

# 4NCL Online Disconnection Guidelines

A disconnection normally occurs in one of two cases:

- Your internet connection is slow or temporarily switched off
- LiChess Internet servers go down

These guidelines cover the first of these cases. The second of these cases is very unlikely to happen, and so will be handled on a "we'll cross that bridge when we come to it" basis!

LiChess can be prone to temporary disconnections, and if you are in the middle of a game, they are usually manifested in the guise of you making a move, but your own clock continuing to run down. The opponent will see that the game has been "abandoned".

Once this has happened, the game cannot be recovered and it is automatically over. Captains will need to work together to ensure that a fair solution is reached in these cases. The primary objective is to ensure that matches are played to a natural conclusion over the board, and this may mean that the two of you need to make a judgement as to what should happen in specific cases. A 4NCL WhatsApp group will be available to help with technical support in these cases, and we would be willing to provide an impartial opinion if captains cannot agree how to resolve it.

Captains should consider the following factors:

- If a game is abandoned after 0 moves, or 1 move by either player, or 1 move in total, it could be for two reasons:
  - o The player has disconnected
  - o The player didn't want to play a game with that colour, so will agree to the next game and not quit so that he or she can play with their preferred colourGames abandoned after 0 or 1 moves should be replayed, but captains should pay special attention to the issue of colour.
- If a game is abandoned near the end, it might be necessary to find out why the game is abandoned for each player. It might be as simple as closing the game window because that was the only way the child could find to resign the game! On the other hand, it might be that the child is trying to abandon the game in the hope of getting a replay. This is a case where judgment is needed and captains need to agree how to proceed. Again, we will be available in the case of disagreement.

You should make sure you have a means of instant communication with your players (e.g. phone, WhatsApp group) in order to ensure that games are played; a child may play a game and think he or she has won on move 1, and then logged off meaning the game never gets played.

Several test matches have been played on LiChess, and we strongly recommend that you are prepared for disconnections to happen.