



FIDE FAIR PLAY COMMISSION



BEST FAIR PLAY PRACTICES FOR ONLINE EVENTS





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I. FAIR PLAY DEFINITIONS

Fair play is the basic guiding principle in the sport of chess. It is operating within the letter and the spirit of the rules, never taking unfair advantage and making informed and honourable decisions at all times.

As such, FIDE bears the responsibility to take all possible measures to eliminate immoral or unethical conduct, methods and practices which might place the authenticity, integrity and reputation of chess at risk. In addition, the game and concept of chess is based on the assumption that everyone involved observes existing rules and regulations, and avoids misbehaviour of any nature.

According to the [FIDE Online Chess Regulations](#) – APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision/ B: Online Cheating Offences:

I.1. Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over his peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is one that he is not supposed to have achieved.

I.2. Specifically, ‘Cheating’ means:

- i) the deliberate use of electronic devices or other sources of information or advice during a game; or
- ii) the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.

I.3. Cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE’s internal disciplinary measures.



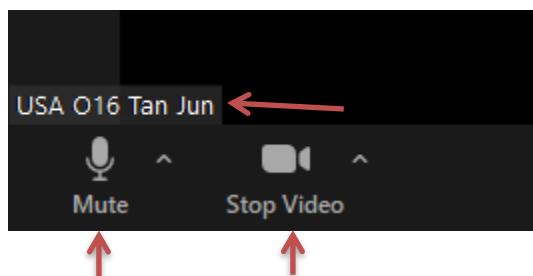
Fair Play in Online Chess includes several concepts of possible violations:

1. Fair Play Rule Violation - noncompliance with the Tournament Regulations and the Fair Play Rules
2. Fair Play Violation:
 - 2.1 Suspected fair play violation – occurs when statistical proof is insufficient to substantiate assumed cheating, but there is other data that leads to a reasonable suspicion that the person may have cheated (video evidence, GM opinion, and other situational factors).
 - 2.2 Assumed cheating
- Assumed cheating – if the statistical evidence gathered is sufficiently strong
There shall be a presumption of cheating if statistical analysis by a FIDE validated and approved algorithm and/or other methodology applied to a player's performance in a single game, or a series of games or tournaments in competitive play shows a Z-score (reflective of the deviation between the player's actual performance and the projected fair play for a player having comparable Elo rating) above the official Z-score threshold published in the FIDE Anti-Cheating Regulations from time to time. In such a case, if FIDE institutes disciplinary proceedings against the player in question, the burden to rebut the presumption of cheating and show his or her innocence shall be on the player.
 - 2.3 Cheating¹

Fair Play Rule Violation is the least dangerous infringement, followed by Suspected Fair Play Violation, Assumed Cheating, and finally Cheating. As a result, cheating is the most pernicious form of misconduct.

II. FAIR PLAY RULES

1. Identity check – the registration form of the players and player's FIDE ID shall include personal photo of the player
2. ZOOM Entrance – the players must enter Zoom with their real name in the following order: - FED, Category, Surname and Name (e.g. *USA O16 Tan Jun*).
*In team competitions - as follows: - FED, Board Number, Surname and Name.



3. During the game, a player's microphone and camera and must be turned on.

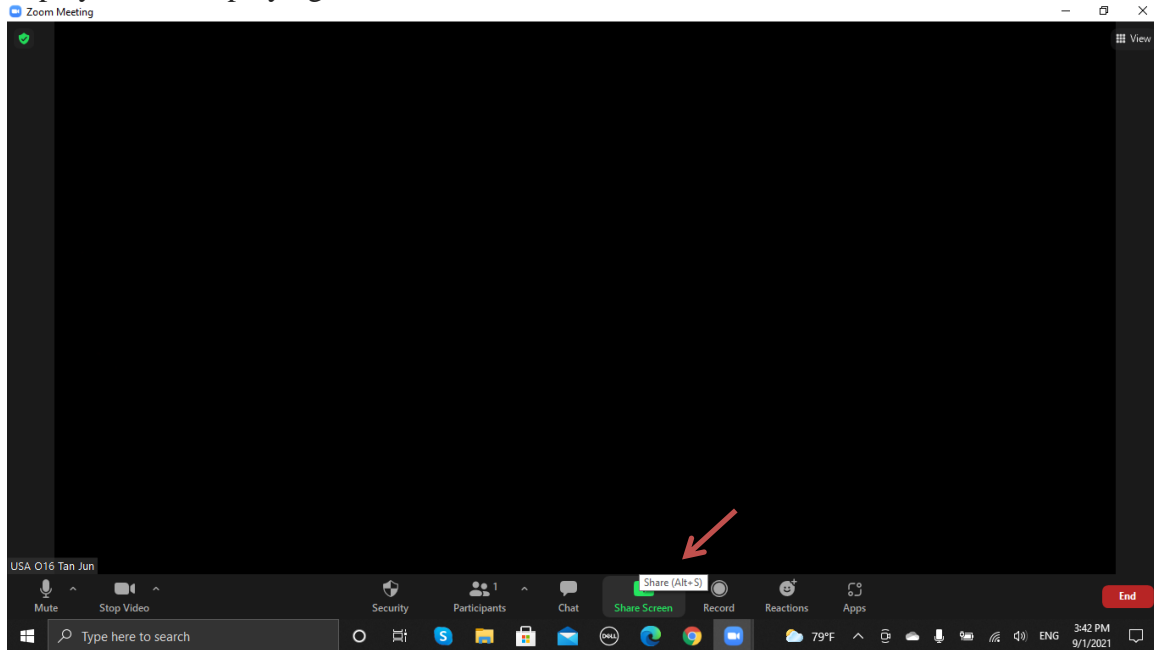
¹ see definition I.2



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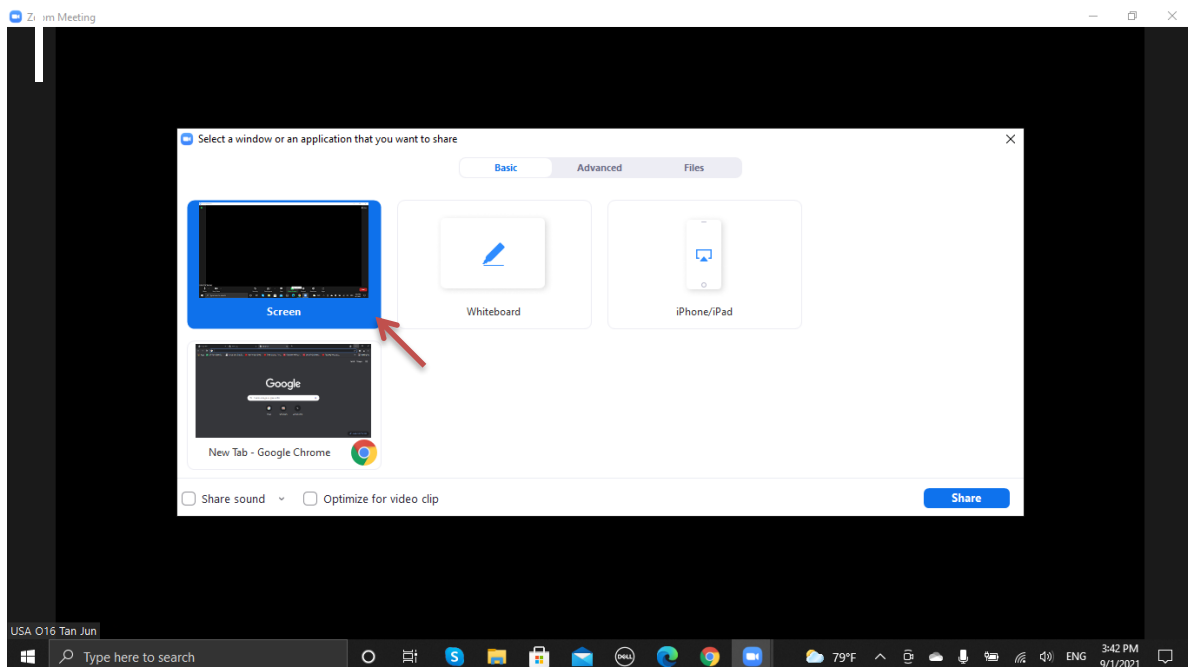


- The camera must be placed in a way that the Arbiters and the FPP will have clear observation of the player's face and shoulders. Players must be visible on Zoom during their games. The arbiters and the FPP may on occasion require that Zoom cameras be adjusted if a player falls out of view or their side/rearview camera in order to see the player and the playing environment.



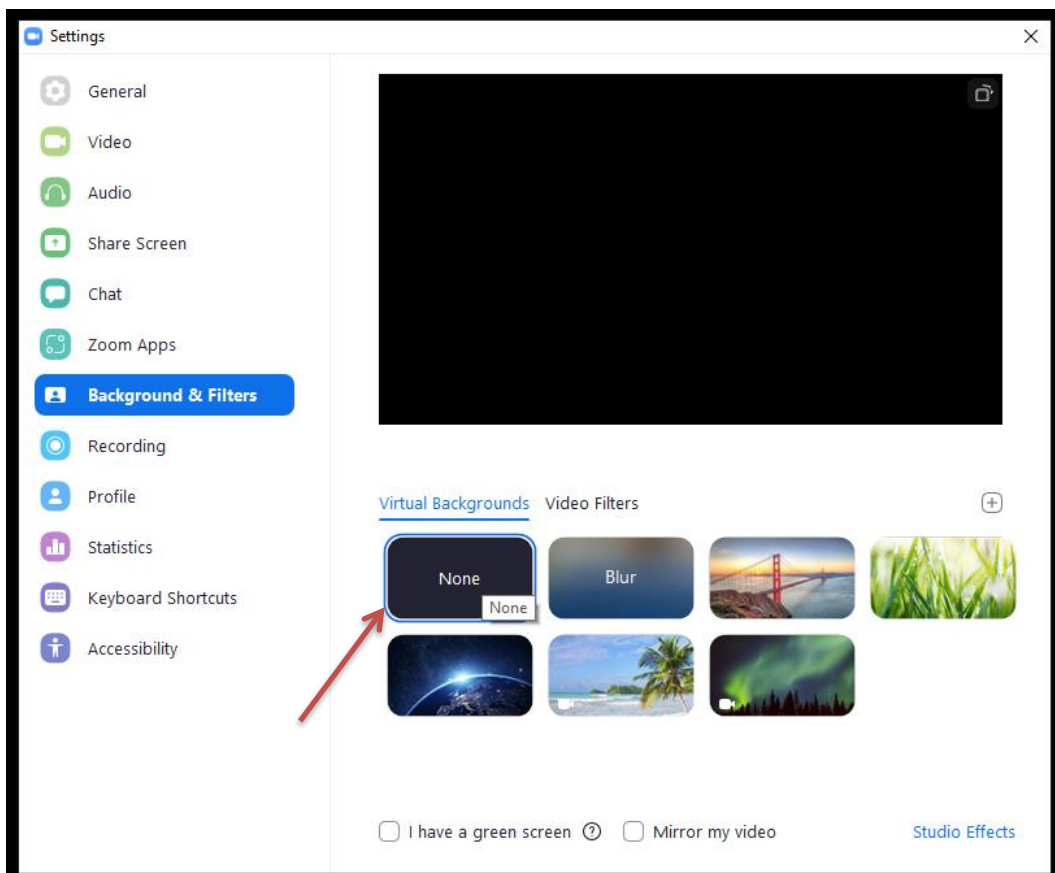
Screen share = (Alt+S) – Screen 1

- Players must share their screen (the first screen/ *screen 1* so their Taskbar is visible). Players must close all other applications/tabs and to have only Zoom and only one Chrome tab – Hosting Internet Platform activated. This reduces the possibility of lag affecting player's connectivity.





6. Players may lower their speakers in order to avoid distraction, but to check the Zoom/Hosting Internet Platform chat and to be responsive.
Players must follow all directions given by the arbiters and the FPP, keeping in mind that the instructions might be in verbal announcements or most importantly direct chats.
7. Players must wait 5 minutes after completion of their game before switching off any cameras as the Fair Play team may request an inspection of the playing area.
8. Players must be alone in their playing area (except the ones playing from a common venue under surveillance by a local arbiter).
9. Headphones, earphones, caps, hats, hoodies and any unnecessary items which are on the head or covering the head are not allowed (except for religious purposes).
10. Player's desk shall be clean and tidy – there shall be no other items except the computer (the one from where the player is playing) and the computer mouse.
11. The picture displayed shall not hide the surroundings of the player - no virtual background nor blurry background is allowed.





12. The room lighting should be sufficient to allow broadcasting and movement of a player's eyes to be monitored by the arbiters and FPP. Backlighting should be avoided as much as possible.
13. A player's microphone should always transmit any sounds audible near the player to the arbiters and FPP.
14. During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.
15. During play the players are forbidden from using any electronic device, notes, sources of information or advice, or to analyse any game on another chessboard/tab.
16. During a game, a player is forbidden from having in the playing venue any electronic device except for ones that provide a backup internet. Those devices shall be out of the player's reach – it is forbidden for the player to have visual contact with that device.

III. CAMERAS

Cameras are mandatory for the players. The camera can be:

- a. front camera
- b. side camera

a.1 Front camera is the camera that covers the player's face and shoulders, usually integrated into the laptop (playing device) of the player.

b.1 Side camera - displays the player from aside, the player's screen and the surrounding playing area.

➤ Side camera's placement

Side/rear view cameras should be set so they display the player, the player's screen, and the surrounding playing area. The camera angle should be placed aside (not in the back) in a reasonable distance (rear view), which allows **a clear view of the player, entire desk, monitor, and mouse**. **as shown in the picture*



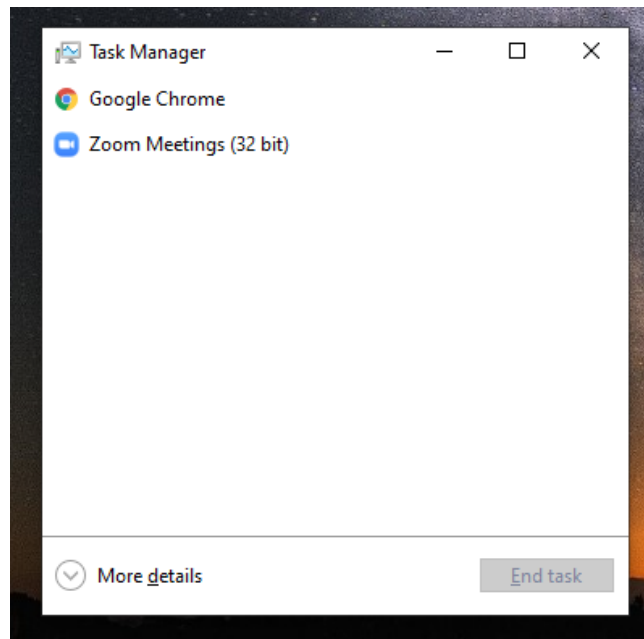


➤ **Second camera**

According to the Tournament Regulations, **a second camera may be mandatory for each player**. In that case, both cameras (front and side camera) shall be opened, ensuring a clear view of the player in their playing environment².

When the second camera is mandatory, the players shall enter the Zoom room with a second device (different Zoom account) where another laptop/external camera or mobile camera can be used:

- If it's another laptop used as a second camera then only the Zoom app shall be opened. The screen must be shared from the second device as well (sharing screen 1 with Taskbar visible).
 - If it's a mobile camera, then the mobile must be on silent mode and placed horizontally.
- During the game, the arbiters and FPP may check the player's surroundings, desk, clothes, player's ears and their Task manager - using **CTRL + Shift + esc** or **CMD + ALT +esc on MAC keyboard**. When the players are asked to show their surroundings and their desk, they must make a full circle (360°) with their camera over the room and their desk.



Task Manager – **CTRL + Shift + esc** or **CMD + ALT +esc on MAC keyboard**

- It is also recommended for the players to unpin from their Taskbar some programs (especially ChessBase, Viber, What'sApp, Skype and any other communication program & to turn off the notifications from those applications).

² Front camera – player's face and shoulders; Side camera - displaying the player, the player's screen, desk, and the surrounding playing area.



It is mandatory for the players to be on Zoom and on the Hosting Internet Platform in order to play the games. Playing with the wrong Zoom requirements, not following Zoom instructions by the arbiters and the FPP, or the lack of a Zoom session may result in forfeit or disqualification.

The rules are strict and any other behavior will be considered as a breach of fair play.

IV. STATISTICAL EVIDENCE ON (ASSUMED) CHEATING

Fair Play investigation includes:

1. Statistical evidence
2. HIP³ statistics
3. GM's opinions
4. Physical evidence

In online events, player disqualifications are mainly based on statistical data. Of course, other evidence (GM analysis of the games, videotape observation, etc.) is also collected, but statistics are usually the starting point for an investigation.

It should be emphasized that computer programs are widely used by FIDE as evidence of players using dishonest methods of play by analysing statistical data. The method of functioning and the feasibility of using Prof. Regan's system as the most complete system that unifies the data of different programs for the detection of unfair play, as an evidence of a player committing a cheating-related violation, among other things, is described in detail in the decisions of the ETH in cases 8/2015 and 2/2016. In paragraphs 12.21, 12.25 and 12.36.4 of the combined motivation for decisions 8/2015 and 2/2016 it is stated that in order to provide a statistical judgment, Prof. Regan's model uses three separate statistical tests, each producing a Z-score to indicate variance with the projected performance:

- a. The Move-Matching percentage (MM);
- b. Equal-top value moves (EV) and
- c. Scaled Difference, i.e. total error (SD) and Average Scaled Difference (ASD) when averaged over all analyses positions. The outcomes of MM, EV and SD tests are converted into Z-scores indicating the probability of fair play/cheating by comparing the player's actual performance with the projected (expected) performance of a player of the same strength. If the deviation is sufficiently significant, it provides a statistical proof of the probability of cheating.

³ Host Internet Platform



Thus, Prof. Regan runs his statistical programme to generate projections, measure deviations and compute confidence intervals for several aggregate statistics. The parameter settings are derived from the post-tournament ELO rating; the main tests are MM, EV and SD. The programme computes projections and z-scores according to the well-known statistical theory of independent Bernoulli trials and Gaussian normal distribution.

The statistical probability of cheating in the Z-score is reflected as follows:

- 2,0 1:44
- 2,5 1:161
- 3,0 1:750
- 3,5 1:4 300
- 4,0 1:32 000
- 4,5 1:300 000
- 4,75 1:1 000 000
- 5,0 1:3 500 000

The higher the Z-score, the higher the level of “sufficient confidence” of the arbiters. If the Z-score is extremely high, this clearly indicates the lowest possible probability of fair play and should be sufficient to overcome the standard of proof of “comfortable satisfaction” and the recognition of the player guilty of (an assumed) cheating.

V. DISQUALIFICATIONS

Disqualification may be imposed because of:

- Breach of Fair Play Rules (Fair Play Rule Violation)
 - Breach of Fair Play Rules – non-compliance with the Tournament Regulations and Fair Play Rules (share screen, camera/microphone requirements, etc.)
- Breach of Fair Play (Fair Play Violation)
 - Breach of Fair Play – external assistance/ cheating – assumed cheating – suspected fair play violations

VI. COMPLAINTS

Regarding the complaints there shall be no public accusations about possible cheating. The complaints shall be addressed to the CA or to the FPP.

- Link for the official complaints (ITC/PTC forms)
- <https://fpl.fide.com/itc-ptc-complaints/>



- <https://fpl.fide.com/wp-content/uploads/2021/10/ITC-Tournament-Complaint-Form.pdf>

The complaint form shall be filled and then sent to the CA.

- The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the tournament concerned.
- The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing. This shall include, at all times, an analysis of the game and the circumstances that raise suspicion (including, but not limited to move matching and suspect behaviour).
- Oral or informal Complaints are not accepted.
- All Complaints shall list all basis available at the time of filing.
- The right to complain is 15 minutes up to 2 hours after the concrete round has finished – the FPP has up to 72 hours to investigate.
- All Complaints based solely on the assumption that a person is playing stronger than expected due to his/her rating will be not be considered.

VII. PENALTIES & SANCTIONS

See 08 FIDE Code of Ethics ⁱ /2. Breach of Ethics, /3. Sanctions

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision/E Sanctionsⁱⁱ

ⁱ FIDE Code of Ethics <https://handbook.fide.com/chapter/FIDECodeOfEthics>

ⁱⁱ FIDE Online Chess Regulations <http://rcc.fide.com/wp-content/uploads/2021/01/FideOnlineChessRegulations.pdf> ⁱⁱ