

**Playfly College Esports India College Chess Championship
Spring 2025 Competition Official Rules and Regulations**

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION (A “SCHOOL”) IN INDIA. PLEASE REVIEW SECTION 5 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE COMPETITION THEY WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated Team coaches/managers/trainers/etc., unconditionally accept and agree to comply with and abide by these Official Rules and Regulations (the "Competition Rules"). All decisions regarding the interpretation of these Competition Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. In addition, all Student-athletes and any associated Team coaches/managers/trainers/etc. must adhere to the [Esports Code of Conduct](#) (the “Code of Conduct”).

1. ADMINISTRATOR

- 1.1. Playfly Esports, 22 Cassatt Ave. Berwyn, PA 19312, and Chess.com are collectively responsible for organizing and administering the Competition.

2. COMPETITION DATES

- 2.1. The following dates will apply to the All Divisions (defined below) of the Competition:

Stage	Dates	Location
Registration Period	Dec 20 - Jan 14	Online
Regular Season	Jan 23 - Mar 7	
Playoffs	Mar 20 - Apr 3	

- 2.2. For all start and finish times, see *Section 6 – Competition Structure*. All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Competition Stage, League Officials will use reasonable efforts to notify all Players (as defined below) at least 72 hours prior to the affected date and time.

3. DEFINITIONS

- 3.1. **League Official(s):** Representatives of the Administrator; responsible for all decisions with respect to the operation of the Competition
- 3.2. **Competition Website:** The online tournament platform where all Competition information is available and managed, including schedules, rosters, match reporting, and more.

- 3.3. **Playfly Member:** An institution that is a Varsity member of the Playfly College Esports league. For membership information visit <https://playflycollege.gg/>.
- 3.4. **Competition Council:** The group of individuals elected from Playfly Member schools that provide oversight with respect to the awarding of penalties as a result of Code of Conduct violations. Decisions made by League Officials may be appealed to the Competition Council.
- 3.5. **Coordinator:** A School representative; the individual responsible for reporting Match results on the Competition Website, communicating with opponents, etc.; may also be a Player
- 3.6. **Player:** A Student-athlete competing in the Competition.
- 3.7. **Roster:** A group of eligible Student-athletes competing together on behalf of a School in the Competition. See *Section 5.2 - School and Roster* for more information.
- 3.8. **Division:** Registered Rosters will be divided into multiple Divisions based on their average team rating. Average team ratings are determined by the average of the top four players' 30 day peak blitz ratings on Chess.com at the time of the registration deadline.
 - 3.8.1. In the event of player additions to a team, the new player's 30 day peak rating at the time of review must not increase the team's average rating past that of their current Division's rating cap.
 - 3.8.2. Divisions will be made up of approximately 8 Rosters each. Divisions will be limited to one team per school. Exceptions may be made at the discretion of League Officials, depending on the number of Rosters registered
- 3.9. **Conference:** For Divisions; A region based (East or West) group of Rosters that will compete against one another during the Regular Season.
- 3.10. **Record (W-L):** The number of wins and losses of a Roster has at any given time during the Competition
- 3.11. **Regular Season:** A Round Robin conference based competition.
- 3.12. **Playoffs:** A single elimination bracket to be played after the conclusion of the Regular Season.
- 3.13. **Color:** refers to white or black pieces in the context of chess.
- 3.14. **Chess.com Premium Membership:** A membership of varying levels that gives access to premium account status on Chess.com, making a wide array of features available to Players. Learn more about Premium Memberships [here](#).
- 3.15. **Round:** an individual round of a league or bracket (i.e. Round One, Semifinals, etc.)
- 3.16. **Match:** a "Best of" series, consisting of any number of Sets made of individual Games, as identified below, between two Players
- 3.17. **Set:** a group of individual Games between two teams of four players, with specific player pairings defined in *Section 7 - Gameplay Procedures*
- 3.18. **Game:** a single game competition played between two Players, usually as part of a Match

4. COMPETITION PRIZES

Division	1st place	2nd place	3rd place	4th place	Total
1	₹3,00,000	₹2,00,000	₹1,20,000	₹60,000	₹6,80,000
2	₹2,00,000	₹1,20,000	₹60,000	₹30,000	₹4,10,000
3	₹1,20,000	₹60,000	₹30,000	₹20,000	₹2,30,000
4	₹60,000	₹30,000	₹20,000	₹10,000	₹1,20,000
5	₹30,000	₹20,000	₹10,000	6-mo Diamond (x4)	₹60,000
6+	6-mo Diamond (x4)	3-mo Diamond (x4)	1-mo Diamond (x4)	-	-

- 4.1. Total value of all Lakh prizes (each a “Prize”): ₹15,00,000.
- 4.2. Any Prize won by a Roster during the Competition will be awarded to their School’s official Chess Club, unless directed otherwise by the School or Chess Club. If a School or Chess Club has specific policies regarding the distribution of Prizes, League Officials will abide by those policies. If a School does not have an official Chess Club any Prize won by representative Rosters will be distributed to a Team representative.
- 4.3. All Prizes awarded during the Competition are listed in Indian Rupee (“INR”), are non-transferable, and must be accepted as awarded, without substitutions.
- 4.4. Prizes will only be distributed once League Officials have been provided with all required identification documents. See *Section 9 – Winner Notification* for more details.
- 4.5. Prize winners shall be solely responsible for all federal, provincial, state, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.
- 4.6. **Chess.com Premium Memberships:** In addition to the Prizes available, some Rosters will be awarded Chess.com Premium Memberships at the Diamond tier, based on the table above:
 - 4.6.1. Diamond Membership has an Average Retail Value (ARV): of \$17 United States dollars per month.
- 4.7. Any Chess.com Premium Memberships won by a Roster during the Competition will be awarded to their School’s official Chess Club, unless directed otherwise by the School or Chess Club. If a School or Chess Club has specific policies regarding the distribution of prizing, League Officials will abide by those policies. If a School does not have an official Chess Club any Chess.com Premium Memberships won by representative Rosters will be distributed to a Team representative.

5. ELIGIBILITY

5.1. To participate in the Competition each Player must comply with the eligibility requirements listed below. It is the responsibility of the Team/Player to be aware of all rules around eligibility. Teams that participate without first verifying their eligibility of their Player(s) risk forfeiture of Match wins, forfeiture of Postseason qualification, and/or additional penalties. Please contact League Officials (esports-support@playfly.com) if you have any questions or concerns.

5.2. School and Roster

5.2.1. **Accredited Institution:** All participating Players must be enrolled at an accredited higher learning institution ("School") in India. The School must offer at least a two-year degree program. Online-only Schools are eligible to compete.

- **Note:** All support and instruction from League Officials will be in English only.

5.2.2. **One School:** Players are only allowed to compete for one School during the course of the Competition.

5.2.3. **Minimum Roster Size:** Rosters must be made up of the minimum required number of Players to be eligible. This is game dependent. A Chess Roster must have at least Four Players on the Roster at all times. A Roster of Three or fewer Players is not considered eligible to play in Matches.

5.2.4. **Maximum Roster Size:** For all competitions there is a maximum number of Players allowed on each Roster. This is game dependent. A Chess Roster may have no more than Eight Players on the Roster at any time.

5.2.5. **Same School:** All Players on a Roster must be enrolled at the same School, and must compete on behalf of that School, except under the following circumstances:

5.2.6. **Cross-Campus Eligibility:** Individual School campuses are typically considered separate Schools for the purposes of the Competition; however, Players may be permitted to compete on another campus's Roster if certain conditions are met. This will be evaluated on a case-by-case basis by League Officials, and will generally follow the guidelines of the School itself with respect to shared athletics and academic programs, as per below:

- **Varsity Athletics:** If students from one campus are permitted to participate on another campus's varsity sports team, or multiple campuses share one set of varsity sports teams, cross-campus eligibility requests will be considered.
- **Shared Course Calendar:** If students from one campus are freely permitted to take classes on another campus, cross-campus eligibility requests will be considered. Students must be actively enrolled in classes on both campuses to be eligible.

- 5.2.7. **Cross-School Eligibility:** Players may be permitted to compete on another School's Roster if certain conditions are met. This will be evaluated on a case-by-case basis by League Officials, and will generally follow the guidelines of the School itself with respect to shared academic programs.
- **Shared/Integrated Programs:** If students from one School are enrolled in a shared or integrated program with another School, cross-School eligibility requests will be considered. If only certain programs are shared between Schools, students must be actively enrolled in one of those programs to be eligible.
- 5.2.8. **Multiple Teams per School:** If a school has multiple teams, no player can be higher rated than the top 4 players of the school's higher rated team(s)
- 5.2.9. **Roster Changes:** Teams are allowed to add players to their rosters mid-season. Such additions are only allowed under the following conditions:
- Mid-season roster additions will be allowed starting in Week 2 of competition.
 - The addition cannot increase the average rating of their top 4 players above that of the division rating cap.
 - Players on one roster may, as a substitution, play for a team from their same school that is in a higher division. Substitutions from higher to lower divisions are not allowed.
 - A player may not be part of more than one lineup per week.
- 5.2.10. **Roster Lock:** A Player must be on a Roster for 24 hours before being considered eligible to play in Matches. All Rosters will be locked 24 hours prior to the default Match date/time and will be unlocked the following day. When a Roster is 'locked', Roster additions will not be allowed. o No substitutions may occur during a Match.
- Rosters lock permanently on February 19, 2025. No new players may be added after this date.
 - Already registered players may still sub up to higher division rosters with assistance from a League Official after the perma-lock, throughout the remainder of the regular season and all of the Postseason.
 - Please navigate to your upcoming match page on LeagueSpot, open the match chat, and request a moderator to do so. Make sure to explain the details of your player movement request.
 - Admins may also be contacted in the [Collegiate Chess League Discord](#) or in the [Playfly College Esports](#).
- 5.2.11. **Emergency Substitution:** In the event of an unforeseen circumstance, League Officials may allow one roster addition per regular season within the 24-hour Roster lock window in order to prevent a Roster from forfeiting a Match.

- These substitutions must follow the conditions set forth in the Roster Changes section.
- One emergency substitution will be allowed in the Postseason. The emergency sub from the regular season will not rollover to the Postseason.
- Postseason emergency subs are only for lower-to-higher Division substitutions. New Chess players may not be added for Postseason emergency subs.

5.3. **Academic**

- 5.3.1. **Student Email:** Each student-athlete must have a valid email address provided by their School (i.e. example@school.edu).
- 5.3.2. **Enrollment Status:** Each student-athlete must be enrolled “full-time”, as determined by the academic regulations of their School. In most cases this is 12 credit hours per semester/term. Exceptions are provided for below:
- **Graduating Students:** Students in their last academic year may participate while enrolled in the minimum number of hours necessary to complete their degree requirements and graduate, as determined by the institution. Once this one-time allowance is used, the student-athlete must meet the full-time requirement of 12 or more credit hours.
 - **Graduate Students:** Graduate Students are eligible, provided they are declared “full-time” by the academic regulations of their respective School. Verification must be available from the registrar of their respective School. Graduate Students may use the “Graduating Student” enrollment status in their final year prior to graduation.
 - **Co-op/Work Study:** Students who are enrolled in work-study or co-op programs and are in the work placement section of their program are eligible, provided they are declared “full-time” by the academic regulations of their respective School. Verification must be available from the registrar of their respective School.
- 5.3.3. **Academic Standing:** Each student-athlete must be in “good standing”, as determined by the academic regulations of their School. In most cases this is a cumulative GPA of 2.0.
- 5.3.4. **Athletics Exception:** If a School's collegiate varsity athletics program has different GPA requirements for participation, and the student-athlete meets those requirements, an exception will be considered by League Officials upon request.
- 5.3.5. **First Term/Semester Exception:** A student-athlete who is in their first term/semester of post-secondary education will be considered to have satisfied the Academic Standing requirement.

- 5.3.6. **Loss of Eligibility:** Players are responsible for being aware of loss of eligibility for any reason, and must take appropriate proactive action to notify League Officials.

5.4. Game Account

- 5.4.1. **Chess.com Account:** Prior to the start of the Competition, all Student-athletes must have a good standing Chess.com Account. This same account must be used for the full duration of the Competition. League Officials reserve the right to modify Chess.com usernames if they do not abide by the rules of the Competition. By competing in the competition, each player is agreeing with the Chess.com [Privacy Policy](#) and [User Agreement](#).
- 5.4.2. **Chess.com Username:** Usernames must be in-line with the standards set out in the Code of Conduct. A Student-athlete will be notified by League Officials if their Chess.com username must be changed and will be permitted to change to an acceptable name.
- 5.4.3. **Minimum Games Played:** All Players must have completed at least 25 rated blitz games by the registration deadline with their Chess.com account to be eligible for competition.
- 5.4.4. **Minimum Account Age:** All participating players must have an account that is a minimum of 90 days old by the registration deadline. Submitted players with accounts created less than 90 days old will be ineligible to compete.
- 5.4.5. **Username Changes:** Username changes during the season are allowed as long as League Officials are notified immediately prior to or upon the change. If no notification is provided, you (or your team) may receive forfeit games on a case-by-case basis from League Officials.

5.5. Additional Requirements:

- 5.5.1. **No employees:** Employees, contractors, officers, and directors of the Administrator and any Competition sponsors, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Competition.
- 5.5.2. **Age of Majority:** Any Student-athlete that is under the age of majority in their province or state of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that a Student-athlete is a Minor in their province or state of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Competition. Note: Age of majority may differ depending on province or state of residence. It is each Student-athlete's responsibility to verify the age of majority where they live.
- 5.5.3. **Chess.com Policies:** The India College Chess Championship is subject to the Chess.com [Competitive Events Policy](#) and the [Fair Play Policy](#).

- 5.5.4. **Acceptance of Terms and Conditions:** All Student-athletes must have a LeagueSpot account. By creating an account, you acknowledge that you have read and agree to Playfly Esport's [Privacy Policy](#) and LeagueSpot's [Privacy Policy](#) and [Terms of Service](#). You may receive notifications and are able to opt out at any time. There are no fees or service charges to create or maintain an account. If a Student-athlete attempts to bypass the age gate by entering a false date of birth that Student-athlete will be disqualified.
- 5.5.5. **Account in Good Standing:** During the Competition, if it is determined by League Officials that a Student-athlete that is currently suspended due to a Code of Conduct violation, harassment of other Playfly College Esports players and/or League Officials, or suspected or confirmed fraud or unfair gameplay, that Student-athlete will be considered ineligible, will be disqualified from the Competition, and, if applicable, will be required to return any prizes that may be awarded.
- 5.6. A Student-athlete will not be permitted to compete if they fail to meet the eligibility requirements detailed above. Administrators reserve the right to request proof of identity and/or a University/College transcript or the equivalent at any time to prove that said Student-athlete attends their School and complies with all eligibility requirements.
- 5.7. Penalties for non-compliance with any eligibility requirements detailed above may include match forfeiture and/or disqualification for the current Competition and/or subsequent Competition
- 5.8. The Competition is subject to all applicable United States federal, state, and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

6. **COMPETITION STRUCTURE**

- 6.1. All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Player and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by League Officials, whose decision shall be final, conclusive and binding. League Officials decisions shall be made strictly in accordance with these Competition Rules, the Code of Conduct, and any other rules and procedures put in place during each of the individual Stages.
- 6.2. **Regular Season**
 - 6.2.1. The Competition will take place across several Divisions, each with its own Regular Season that is open to eligible Players and Rosters. All Divisions will operate independently of one another. The Regular Season will consist of several weeks of online play. Competition will be divided into multiple Divisions based on Roster's in-game ranks - see Preseason Seeding. The amount of Divisions will be determined by the number of Rosters registered.

- 6.2.2. **How to Enter:** For more information about registering for the Competition on the Competition Website as a Coordinator or Player [click here](#). Prior to registration, Coordinators and Players must provide a valid Game Account. Only Players whose Game Accounts match those on the Player's page are eligible to play in the Competition. Any Roster using a Player whose Game Account is not listed on the Roster will forfeit all affected Matches. Players are also required to add their in-game 30 day peak rating during registration. Any Roster that has Player(s) without their in-game 30 day peak rating submitted will not be considered properly registered.
- 6.2.3. **Registration Items:** To be considered fully registered, all Rosters must complete the following three (3) items by the registration deadline:
- All Players must be registered on LeagueSpot on a Chess (4v4) team, with their team being registered by the team representative for the India College Chess Championship competition.
 - Each team should have a minimum of Four (4) Players.
 - Team representatives must fill out the Chess.com Registration Form [here](#) for their Roster.
 - All players must complete the FairPlay agreement [here](#).
- Failure to complete one or more items by the registration deadline may result in removal from competition.*
- 6.2.4. **LeagueSpot:** Primary registration for the Competition will be done on LeagueSpot: <https://esports.playflycollege.gg/league>. All matches and Playoff brackets will be found on LeagueSpot.
- 6.2.5. **Chess.com:** All games will be played on Chess.com for Regular Season and Playoffs.
- 6.2.6. **Format:** Round robin, Eight Teams in each Division.
- 6.2.7. **Schedule:**
- Registration Opens: December 20
 - Registration Closes: January 14
 - Schedule Release: January 22
 - Week One: January 23
 - Week Two: January 30
 - Week Three: February 6
 - Week Four: February 13
 - Week Five: February 20
 - Week Six: February 27
 - Week Seven: March 6
- 6.2.8. **Default Match Time:** The default time for all Matches during the Regular Season is Thursday at 8:00 PM IST. Matches must be played at the default Match time unless both Rosters agree to play at a different time and reschedule the Match on the Competition Website. Regular Season Matches may be rescheduled to any time on or before the last day of the Regular Season (March 7th).

- 6.2.9. **Unreported Matches:** At the end of the Regular Season, any Matches that have not been reported will be treated as forfeit losses for both Rosters.
- 6.2.10. **Preseason Seeding (Regional Conferences):** Rosters will be seeded into regional conferences based on the average Chess.com 30-day peak blitz rating of their top Four players at the time of registration. League Officials have the authority to manually adjust regional conferences, if necessary, with the intent of providing a more equitable distribution of Rosters across them.
- 6.2.11. **Forfeits:** Matches won or lost by forfeit will be reported by the minimum score it would take for a team to win the Match (i.e. 1-0 for best-of-one), and will count towards the Regular Season standings. A Match will be considered forfeit if both Teams agree to it in writing.
- 6.2.12. **Maximum number of Forfeits:** Any Roster that receives two no-show forfeit losses during the Regular Season may be removed from the Competition and if applicable will forfeit all of their Regular Season Matches, at the discretion of League Officials. See *Section 7 - Gameplay Procedures* - No-show forfeit loss for details.
- 6.2.13. **Tiebreakers:** If two or more Rosters in the same Conference have the same Record (W-L) at the end of the Regular Season, the following criteria will be used in order to break the tie:
- Cumulative Game points (first 4 rounds per match only)
 - Head-to-head record (two way ties only)
 - Fewer forfeits and/or unreported matches
 - Average team rating (based on static player rating)
- If there is a tie involving more than two Rosters and a Tiebreaker resolves the tie for a Roster(s), but leaves at least two Rosters tied, the tie(s) that remains will be broken by starting over the Tiebreaker criteria, applying the appropriate Tiebreakers as stated above. This process will be repeated until no ties remain.
- 6.2.14. **Qualifying for Playoffs:** A total of 6 teams per Division will qualify. The top 2 teams of each Division receive a bye to the Semifinals. The remainder of Qualifying Rosters start in the Quarterfinals.

6.3. **Playoffs**

- 6.3.1. **Format:** Single elimination bracket; 8 PM IST.
- 6.3.2. **Schedule:**
- Quarterfinals: March 20
 - Semifinals: March 27
 - Finals and 3rd Place: April 3
- 6.3.3. **Rescheduling:** Playoff Matches for Division 1, 2 and 3 may not be rescheduled except under significant circumstances as determined by League Officials.

- Playoff Matches in Divisions 4 and below may be rescheduled anytime on or between the Tuesday before and the Saturday after the match's default date.
- 6.3.4. **Seeding:**
 - The Top 2 from each Division receive a BYE in the Quarterfinals round and immediately qualify to the Semifinals.
 - The remaining 4 Qualifying teams will be seeded as such: A3-A6, A4-A5.
- 6.3.5. **Fair Play:** During the Playoffs, Players in the top 3 Divisions (Divisions 1, 2 and 3) will be required to join a Zoom call set up by Chess.com. Players will be required to have one camera (webcam) positioned on themselves during the Playoff competition. Players will also be required to have a second camera that shows the monitor(s) in which the Player is using to compete. See *Section 16 - Appendix - Fair Play* - for more details.

7. GAMEPLAY PROCEDURES

- 7.1. **Game Mode (Regular Season & Playoff matches):**
 - 7.1.1. All matches are all-plays-all with 5+2 Time Control
 - Set 1: B4-A1, B3-A2, A3-B2, A4-B1
 - Set 2: A1-B3, A2-B4, B1-A3, B2-A4
 - Set 3: B2-A1, B1-A2, A3-B4, A4-B3
 - Set 4: A1-B1, A2-B2, B3-A3, B4-A4
 - 7.1.2. First team to 8.5 points wins the match.
 - During the regular season, all Sets are to be played.
 - All scores from the first 4 Sets count towards cumulative Board Points for a team for regular season tiebreakers (see section Tiebreakers). Points earned in overtime Sets do not count towards regular season tiebreakers.
 - 7.1.3. If tied 8-8, Set 4 is replayed with swapped colors and 3+2
 - If still tied, repeat with 1+2
 - 1+2 tiebreaks are repeated until there's a decisive result
- 7.2. **Player Equipment:**
 - 7.2.1. **Permitted Devices:** Players are permitted to play on mobile devices, desktop computers, or laptops using keyboard and mouse. Players are not allowed to play on mobile devices if they are being actively monitored in a required fair play call.
 - 7.2.2. **Device Requirements:** Players are required to close all programs, browsers, browser tabs, and chats prior to a Match except the specific browser and browser tab being used to play on Chess.com, the specific browser and browser tab being used to access LeagueSpot and software actively being used to live broadcast.
- 7.3. **Chess.com** will be where Chess games are hosted
 - 7.3.1. For each Match, both teams must check-in their Roster on LeagueSpot to generate Chess.com challenge links for the match.

- 7.3.2. These generated Challenge links will be automatically set at the required settings for the current games in the match.
- 7.3.3. If technical errors occur with link generation, teams may proceed to host their own Challenge links at the settings listed in Section 7: Game Mode.
- 7.4. **LeagueSpot** will be where Players will find their matches and hosts the Playoff Brackets:
 - 7.4.1. **Check-in:** Prior to each Match the Player must visit their Match page on <https://esports.playflycollege.gg/league> (the "Competition Website") and check in to confirm their attendance and participation. The check-in period begins 15 minutes prior to the scheduled start time and expires 15 minutes after. Any Player that is not checked in for a Match will forfeit that Match. This may be waived by League Officials if one or both Players are unable to check-in for any reason, but the Players are online and in their respective in-game lobbies available to start the Match by the time the check-in period expires. If neither Player checks in, and neither Player submits a technical issue through a Support Ticket or through the Discord server, they will both receive a no-show loss. Unreported Match losses will be treated as losses for both Rosters.
 - 7.4.2. **Match Lobby (Match chat):** All Players must actively use the Match Lobby functionality, which is available on every Match page, to contact and coordinate their Matches with their opponents. Unresponsiveness to contact from an opponent may lead to the forfeit of one or more Regular Season Matches at the discretion of League Officials. All communication between Players should take place in the Match Lobby. To open a Match Lobby, visit the corresponding Match page and click "create Match Lobby".
 - 7.4.3. **Playing Your Matches:** The hosting Player is responsible for communicating the Chess.com challenge link to the opposing Player on the Competition Match Chat. The hosting Player is responsible for ensuring that all settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Player.
- 7.5. **Coaching:** During a Match, Players may only communicate with anyone before, in-between games, and after. Otherwise, the Players are not allowed to further communicate or interact with anyone in any way (i.e. during gameplay).
- 7.6. **Substitutions:** Rosters cannot substitute Players between Games in a Match. The four Player lineup checked in for the Roster must play the Match to full completion or forfeit the Match.
- 7.7. **Fair Play:** All Players must fully abide by "Fair Play" requirements set forth by Chess.com, *Section 16 - Appendix - Fair Play* - for more details.
- 7.8. **Analysis Software:** Players are strictly prohibited from using chess analysis software at any time during a Match, including such functionality on Chess.com.
- 7.9. **Mid-Match Break:** Teams may take up to a five minute break in between Games (all-play-all sets). Teams may agree to take a shorter or longer break if both agree in writing to do so.

- 7.10. **Reporting Your Matches:** After a Match has been played, the Roster Captain or Manager of either Roster can manually input the Match results on the corresponding Match page. Match results should be reported immediately after the Match is completed.
- 7.11. **Disconnections:** If a Player disconnects during a Game, that Player's clock will continue to run until it expires or until a move is made. If a disconnected player reconnects before their clock expires and before Chess.com rules the Game as a loss, they may continue to play with their remaining time. Otherwise, the game is counted as a loss for the disconnected player. A player disconnection should only lead to a rematch if either of the following apply: a) Chess.com rules the game as aborted rather than a loss or b) Chess.com is impacted by known server issues at the time of the Game.
- 7.12. **Finality of Results:** At the discretion of League Officials, any Game that is played in full will not be open for review and the results will be considered final. Any match that has a result on Chess.com will be considered final. This does not apply to Games that involve Player Conduct violations.
- 7.13. **No-show forfeit loss:** Any Roster that forfeits their Match in advance or is not ready to play their Match within 15 minutes after the scheduled start time may receive a no-show forfeit loss for the Match at the discretion of League Officials.
- 7.14. **Proof of Results:** Roster Captains, Players and/or Managers are required to take appropriate in-game screenshots or videos that display the final results of each Game and should be prepared to provide them immediately at the request of League Officials and when submitting Match results. Failing to do so, or providing false or doctored information, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the discretion of League Officials. This may also be in the form of the link to their Chess.com Game.
- 7.15. **Official Broadcast Matches:** The Administrator reserves the right to record and/or and live stream, broadcast or exhibit any Match of the Competition, at its sole discretion. If the Administrator chooses to live stream, broadcast or exhibit a Match, the Administrator will choose to either: (a) host each individual Game, and all participating Players must join that Game; or (b) join a Game that's being hosted by participating Players. Administrator reserves the right to reschedule official broadcast Matches.
- 7.16. **Independent Broadcast Matches:** Players may livestream their own Matches but they must set their livestream chat to "emote only" mode. No stream delay is required for player broadcast content.

8. **PLAYER CONDUCT**

- 8.1. By entering and participating in the Competition, all Players and any associated Team coaches/managers/trainers/etc. agree to adhere to and be bound by the [Code of Conduct](#).
- 8.2. **Reporting Violations:** Violations of the Code should be reported immediately to League Officials using the form [here](#). League Officials will review all claims of

misconduct and may escalate to the Competition Council for further review. For reporting Fair Play violations, please see *Section 16 - Appendix - Fair Play*.

8.3. **Penalties:** Upon confirmation of any Code of Conduct violation, and depending on the severity of the violation, League Officials reserves the right to issue any one of the following penalties:

- Written Warning
- Game Forfeiture
- Match Forfeiture
- Player Suspension/Disqualification

Repeated violations will be subject to escalating penalties, and particularly severe violations will be subject to harsher penalties up front.

9. WINNER NOTIFICATION

9.1. Following the conclusion of the Competition, League Officials will perform a final Final Play review. This process will take a week to complete and may adjust the standing and prize eligibility of Rosters. Within 48 hours after this review ends, the Team Representatives of Rosters that win a Prize will be notified by email. Each of these "Winners" will be required to provide their full name, contact details, tax information, and banking information to League Officials within 30 days from the date of the email advising them that they are a Winner, to successfully claim the Prize or such Prize may be deemed forfeited. Additional information regarding Prize distribution may be provided to the winners at the time of notification. Prizes that have not been claimed within ninety days will not be awarded. In the event of any dispute concerning the operation of any element of the Competition, or these Competition Rules, the decision of League Officials will be final. Any Player found to have violated these Competition Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from the Administrator that the Player has violated the Competition Rules.

10. RELEASES

10.1. By registering for and participating in the Competition all Players hereby agree to be bound by the Competition Rules, which confirms their: (i) eligibility to participate in the Competition and acceptance and compliance with these Competition Rules; (ii) acceptance of the Prizes as offered (if deemed a Winner); (iii) permission to record the Player's participation in the Competition, and use the Player's name, photo, image and any footage or photo taken of the Player; (iv) release of the Administrator, any Competition sponsors and promoters, and each party's respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Competition (collectively, the "Releasees") from any and all liability in connection with this Competition or

participation in any Competition related activities. In the event that a Player is a Minor, their parent or legal guardian must consent to the Competition Rules on their behalf. If the parent or legal guardian does not consent to the foregoing, the affected Player will be disqualified.

11. PUBLICITY RELEASE

- 11.1. Please note, some Matches during the Competition may be filmed for entertainment and promotional purposes and that photographs and video footage may be taken during said Matches. By participating in the Competition, each Player grants the Administrator, the Game providers, and Competition sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Competition and any data collected while the Player is playing the Game, for the purpose of administering the Competition, including but not limited to contacting and announcing the Winners; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Competition, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Competition all Players acknowledge and agree that the Releasees may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with Playfly Esport's [Privacy Policy](#) and LeagueSpot's [Privacy Policy](#) and [Terms of Service](#).

12. LIMITATION OF LIABILITY

- 12.1. By entering this Competition, each Player, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Competition Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Players release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Players or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Players participation in the Competition and/or in connection with the acceptance, use and/or misuse by the Player of the Prize.
- 12.2. None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Competition Rules; (iii) any technical or human error that may occur in the administration of the Competition, including any problems or technical

malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Players ability to participate in the Competition, or the ability of the Administrator to receive and/or record and Players Game score; (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Competition; and (v) any act of God that disrupts all or part of the Competition.

- 12.3. As a condition of participating in this Competition, Player agrees that (i) under no circumstances will Player be permitted to obtain awards for, and Player hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Competition, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- 12.4. Any attempt to deliberately undermine the legitimate operation of this Competition is a violation of the Competition Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Players agree to abide by the Competition Rules.
- 12.5. The Administrator reserves the right, in their sole discretion, to disqualify any Player who violates the Code of Conduct or tampers with the entry process, and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Competition and a dispute thereafter arise regarding the identity of the Player, the authorized account holder of said email account at the time of entry will be considered the Player. "Authorized account holder" is defined as the natural person who is assigned an email address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Competition is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Competition, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Competition, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- 12.6. Administrator reserves the right, in its sole discretion, to terminate the Competition, in whole or in part, and/or to modify, amend or suspend the Competition, and/or to the Competition Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <https://esports.playflycollege.gg/league>.

13. CHOICE OF LAW

- 13.1. The Competition is subject to all applicable United States federal, state and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Competition Rules or the rights and obligations as between the Player and the Administrator in connection with the Competition shall be governed by and construed in accordance with the laws of the state of Maryland.

14. WINNERS LIST

- 14.1. The list of winners will be posted on <https://esports.playflycollege.gg/league> once the verification process has been completed.

15. CHANGE LOG

- 15.1. Any mid-season rule updates will be posted here.
- 15.1.1. **1/22/25** - Corrected last day of regular season in section 6.2.8
 - 15.1.2. **2/26/25** - Added Rule 5.4.5 Username Changes to the Eligibility section.

16. Appendix - Fair Play

- 16.1. All Players must fully abide by “Fair Play” requirements set forth by Chess.com, as described below. These requirements are intended to uphold competitive integrity of the CCL. Failure to abide by such requirements may result in penalties and/or removal from the League at Fairplay Officials’ sole discretion. Fair Play violations should be reported immediately to Chess.com Officials using the form here.
- 16.2. **Player Monitoring:** Upon request, and during the Playoffs for the Top 3 Divisions, Players are required to join a Zoom call for the entirety of all Matches for monitoring by Fairplay Officials. Players must have video turned on for all cameras and audio turned on for one camera. If a Player accidentally loses connection to the Zoom call, they may be given up to ten (10) minutes to reconnect after the current Game. Failure to reconnect may result in penalties at Fairplay Officials’ sole discretion.
- 16.3. **Camera Requirements:** Players are required to have up to two cameras to comply with Player Monitoring requirements. One camera must clearly show the Player’s full face and immediate surroundings beyond the Player. The other camera should be placed behind the Player diagonally at a 45 degree angle on the mouse hand-side of the Player with the Player’s desk, PC, and monitors clearly visible.
- 16.4. **Environment Requirements:** Players must abide by the following requirements pertaining to the physical space that they are playing from (the “Environment”).
- 16.4.1. **Other Individuals:** Each Player must be alone or in the presence of a Playfly-approved Coach in their Environment. Any other individuals are prohibited from being in the Player’s Environment.

- 16.4.2. **Play Area:** Each Player's desk or table must be free of clutter or visual obstructions. Phones, tablets, and/or smart devices not used for playing or monitoring (as described in Section 6.2) are not allowed in a Player's immediate surroundings.
- 16.4.3. **Lighting:** The Environment lighting must be bright enough for each Player's face to be clearly visible. The primary light source of the Environment may not be directly behind a Player.
- 16.5. **Inspections:** All Players are required to submit to physical inspections, Environment inspections, and computer inspections upon request by Fairplay Officials.
 - 16.5.1. **Physical Inspection:** Prior to and during the League, a Player may be requested to remove any glasses or eyepieces and show them to League Officials using a camera. A Player may also be requested to turn their head to one side, brush their fingers over their ear, and then repeat this process for the other side.
 - 16.5.2. **Environment Inspection:** Prior to and during the League, a Player may be requested to show League Officials the layout and contents of the Player's Environment using a camera. If a Player must change their Environment for any reason during a Match, Fairplay Officials may request another Environment inspection at their sole discretion.
 - 16.5.3. **Computer Inspection:** A Player may be requested to share their entire screen on Zoom for the entire duration of a Match. League Officials may request a computer inspection by requesting a screen share of non-primary monitors and/or requesting to view a Player's task manager (PC) or activity monitor (Mac) at any time during a Match.
- 16.6. **Player Equipment**
 - 16.6.1. **Permitted Devices:** Players are only permitted to play on desktop computers or laptops using keyboard and mouse. Multiple monitors are permitted as long as all monitors are clearly visible in the Player's second camera, regardless of if such monitors are turned on or off.
 - 16.6.2. **Device Requirements:** Players are required to close all programs, browsers, browser tabs, and chats prior to a Match except the specific browser and browser tab being used to play on Chess.com.
 - 16.6.3. **Headphones:** Players are not permitted to wear headphones or earbuds during a Match.
- 16.7. **Analysis Software:** Players are strictly prohibited from using chess analysis software at any time during a Match, including such functionality on Chess.com.
- 16.8. **Cheating:** If a player is discovered to have been cheating or otherwise not keeping with the competitive integrity of the League, they and/or their team may be removed from competition at the discretion of Fairplay Officials. Following such removal:
 - 16.8.1. The removed team's matches may be overturned and recorded as forfeit losses.

- 16.8.2. Any prizing earned while breaking competitive integrity may be subject to forfeiture.
- 16.8.3. Additional sanctions may apply.
- 16.9. **Broadcasting:** Players are not permitted to broadcast or distribute the Zoom call, including Player cameras and video, in whole or in part. Players are permitted to broadcast only their own gameplay, provided any live chat functionality is disabled or set to “emote-only” mode. In Divisions 1-3, in playoffs, a 20 second stream delay is required for player broadcast content.