

4NCL Anti-Cheating Policy

Scope

The scope of this policy is all 4NCL tournaments, including:

- League Divisions 1 to 4
- Junior 4NCL
- Women's League
- Congresses
- Any other events organised by the 4NCL



Copies of this policy will be printed and displayed on the 4NCL website, and at the playing venue of all 4NCL events, but failure to do so will not invalidate its use and sanctions.

Playing Venue

During play players are not allowed outside of the playing venue without an arbiter's permission. The playing venue typically comprises the following areas: the playing area, toilets, restaurant (food and drink station), smoking area and the corridors connecting these. The playing venue may include other areas in addition to/exclude areas from the aforementioned areas as determined and announced in advance of play by the arbiters. The analysis room, bookstall, cars and hotel rooms are not classed as part of the playing venue and must not be visited during play.

Sanction for a player who leaves the playing venue during their game – (b), (c)

A player who leaves the playing venue as described above will be scanned to see if they are carrying an electronic device. If a device is found, then the process outlined in the "Detection of Electronic Device" section will be actioned.

Communication with Others

With the exception of arbiters and hotel staff, and as permitted in the Laws of Chess and rules of a particular 4NCL competition, players must not talk to anyone else during their game about any chess-related matters pertaining to their game, or the game of another player. Arbiters will investigate any conversations between players that concern them. The onus is on the player playing their game to speak to another person in the presence of an arbiter to avoid any potential for allegations to be made against them, and to ensure that the arbiter does not need to investigate.

Sanction – Player (b), (c); Spectator (c)

In addition, the player(s) and/or spectator(s) will be scanned to see if they are carrying an electronic device. If a device is found, then the process outlined in the "Detection of Electronic Device" section will be actioned.

Electronic Devices

Players are forbidden from having electronic devices on their person at any time in the playing area. Players who have finished their games and other spectators who enter the playing area are also expected to comply with this. The following are examples of electronic devices that are prohibited:

- Mobile phones
- Smart watches
- Smart glasses
- Fit-bits (and other similar devices)
- Computers or tablet computers

- Any other device deemed unacceptable by an arbiter

The onus is on a player to check with an arbiter in advance of playing their game that a device they have in their possession is not deemed to be an electronic device.

The 4NCL recognises that players may arrive with electronic devices and need some time to store them out of their possession before they start their game. Acceptable ways of storing these devices are:

- Out of the playing area entirely (e.g. in their hotel room or car)
- In a cloth bag provided by the 4NCL
- In their luggage or other bag, which if it is brought into the playing area, must be stored away from the playing tables (e.g. against a wall) and should not be accessed during the game

For the purpose of this, “on their person” means

- In a pocket of an item of clothing they are wearing (e.g. trousers, shirt)
- Being carried in any way within the playing area
- Not being stored in one of the three places described above

Sanctions for having an electronic device on their person – Players (b), (c); Spectators (c)

Scanning

At least one metal scanner will be present at each 4NCL event venue. A designated arbiter will select a number of boards for scanning, and both players will be scanned. The arbiter will keep an electronic record of who is scanned throughout the tournament or league season.

Pre-Game: Pre-game scanning will take place in the playing area. **Sanction for detection of an electronic device – (a); (b), (c) for subsequent violations in that tournament**

During the Game: This will not routinely happen, but may be used in cases where thought appropriate by an arbiter. **Sanction for detection of an electronic device – (b), (c)**

Post-Game: Post-game scanning will take place in a separate area, normally the tournament office. **Sanction for detection of an electronic device – (b), (c)**

The arbiters reserve the right to scan any player or spectator in the playing area at any time.

Sanctions for refusing to be scanned – (b), (c), (d) and (g)

Detection of an Electronic Device

When an electronic device has been detected by any method during or after the game, the arbiter will ask to inspect this device for evidence that there may have been cheating.

Sanctions for refusing to allow the device to be inspected – (b), (c), (d), (f) and (g)

Sanctions for a device being found to have evidence that there may have been cheating – (b), (c), (d), (f) and (g)

These sanctions will apply regardless of whether or not the device is switched off, or in aeroplane mode, or prevented from receiving or unable to receive a signal.

Players (or Team Captains) with Suspicions of Cheating

A player who is suspicious of cheating should raise the matter immediately with an arbiter. In team events, the player may ask their team captain to do it on their behalf. The matter should not be discussed with anyone else, to enable the team of arbiters to properly deal with the situation.

Sanction for sharing concerns with other parties, whether or not they have been reported to an arbiter – A player during their game (a); (b), (c) for subsequent violations in that tournament; A player in public (e.g. on social media, on forums, in the press) after their game (d), (f) and (g)

A player or a team captain who becomes aware that a team mate or a member of his team was cheating must report it to an arbiter.

Sanction for not reporting potential cheating case by a member of your team or a team mate – (e), (g)

Sanctions

The following sanctions may be applied for players or spectators in breach of these regulations:

Sanction	Determined By
(a) Warning	Any arbiter
(b) Loss of their game	Any arbiter
(c) Banning from the playing area for that round	Any arbiter
(d) Disqualification from the tournament	Chief Arbiter of the event
(e) Forfeit the match	Chief Arbiter of the event
(f) Reporting the incident to the FIDE Fair Play Commission	Chief Arbiter of the event
(g) Refusing a player's registration or declining their entry	4NCL Management Board

Arbiter Appointments

In order to assist with scanning and other anti-cheating methods, the 4NCL will, if at all possible, appoint both male and female arbiters to at all future 4NCL events. In the absence of an arbiter of the appropriate gender being available, should one be required players may be co-opted to assist in checks.

Thermal Imaging

A thermal imaging camera will be present at all events where FIDE title norms are available, and may also be used in other 4NCL events. The arbiters will use this to detect electronic devices that may be on a player's or spectator's person.

FIDE Anti-Cheating Screening Tool

4NCL will submit PGN files of as many games played at its events as possible to be examined by the FIDE Anti-Cheating Screening Tool, and put in public on the 4NCL and/or Chess-Results websites. Requests for games not to be published by 4NCL will be declined.

Other Anti-Cheating Systems

The 4NCL reserves the right to trial and implement other anti-cheating systems at its events in addition to the ones described in this policy.

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4NCL Management Board
15th December, 2019