

# HORSEY



## HORSEY - PLAYING RULES

**VERSION: 1.0**

**DATE OF LAST UPDATE: March 29, 2025**

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# 1. GENERAL

- a. These Horsey Playing Rules ("Rules") are to be read in conjunction with the Horsey Terms & Conditions.
- b. In the event of any inconsistency between these Rules and the Terms and Conditions or any other applicable rules provided by Horsey, the inconsistency will be resolved by giving precedence in the following order: the Horsey Terms and Conditions; these Rules; any other applicable rules provided by Horsey.
- c. These Rules apply to all games, tournaments, and matches facilitated through the Horsey platform.
- d. Capitalized terms used but not defined in these Rules are as defined in the Terms and Conditions.

## 2. GAME INTEGRITY

### 2.1. Fair Play and Anti-Cheating

- a. All players must play their own games without assistance from: i. Chess engines, analysis tools, or any computer-assisted analysis; ii. Databases during play (except for approved opening books where explicitly permitted); iii. Other players or coaches during gameplay; or iv. Any other external sources of assistance.
- b. Horsey employs sophisticated anti-cheating detection systems that analyze gameplay patterns, timing, and other metrics to identify potential violations.
- c. Horsey reserves the right to investigate any account suspected of cheating, which may include: i. Review of gameplay history; ii. Analysis of play strength and consistency; iii. Examination of timing patterns; iv. Review of browser/device information; and v. Any other relevant data points.
- d. Players found to be in violation of our anti-cheating policy may be subject to: i. Account suspension or termination; ii. Forfeiture of current and past winnings; iii. Prohibition from future participation; and iv. Other penalties as deemed appropriate.

### 2.2. Account Sharing and Identity Verification

- a. Players must only use their own accounts and may not allow others to access or play on their accounts.

- b. Horsey reserves the right to request identity verification at any time, including but not limited to: i. Government-issued photo identification; ii. Proof of address; and iii. Video verification calls.
- c. Failure to comply with identity verification requests may result in account suspension until verification is completed.

## **3. GAME PLAY**

### **3.1. Game Abortions and Disconnections**

- a. A game may be aborted under the following circumstances: i. Technical server issues affecting gameplay; ii. Disconnection of both players before move 2 is completed by both sides; iii. Administrative decision due to platform errors; or iv. Other circumstances as determined by Horsey administrators.
- b. Player disconnections: i. If a player disconnects, their clock will continue to run; ii. If the player reconnects before their time expires, play continues normally; iii. If a player's time expires during disconnection, they lose the game by timeout; iv. In the event of a platform-wide technical issue, games may be paused, continued at a later time, or canceled and refunded according to Section 7.

### **3.2. Game Completion**

- a. A game is considered complete when: i. One player checkmates the other; ii. One player resigns; iii. A draw is agreed upon by both players; iv. A stalemate, threefold repetition, fifty-move rule, or insufficient material occurs; v. One player's time expires; or vi. The game is adjudicated by Horsey administrators.
- b. Results of completed games are final unless: i. Evidence of cheating is discovered; ii. A technical malfunction affected the outcome; or iii. Other circumstances arise that warrant review as determined by Horsey administrators.

## **4. TOURNAMENTS**

### **4.1. Tournament Structure**

- a. Horsey offers various tournament formats, including but not limited to: i. Arena-style tournaments; ii. Swiss system tournaments; iii. Knockout tournaments; and iv. Round robin tournaments.
- b. Time controls, prize structures, and specific rules for each tournament will be clearly stated in the tournament description prior to registration.

c. Horsey reserves the right to modify tournament structures with reasonable notice to participants.

## **4.2. Tournament Behavior**

a. Players must be present and active for all scheduled rounds of a tournament.

b. Players who miss rounds or become inactive during tournaments may be: i. Removed from the tournament; ii. Assigned zero points for missed rounds; or iii. Subject to other penalties as described in the specific tournament rules.

c. Tournament chat and communication must remain respectful and in compliance with the Horsey Community Guidelines.

## **4.3. Tie-Breaking Procedures**

a. In the event of a tie in tournament standings, the following tie-breaking methods will be applied in order of precedence: i. Direct encounter results (head-to-head record); ii. Sonneborn-Berger score; iii. Cumulative score (sum of progressive scores); iv. Performance rating of tied players; and v. Armageddon game (in knockout stages or final placements where required).

b. The specific tie-breaking methods for each tournament will be stated in the tournament description, and may vary based on tournament format.

c. In round-robin tournaments, if two or more players have the same number of points, the relative positions will be determined primarily by the results of the games between those players.

# **5. RATING SYSTEM**

## **5.1. Rating Calculation**

a. Horsey uses an Elo-based rating system to rank players based on their performance.

b. New accounts will: i. Begin with a provisional rating of 1200; ii. Remain in provisional status for the first 20 rated games; and iii. Experience larger rating changes during the provisional period.

c. Rating changes are calculated based on: i. The rating difference between players; ii. The game outcome; and iii. The K-factor appropriate to the player's rating and number of games played.

d. Separate ratings will be maintained for different time controls and game variants.

## **5.2. Rating Manipulation**

- a. Rating manipulation is strictly prohibited and includes: i. Intentionally losing games to lower one's rating; ii. Creating multiple accounts to manipulate ratings; iii. Arranging predetermined game outcomes with other players; or iv. Any other activity designed to artificially inflate or deflate ratings.
- b. Suspected rating manipulation will be investigated and may result in: i. Rating adjustments; ii. Game result reversals; iii. Temporary or permanent account suspension; or iv. Forfeiture of earnings derived from manipulated ratings.
- c. Players are encouraged to report suspected rating manipulation through the reporting tools available on the platform.

## **6. MONITORING AND APPEALS**

### **6.1. Game and Tournament Monitoring**

- a. All games and tournaments are subject to monitoring by: i. Automated systems for fair play and integrity; ii. Human moderators for behavioral compliance; and iii. Administrative review for technical issues.
- b. Horsey may record and store game data, chat logs, and user interactions for monitoring and review purposes.

### **6.2. Appeals Process**

- a. Players may appeal decisions related to: i. Game outcomes disputed due to technical issues; ii. Fair play violations; or iii. Tournament disqualifications.
- b. Appeals must be submitted within 48 hours of the incident through the designated appeals form available on the Horsey platform.
- c. Appeals will be reviewed by the Horsey review team, whose decisions are final.
- d. The review process may take up to 7 business days, during which affected accounts or funds may be temporarily suspended.

## **7. CANCELLATION AND REFUNDS**

### **7.1. Where Cancellation Occurs before a Tournament Commences**

a. If a tournament is cancelled before commencement, registered players will be refunded: i. Their buy-in amount; and ii. Their entry fee.

## **7.2. Where Cancellation Occurs after a Tournament has Commenced**

a. Subject to subsection (b) below, if a tournament is cancelled after commencement but before the Prize Stage, all remaining players will be refunded their Entry Fee, and the total of all buy-ins (Prize Pool) will be allocated according to the following formula: i. 50% of the Prize Pool will be allocated equally between all remaining players; and ii. 50% of the Prize Pool will be allocated proportionally between all remaining players based on their points and tiebreak scores at the time of cancellation.

b. Where a tournament is cancelled after commencement but no players have been eliminated, players will be refunded in accordance with section 7.1 above.

c. If a tournament is cancelled after the Prize Stage, the Prize Pool will be allocated between all remaining players according to the following formula: i. Each remaining player will receive from the Prize Pool the minimum prize that has not yet been awarded in the tournament at the time of cancellation; and ii. The balance of the Prize Pool will be allocated proportionally between all remaining players based on their current standings at the time of cancellation.

d. If a tournament with a guaranteed prize is cancelled after commencement, the Prize Pool, and not the guaranteed amount, will be allocated between all remaining players in accordance with: i. Subsection (a) if the tournament is cancelled before the Prize Stage; and ii. Subsection (c) if the tournament is cancelled after the Prize Stage.

e. Under no circumstances is an eliminated player entitled to any refund.

## **7.3. Individual Game Cancellations**

a. Individual games may be cancelled due to: i. Server errors or technical issues; ii. Administrative decision based on fair play violations; iii. Platform-wide outages; or iv. Other circumstances as determined by Horsey administrators.

b. When an individual game is cancelled: i. Before move 1 is completed by both players, the full stake is returned to both players; ii. After move 1 is completed but before a clear advantage is established, the stake may be returned at the discretion of administrators; or iii. If a clear advantage is established before cancellation, administrators may adjudicate a winner based on position evaluation and time remaining.

# **8. TIME ZONES AND SCHEDULING**

## **8.1. Standard Time Zone**

- a. All tournament schedules, start times, and deadlines on Horsey are expressed in Coordinated Universal Time (UTC) unless explicitly stated otherwise.
- b. Players are responsible for converting UTC times to their local time zone to ensure timely participation.
- c. The Horsey platform will attempt to display local times based on user settings, but the official time for all events remains UTC.

## **8.2. Scheduled Matches and No-Shows**

- a. For scheduled matches in tournaments: i. Players must be online and ready to play at the scheduled start time; ii. A grace period of 5 minutes will be allowed after the scheduled start time; iii. After the grace period, the absent player may be declared forfeit; and iv. Both players must notify administrators of no-shows through the designated reporting system.
- b. For longer tournaments spanning multiple days: i. Players must confirm their continued participation after each stage; ii. Failure to confirm continuation may result in replacement by an alternate player; and iii. Specific tournament rules may modify these requirements.

## **8.3. Time Control Adherence**

- a. Players must adhere to the specified time controls for all games.
- b. Disconnections and technical issues on the player's side do not pause the clock unless specified in tournament rules.
- c. In the event of server-side technical issues, Horsey administrators may: i. Pause affected games; ii. Adjust game clocks to compensate for lost time; or iii. Reschedule matches if necessary.

# **9. PAYOUTS AND VERIFICATION**

## **9.1. Withdrawal Methods and Processing**

- a. Horsey offers the following withdrawal methods: i. Bank transfer; ii. Cryptocurrency transfer; iii. Electronic payment processors; and iv. Other methods as specified on the platform.
- b. Withdrawal processing times: i. Withdrawal requests are processed within 24-48 hours of request; ii. Actual receipt of funds depends on the selected withdrawal method and external processors; and iii. Weekend and holiday processing may require additional time.
- c. Minimum and maximum withdrawal limits apply and are specified in the Horsey Terms & Conditions.

## **9.2. Verification Requirements**

- a. All users must complete verification before their first withdrawal, which may include: i. Identity verification through government-issued ID; ii. Proof of address verification; iii. Source of funds verification for large deposits; and iv. Additional verification as required by applicable regulations.
- b. Verification status may require renewal: i. After a specified period (typically 6-12 months); ii. Upon reaching certain withdrawal thresholds; or iii. If suspicious activity is detected.
- c. Incomplete or failed verification may result in: i. Withdrawal request denial; ii. Account suspension; or iii. Funds being held pending further investigation.

## **9.3. Payout Disputes**

- a. Payout disputes must be submitted to Horsey support within 7 days of the disputed transaction.
- b. Dispute submissions must include: i. Transaction ID; ii. Nature of the dispute; iii. Evidence supporting the dispute; and iv. Requested resolution.
- c. Dispute resolution will be conducted within 14 business days of submission.
- d. Horsey reserves the right to: i. Request additional information during dispute investigations; ii. Freeze disputed funds pending resolution; and iii. Make final determinations on all payout disputes.

# **10. COLLUSION PREVENTION**

## **10.1. Prohibited Collusive Activities**

- a. Collusion between players is strictly prohibited and includes: i. Soft play (deliberately playing below one's ability against a partner); ii. Chip dumping (intentionally losing to transfer value to another player); iii. Bracket fixing (manipulating tournament outcomes); iv. Account sharing during tournaments; and v. Any form of coordination that compromises fair play.
- b. Multiple players from the same household, IP address, or device may participate in the same tournament, but are subject to: i. Enhanced monitoring; ii. Possible restrictions on participation in high-value events; and iii. Additional verification requirements.

## **10.2. Detection and Enforcement**



a. Horsey employs the following methods to detect collusion: i. Automated pattern recognition in gameplay and betting behavior; ii. Manual review of suspicious games and patterns; iii. IP address and device monitoring; and iv. Statistical analysis of player interactions.

b. When collusion is suspected: i. A review will be conducted before any action is taken; ii. Accounts under investigation may be temporarily suspended; iii. Funds may be frozen during the investigation period; and iv. Players may be required to provide additional information.

c. Confirmed cases of collusion may result in: i. Permanent account termination; ii. Forfeiture of all funds in the account; iii. Reversal of affected game results; and iv. Notification to other gambling platforms through industry networks.

## **11. STALLING AND TIME MANAGEMENT**

### **11.1. Anti-Stalling Provisions**

a. Stalling tactics are prohibited and include: i. Deliberately waiting until the last seconds of the clock to make obvious or forced moves; ii. Repeatedly offering draws to waste opponent's clock time; iii. Making meaningless checks or captures to delay the game; and iv. Any behavior designed to win on time rather than chess merit in winning positions.

b. In games with increment or delay time controls, players are expected to: i. Make moves within a reasonable time frame; ii. Not abuse the increment system; and iii. Maintain a consistent pace of play throughout the game.

### **11.2. Move Time Requirements**

a. Minimum move time requirements in certain formats: i. In games labeled as "No Stalling" or in high-stakes matches, players may be required to use a minimum of 2 seconds per move; ii. Consistently making moves in under 2 seconds in winning positions may trigger review; and iii. Tournament directors may implement additional move time requirements for specific events.

b. Disconnection handling: i. Disconnections do not pause the clock unless specified in tournament rules; ii. Players are responsible for maintaining their internet connection; and iii. Repeated disconnections may result in game forfeiture.

### **11.3. Enforcement and Penalties**

a. Stalling violations may be penalized as follows: i. First offense: Warning; ii. Second offense: Temporary restriction from time-sensitive formats; iii. Repeated offenses: Account suspension; and iv. Severe or tournament-related offenses: Disqualification and forfeiture of winnings.

b. Appeals against stalling penalties: i. Must be submitted within 24 hours of the penalty; ii. Must include game record and explanation; and iii. Will be reviewed by a panel of chess experts.

## **12. GAME VARIATIONS**

### **12.1. Standard Chess Rules**

a. Standard chess games on Horsey follow FIDE rules with the following platform-specific adaptations: i. Draws by agreement are allowed after move 10; ii. Three-fold repetition is automatically detected and flagged; iii. The 50-move rule is automatically enforced; and iv. Insufficient material for checkmate is automatically declared a draw.

b. Time controls for standard chess include: i. Bullet (1-2 minutes per player); ii. Blitz (3-5 minutes per player); iii. Rapid (10-15 minutes per player); and iv. Classical (15+ minutes per player).

c. Increments and delays may be added to any time control as specified in the game or tournament description.

### **12.2. Chess Variants**

a. Chess960 (Fischer Random Chess): i. Starting positions are randomly generated according to Chess960 rules; ii. Castling follows Chess960 conventions; and iii. All other standard chess rules apply.

b. Three-check Chess: i. The first player to deliver three checks to the opponent's king wins; ii. Check counters are displayed on the interface; and iii. All other standard chess rules apply.

c. King of the Hill: i. A player wins by moving their king to one of the four center squares; ii. Standard checkmate rules also apply; and iii. All other standard chess rules apply.

d. Other variants: i. Specific rules for additional variants will be described in their respective game lobbies; and ii. Tournament-specific modifications will be detailed in tournament descriptions.

### **12.3. Themed Events**

a. Opening-specific tournaments: i. Participants must follow the prescribed opening moves; ii. Deviation from prescribed opening moves results in automatic game loss; and iii. Opening requirements will be specified in the tournament description.

b. Handicap matches: i. May include time odds, material odds, or rating-based adjustments; ii. Specific handicap conditions will be clearly stated; and iii. All standard rules apply except where explicitly modified by handicap conditions.

## 13. RESPONSIBLE GAMBLING

### 13.1. Self-Limitation Tools

a. Horsey provides the following responsible gambling tools: i. Deposit limits (daily, weekly, or monthly); ii. Loss limits; iii. Session time limits; iv. Reality checks (periodic notifications of time spent); and v. Tournament entry limit by stake level.

b. Self-limitation settings: i. Can be set through the account settings page; ii. Take effect immediately for more restrictive changes; iii. Require a waiting period of at least 24 hours for less restrictive changes; and iv. Cannot be overridden by customer support.

### 13.2. Self-Exclusion

a. Players may self-exclude from Horsey for periods of: i. 24 hours (cooling-off period); ii. 7 days; iii. 30 days; iv. 90 days; v. 6 months; or vi. Permanently.

b. During self-exclusion: i. Account login will be disabled; ii. Withdrawal of existing funds will remain available; iii. Marketing communications will be suspended; and iv. No new accounts may be created.

c. Reinstatement after temporary self-exclusion: i. Accounts will not be automatically reactivated after the exclusion period; ii. Players must contact support to request reactivation; iii. A 24-hour consideration period applies before reactivation; and iv. Permanent self-exclusion cannot be reversed.

### 13.3. Problem Gambling Resources

a. Horsey provides resources for problem gambling support: i. Self-assessment tools; ii. Links to professional gambling addiction services; iii. Information on recognizing problematic gambling behavior; and iv. Contact information for national gambling helplines.

b. Intervention policy: i. Horsey may proactively restrict account access if problematic gambling patterns are detected; ii. Such restrictions will be accompanied by information on available help resources; and iii. Players may be required to provide evidence of responsible gambling awareness before restrictions are lifted.

## 14. RIGHT TO RESTRICT ACCESS

a. Horsey reserves the unrestricted right to: i. Limit, suspend, or terminate access to any account; ii. Refuse service to any individual; iii. Limit participation in specific games or tournaments; and iv. Restrict or modify account privileges.

b. Restrictions may be applied: i. With or without prior notice; ii. With or without providing specific reasons; and iii. At the sole discretion of Horsey.

c. Circumstances that may lead to restricted access include but are not limited to: i. Suspected or confirmed cheating; ii. Abusive behavior towards other players or staff; iii. Multiple account creation; iv. Exploitation of platform vulnerabilities; v. Suspected money laundering or other financial improprieties; vi. Violation of applicable laws or regulations; or vii. Any activity deemed detrimental to the integrity of the platform.

## **15. FORCE MAJEURE**

### **15.1. Definition of Force Majeure Events**

a. Force majeure events include but are not limited to: i. Natural disasters; ii. War, terrorism, or civil unrest; iii. Government actions or restrictions; iv. Widespread internet outages; v. DDoS attacks or other significant security breaches; vi. Power failures affecting data centers; vii. System failures beyond Horsey's reasonable control; and viii. Any other circumstances beyond Horsey's reasonable control that prevent normal operations.

### **15.2. Platform Response to Force Majeure**

a. In the event of force majeure, Horsey may: i. Temporarily suspend all or part of the platform; ii. Cancel active games and tournaments; iii. Delay scheduled tournaments; iv. Freeze accounts and transactions; or v. Take any other measures deemed necessary to protect system integrity and user funds.

b. Communication during force majeure: i. Horsey will make reasonable efforts to communicate with users via the website, email, or social media; ii. Updates will be provided as new information becomes available; and iii. Estimated timelines for resolution will be shared when possible.

### **15.3. Refunds and Compensation**

a. In the event of platform disruption due to force majeure: i. Refunds will be processed according to Section 7 of these Rules; ii. No additional compensation will be provided for indirect losses; and iii. Horsey bears no liability for losses beyond direct buy-ins and wagers.

b. Upon platform restoration: i. Account balances will be restored to their state prior to the force majeure event; ii. Canceled tournaments may be rescheduled when feasible; and iii. Special promotional events may be offered as goodwill to affected users.

## **16. AGE VERIFICATION AND JURISDICTIONAL COMPLIANCE**

### **16.1. Age Verification Requirements**

- a. All users must be at least 18 years of age (or the legal gambling age in their jurisdiction, whichever is higher) to: i. Create an account on Horsey; ii. Participate in any real-money games or tournaments; or iii. Make deposits or withdrawals.
- b. Age verification process: i. Initial age confirmation is required during registration; ii. Secondary verification may be requested at any time; iii. Verification may include providing government-issued identification; and iv. Accounts may be suspended pending age verification.
- c. Underage account detection: i. If an account is discovered to belong to an underage user, it will be immediately suspended; ii. Any funds will be returned to the original deposit method where possible; iii. All game results and tournament entries will be voided; and iv. The account will be permanently closed.

### **16.2. Jurisdictional Restrictions**

- a. Users are responsible for ensuring that their participation on Horsey complies with all applicable laws in their jurisdiction.
- b. Horsey prohibits access from territories where online gambling is explicitly prohibited, including but not limited to: i. [List of restricted territories]; ii. Any jurisdiction that emerges during the course of operation as prohibiting such activities; and iii. Territories where Horsey has chosen not to operate for business or regulatory reasons.
- c. IP and location verification: i. Horsey employs geolocation technology to verify user location; ii. Use of VPNs, proxies, or other location-masking technologies to circumvent restrictions is prohibited; iii. Periodic location verification may be required; and iv. Failure to comply with location verification may result in account suspension.

### **16.3. Regulatory Compliance**

- a. Horsey maintains compliance with applicable gambling regulations in jurisdictions where it operates.
- b. Licensing information: i. Details of Horsey's gambling licenses are available on the website; ii. Regulatory authority contact information is provided; and iii. Complaint escalation procedures to relevant authorities are outlined.

c. Changes in regulatory environment: i. Users will be notified of changes in regulatory status that affect their ability to play; ii. Reasonable notice will be provided before service is discontinued in any jurisdiction; and iii. Withdrawal options will remain available for affected users when legally permissible.

## **17. AMENDMENTS TO RULES**

a. Horsey reserves the right to modify, amend, or update these Rules at any time.

b. Significant changes to these Rules will be communicated to users through: i. Email notification; ii. Platform announcements; or iii. Updates to the Rules page.

c. Continued use of the Horsey platform after any changes to these Rules constitutes acceptance of the modified Rules.