences of Opponents Ratings.

1. A player has an established rating, if he/she has finished at least 15 games, otherwise his/her rating is called provisional.
2. New players get a starting rating, established by a method explained in section VII.
3. Provisional ratings are not published until at least six games are accepted for rating.
4. The Rating Office can publish intermediate ratings on the first weekend of the months where no rating is calculated. The published Performance is calculated as if the rating period had ended on this particular date. However, the tournament entry rating is unchanged.
5. The performance is not calculated for the first six games, i.e. it is treated as the provisional rating.
6. To determine which Class or Quad Tournament a Player may enter or in which IECG Cup Group a player may start, his/her Tournament Entry Rating is used. The only exception are qualifications according to the corresponding tournament rules.
7. The Tournament Entry Rating (TER) is equal to the Established Rating in the last published Rating List. For Provisional Ratings, the TER is equal to the Starting Rating, unless at least 10 games are finished.
8. To keep the influence of largely different ratings small for the preliminary (and established) ratings, a rating cut-off is used. Anytime the difference is larger than 400 points, the opponents rating is treated as being 400 points (two tournament classes) higher/lower than the players rating.

IV. Calculation, Publishing and Use of the Provisional Rating

1. The Provisional Rating is calculated by

$$R_p = R_c + D(p) * F$$

where

R_p Provisional Rating

R_c Average of the opponents tournament entry ratings

$D(p)$ Expected rating change based on I.4

F A Correction factor given by

$$F = -2*p*p+2*p+0.5$$

2. The provisional rating is published for the first time after six games are finished.
3. If at least 15 games are finished, the provisional rating becomes an established rating. This promotion can take place only at the end of a rating period. Any additional games are treated as results for the provisional ratings as well.
4. For players achieving more than 75% of the points during the first 15 games the Provisional Rating is calculated by

$$R_p = R_c + D(p) * F + (2600 - R_c) * p * p/10$$

V. Calculation of Established Ratings

1. For each finished game the rating change is calculated by

$$dR = k*(W-We)$$

where

dR Rating change
W True game result (win 1, draw 1/2)
We Expected result (calculated following V.2.)
k Development coefficient (see V.3.)

2. The expected result We is calculated using I.3. with the rating difference of the two opponents. It is called P(D) in section I.3.
3. The development coefficient is a stabilisation factor and is given by

$$k = r*p$$

with

r = 10 if Ro >= 2400
r = 70-Ro/40 if 2000 < Ro < 2400
r = 20 if Ro <= 2000
and

p = 1 if Pn >= 80
P = 1.4-Pn/200 if 30 < Pn < 80
P = 1.25 if 15 < Pn <= 30
P = 1.5 if Pn <= 15

where

Ro is the Rating from the previous rating list
Pn is the number of all rated games upto the previous rating list.

4. The next rating is calculated by

$$R_n = R_o + \text{SUM}(dR)$$

where

R_n new rating of the player
 R_o old rating of the player
 $\text{SUM}(dR)$ Sum of all rating changes as calculated in V.1.
for each game.

5. For players achieving more than 75% out of at least six games in one rating period, the next established rating is calculated by

$$R_n = R_o + \text{SUM}(dR) + (1000 - R_o + R_c + D(p))/20$$

where

R_c Average of opponents in the rating period
 $D(p)$ calculated as in 1.4

VI. Sequence of calculation

1. There is no special calculation sequence required, since
 - all ratings are taken out of the previous list
 - no unrated players exist in the rating list (see VII)

VII. New Players

1. New Players with an established rating from a different organisation or with a provisional ICCF rating will get this rating as a Starting Rating. If required, the national rating will be converted into an FIDE rating with the appropriate conversion rule. No plus or minus points relative to the IECG Rating are used.

2. If a new player reports ratings from other organisations then the following sequence of organisation is used to determine the first starting rating:

- ICCF
- FIDE
- National CC Ratings
- National OTB Ratings
- Internet Email Chess Ratings (IECC, SEMI etc)
- Chess Server Ratings, with a maximum of 1700 based on at least 10 games
- Chess Computer Ratings (Fritz, Chessmaster etc) with a maximum of 1400
- Self-estimations with a maximum of 1200
 - "Was strong player in school" 1200
 - "Win against most of my friends" 1000
 - "Never played in a club" 800
 - "Played only in my family" 800
 - etc.

3. New players without a rating will get a Starting Rating of 800.

VIII. Forfeits, Withdrawals, Inactive Players

1. Forfeits based on arbiter decision (claim on time, etc) are rated as normal finished games. This is normally a single event with an individual player.

2. Withdrawals from tournaments are generally not rated depending on the tournament secretary decision.

3. The remaining players may request an adjudication of the game to gain rating points. The adjudication is binding. Based on the result of the adjudication the rating is updated. However, the game is treated as a win in the score tables.

Note: This regulation can lead to a loss of rating points of the remaining player, if the adjudication result is not a win, but a draw or even a loss!

4. A player is called inactive, if he/she is not playing a game in a rating period.

5. Inactive players are removed from the rating list after being inactive for one year. Their rating keeps valid for another four years. Then the player is deleted from the database.

6. If an inactive player becomes active, his/her rating from the database is still used.

IX. Transfer regulations from the Old to the New IECG Rating Scheme, Inauguration of the Scheme

1. All IECG games started before June 1st, 1996 have to be rated with the old scheme, if they are finished before January 1st, 1997.

2. From January 1st, 1997 all ratings are calculated following this document.

3. All games started after August 1st, 1996, have to be calculated following this document.

4. This scheme comes into operation commencing January 1st, 1997, for all games after the reorganization. Games finished before this date are treated as being finished afterwards.

5. With the inauguration of this document the following steps are taken:

a) All established IECG ratings based on at least 15 games are transferred to

the new rating scheme as established ratings.

b) All established IECG ratings based on less than 15 games are used as a

starting rating. If more than 5 games are finished, the opponents average

for the provisional rating is calculated following IV.1.

c) All provisional ratings are left unchanged and stay provisional until 15

games are finished.

d) All starting ratings are checked if the players does have an ICCF rating.

This ICCF rating replaces the IECG rating, if it is higher, and is used as

an established rating.

e) All players who have won an old Class M tournament (#001 to #013) before

January 1st, 1997 are rewarded an established rating for this extraordinary result.

f) All ICCF players starting to play in IECG after January 1st, 1997, will

get a provisional rating.

X. Contacts

1. All results must be sent to the corresponding Tournament Secretary.

2. All questions concerning the table should be send to the Rating Official.

3. The current Rating Official is Dr. Ortwin Paetzold (ratings@iecg.org).

F Title Rules

Regulations to Obtain an IECG Title

1. Introduction

IECG will grant Titles to players achieving results as laid out in these

regulations. Titles are awarded for the lifetime of the player subject to

exceptions described in Section 2 below. The titles are

IECG Email Senior Master (IESM)

IECG Email Master (IEM)

IECG Email Senior Expert (IESE)

IECG Email Expert (IEE)

Titles are awarded by the IECG Title Commission at the beginning of each new

rating period. Notice of the award of titles will be published on the IECG Homepage simultaneously with each new IECG Rating List.

2. The IECG Title Commission

The IECG Title Commission consists of the following members:

- The IECG Chair
- The IECG Rating Official
- The Tournament Directors of
 - the IECG World Championship
 - the IECG Cup
 - the IECG Class Tournaments
 - the IECG Large Class Tournaments
 - the IECG Quad Tournaments
 - the Chair of the Arbiter Commission

If the above staff positions involve less than six persons, the IECG Council will, at its discretion, co-opt additional staff members to the IECG Title Commission.

Determining the valid achievement of all titles will be the responsibility of the IECG Rating Official.

At the beginning of each new rating period, the IECG Rating Official will send out a list of new titled players to the IECG Title Commission members.

If all members of the IECG Title Commission approve the list, it will be published on the IECG Website.

If any member of the IECG Title Commission rejects a title candidate, that

member must provide reasons for so doing to the IECG Title Commission. At

least a two-thirds majority vote by The Commission will then be required

to approve the granting of a title to that candidate.

The IECG Title Commission retains the right to withdraw or change the title

of any player in the following circumstances:

- If a player silently withdraws from an IECG Tournament, all titles and

- norms become forfeit.

- If a player announces more than one withdrawal from an IECG Tournament

- within a period of three years, all norms become forfeit and the title

- is reduced to the next lower level:

- (IESEM -> IEM, IEM -> IESE, IESE -> IEE, IEE -> no title).

- If a player violates the IECG Netiquette and if the IECG Arbiter Commission

- suspends that player from attending IECG Tournaments, all titles and norms

- become forfeit.

3. Tournaments valid for Title Norm Achievements

1. Special results in the IECG World Championship or IECG Cup will lead directly to a title norm, independent of the rating average of the tournament as detailed later in this document.

2. The following tournaments will be Title Norm Tournaments, provided that the minimum average starting rating of 2200 in the tournament is exceeded:

All Stages of the IECG World Championship except the Preliminary Stage,
All Stages of the IECG Cup except the Preliminary Stage,
All Class M Tournaments,
All Large Class M Tournaments,
All Quad M Tournaments,

Other tournaments which may be determined appropriate and approved as Title Norm Tournaments by the IECG Title Commission.

4. Requirements to obtain an IECG Email Senior Master (IESM) Title

To be awarded an IESM Title, two or more IESM results in events covering at least 24 rated games plus an ELO rating of at least 2500 in the current rating list or within three years of achieving the last title result. At maximum two Quad tournaments may be included in the qualification. An IESM result can be achieved by

1. Winning the IECG World Championship (as an IESM norm of 12 games)
2. Winning the IECG Cup (as an IESM norm of 10 games)
3. Tied results with the winner of the IECG World Championship or IECG Cup are treated as an IESM norm of 8 games.
4. Any IESM result according to section 11.
5. A norm in section 4.4 can supersede a norm in 4.1 to 4.3, if more games were rated in the corresponding tournament.

5. Requirements to obtain an IECG Email Master (IEM) Title

To be awarded an IEM Title, two or more IEM results in events covering at least 24 rated games plus an ELO rating of at least 2425 in the current rating list or within three years of achieving the last title result. At maximum two Quad tournaments may be included in the qualification. An IEM result can be achieved by

1. Finishing second or third in the IECG World Championship Final (as an IEM norm of 10 games)
2. Finishing second in the IECG Cup Final (as an IEM norm of 8 games)
3. Winning an IECG World Championship Candidates Final (as an IEM norm of

- 10 games)
4. Tied results with the winner of the IECG World Championship Candidates Final will be treated as an IEM norm of 8 games.
 5. Any IEM result according to section 11.
 6. A norm of section 5.5 can supersede a norm in 5.1 to 5.4, if more games were rated in the corresponding tournament.

6. Requirements to obtain an IECG Email Senior Expert (IESE) Title

To be awarded an IESE Title, two or more IESE results in events covering at least 24 rated games and an ELO rating of at least 2350 in the current rating list or within three years of achieving the last title result. At maximum two Quad tournaments may be included in the qualification. An IESE result can be achieved by

1. Qualification to the IECG World Championship Final (as an IESE result of 10 games)
2. Finishing third or fourth in the IECG Cup Final (as an IESE norm of 8 games)
3. Winning the IECG Cup Final B (as an IESE norm of 8 games)
4. Tied results with qualified players to the IECG World Championship Final or the winner of the IECG Cup Final B are treated as an IESE norm of 8 games.
5. Any IESE result according to section 11.
6. A norm of section 6.5 can supersede a norm in 6.1 to 6.4, if more games were rated in the corresponding tournament.

7. Requirements to obtain an IECG Email Expert (IEE) Title

To be awarded an IEE Title, two or more IEE results in events covering at least 24 rated games and a rating of at least 2300 of the current rating list or within three years of achieving the last title result. At maximum two Quad tournaments may be included in the qualification. An IEE result can be achieved by

1. Qualification to the IECG World Championship Candidates Final after playing in the Semi-Finals (as an IEE norm of 8 games). Attendance in the Candidates Final based on the position on the rating list is excluded.
2. Winning the IECG Cup Semi-Finals (as an IEE norm of 8 games)
3. Finishing second in the IECG Cup Final B (as an IEE norm of 8 games)
4. Any IEE result according to section 11.
5. A norm of section 7.4 can supersede a norm in 7.1 to 7.3, if more games

were rated in the corresponding tournament.

8. Title Tournament Validity

1. Games decided by the withdrawal of a player from a Title Tournament will not be included
2. Games won on time will be included
3. Tournaments will consist of a minimum of six rounds
4. At least 50% of the players must be title-holders. This rule will not take effect until IECG has a minimum of 10 IESMs, 15 IEMs, 20 IESEs and 30 IEEs.
5. At least one-third of the players shall not be attributed to the same country. (This regulation holds only for the IECG World Championship and IECG Cup tournaments. In all other instances, IECG Regulations preclude the entry of more than 30% of players from the same country).

9. Determining the Rating Average for a Title Result (Norm)

1. The rating average is calculated based on ratings at the start of the tournament.
2. Once a tournament is declared as a Title Tournament, it cannot be changed to a Non-Title Tournament.
3. Since results against withdrawing players are not included, the result for a norm is required to be adjusted accordingly.
4. Rating spans shall not be larger than 600 points. For the purpose of the rating average calculation, players with ratings more than 600 points lower than that of the highest rated player will be treated as having ratings of 600 points lower.
5. The IECG Titles Commission, in consultation with the IECG Rating Official, will determine if a tournament is a Title-Tournament.

10. Regulations regarding Validity of Title Results

The following rules 10.1-4 will not take effect until IECG has at least 10 IESMs, 15 IEMs, 20 IESEs and 30 IEEs.

1. IESM results in tournaments with less than 2 IESMs are invalid
2. IEM results in tournaments with less than 2 IEMs or IESMs are invalid
3. IESE results in tournaments with less than 2 IESEs, IEMs or IESMs are invalid
4. IEE results in tournaments with less than 2 titled players are invalid
5. At maximum 2 title results shall be gained in a Quad tournament
6. All results for title applications must be achieved in tournaments with starting dates that fall in a period of six years.

7. The required minimum rating as laid out in sections 4-7 must be reached within three years of achieving the last title result.
8. Achieving a norm for more than one title ensures the norm is valid of all possible titles (e.g. an IESM norm is also an IEM, IESE or IEE norm)
9. Only complete tournaments are valid for title norms, i.e. a player cannot take only parts of the tournament for title application.

11. Tournament Classifications

The average rating of a tournament is calculated by summing the ratings of all the players (including the candidates) and dividing by the number of players.

Games won by withdrawal are not counted, though the rating average does not

change. The required result for a norm will need to be adjusted.

The average rating is rounded to the nearest whole number, the fraction of

0.5 being rounded upwards.

The following table shows the required percentage to gain a title norm in

a title tournament of the corresponding rating average:

Average Rating	IECG Category	IESM Result	IEM Result	IESE Result	IEE Result
2201 - 2225	S				
76					
2226 - 2250	0				
73					
2251 - 2275	1			76	
70					
2276 - 2300	2			73	
67					
2301 - 2325	3			70	
64					
2326 - 2350	4		76	67	
60					
2351 - 2375	5		73	64	
56					
2376 - 2400	6		70	60	
53					
2401 - 2425	7	76	67	56	
50					
2426 - 2450	8	73	64	53	
47					
2451 - 2475	9	70	60	50	
44					
2476 - 2500	10	67	56	47	
40					
2501 - 2525	11	64	53	44	
36					
2526 - 2550	12	60	50	40	
33					
2551 - 2575	13	56	47	36	
30					
2576 - 2600	14	53	44	33	
2601 - 2625	15	50	40	30	

12. Validity

1. These regulations become valid at the official date of release of the IECG Rules, version 6.1.
2. Tournaments started prior to August 1, 2000 are not affected
3. Tournaments started after August 1, 2000 will become Title Tournaments according to these rules

G Reference Documents

IECG [Contact List](#)

FIDE Laws of Chess: <http://www.fide.com/comms/fidelaws.htm>

H Changes from version 6.3

Rules of Play

- Rule 3. Failure to reply.
3.1 Changes to the number of days between non-receipt of a move and claiming a time default.
- Rule 6. Time allowed and penalties.
Changes to the wording and simplification.
- Rule 6B MAJOR alteration - "If in any tournament the time limit is exceeded once (flag falls), the game is lost".
- Rule 7. Time exceeding.
Deleted rule 7E. Renumbered rule 7D to 7E.
- Rule 8. Leave.
Added "No special leaves may be granted for any reason"
Annual leave increased from 30 days to 45 days in Standard Tournaments.
- Rule 9 Withdrawals.
B. '50% of finished games' criteria now determines forfeiture in cases of withdrawals.
- Rule 14. Tiebreaks.
Simplification tiebreak mechanism using Sonneborn-Berger system.
Rules 14.2 and 14.3 Deleted.

Tournament Rules

Rules 2.8.1 and 2.8.5 reformatted to reflect current Class and Quad structure.

Rating Rules, Changes from Version 1.7

Section I General Principles

Rules 1 and 5 Changed wording to reflect the principles of Prof. Arpad Elo.
Section II Rating Period and Rating Method
Rule 5f) Additional clarification
Rule 5h) Additional clarification
Rule 5j) Added Indicator for Provisional or Established Ratings
Section III Established, Provisional and Starting Ratings
Rule 8 Changed "one tournament class" to "two tournament classes"
Section IV Calculation, Publishing and Use of the Provisional Rating
Rule 5 Added calculation for players achieving 75%+ points during first 15 games
Section V Calculation of Established Ratings
Rule 5 Added calculation for players achieving 75%+ points in six+ games
Section VII New Players
Rule 1 Deleted
Rule 2 Renumbered as Rule 1
Rule 2 Additional criteria for determining starting ratings
Rule 3 Deleted estimation of ratings by Tutor
Section VIII Forfeits, Withdrawals and Inactive Players
Rule 4 Date change to January 1st 1997
Rule 5f) Additional wording for ICCF player ratings

Changes from version 6.4 to 6.4a:

Preamble: A small change in the validity of these rules.

Rule 7. Section A replaced, section B deleted and subsequent sections renumbered.

Section 2.4 to 2.7 Tournament Rules. Text changes to accommodate new Rapid Tournament rules.

[Back to the top of the page.](#)

*Last modified on Sunday, December 30, 2002.
The text of these rules is maintained by [Lionel Frost](#)*

Back to the IECG Homepage

