

# **Play Livechess Online Chess Tournaments Code of Conduct**

Version 1.01 (live)  
Last updated 1 May 2020

## **Part 1: Introduction and Definitions**

- 1.1 (a) “Player”/”Players” means any user/ users of Livechess.
  - 1.1 (b) “Livechess” means the online chess platform with the URL <https://livechess.aunz.net> or [play.livechess.aunz.net](https://play.livechess.aunz.net) or associated URLs operated by AuNix Internet (ABN 69 621 500 909).
  - 1.1 (c) “ACF” means the Australian Chess Federation Inc.
  - 1.1 (d) “CAQ” means the Chess Association of Queensland Inc.
- 1.2 The Player agrees to be legally bound by this Code of Conduct whenever he/she uses Livechess.

## **Part 2: Acceptable Online Chess Behaviour**

- 2.1 The Player is to observe the highest standards of courtesy, chess etiquette and fair play at all times.
- 2.2 The Player must always show respect his/her opponent.
- 2.3 The Player must always be respectful towards other players.
- 2.4 The Player must use their real name and honestly supply other personal information when required to register an account.
- 2.5 The Player must always be respectful towards Livechess administrators, moderators, arbiters, other chess officials and members of the wider chess community.
- 2.6 The Player recognises the ruling of an authorized Livechess administrator, moderator, arbiter or official as final and binding.

## **Part 3: Unacceptable Online Chess Behaviour**

- 3.1 The Player must never engage in online abuse or harassment towards any other person.
- 3.2 The Player must not post any comments that are likely to be interpreted as offensive or discriminatory.

- 3.3 The Player must not cheat or attempt to cheat during a chess game or assist others in cheating or attempting to cheat.
- 3.3.1 Cheating includes, but is not limited to, receiving advice or assistance during a chess game in progress from:
- (a) any computer programs, devices or engines;
  - (b) other persons; or
  - (c) chess books or other material.
- 3.4 The player must not make an unjustified accusation towards another Player, arbiter or Livechess administrator.

## **Part 4: Enforcement**

- 4.1 The Player acknowledges the authority of a Livechess arbiter, administrator or moderator to conduct investigations into any breaches by the Player of this Code.
- 4.2 The Player must co-operate, as much as practically possible, with any investigations under 4.1.
- 4.2.1 Any such failure to co-operate may result in a deemed breach of this Code with a penalty pursuant to 4.4.
- 4.3 If the Player is found by a Livechess arbitrator, administrator or moderator to have breached this Code, the Player consents that any relevant information may be passed on to the Chess Association of Queensland, the Australian Chess Federation or any other chess body that may administer an appropriate penalty.
- 4.4 Any breach of this Code may result in these penalties:
- a) Verbal or written warning;
  - b) Requirement for the Player to write a letter of apology to affected persons;
  - c) Suspension of play from Livechess;
  - d) Suspension of play from other chess tournaments;
  - e) Any other remedy that Livechess deems fit; or
  - f) Any other remedy that the ACF, the CAQ or another chess body deems fit.