

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!

When you are in the game window, there should be a green dot next to your username and your opponent's username. If the dot is no longer green, it means that the user has disconnected. You should pay attention to this periodically, if you think your opponent has not moved for a long time.

If you disconnect from the Internet temporarily (i.e. you lose connection), you should keep the game window open and try to re-establish a connection to the Internet. If you have the facility to do so, you may wish to have a backup connection method available. For example, if you have wired connection, or wifi in the venue you are playing the game, you may want to use a mobile phone tethering option available as a backup.

If you manage to re-establish a connection, then you will be able to continue playing the game. The clocks will not be paused while you are disconnected, to prevent cases where players might wilfully disconnect to extend their thinking time.

After a certain amount of time from when the green light goes out – see below – the player who remains connected may be able to claim a win due to the disconnection. This is a manual process; the option may become available in the game window. If it does not become available, then you will have to wait for your opponent to reconnect.

The 4NCL cannot write guidelines as to whether or not a player should claim a win-by-disconnection in these cases, due to various factors relative to the game. This notwithstanding, in the earnest belief that people have entered this competition to play games of chess rather than win games by disconnection, we do recommend that a player might want to make contact with their captain, who can contact the opposing captain in a bid to facilitate the game being played out to its natural conclusion.

Lichess does not publish the specific guidelines of the time calculation for when a win-by-disconnection can be claimed, but it is a function of:

- The length of the game; the longer the game the more time you have to get back
- Previous disconnection history
- Previous "ragequit" history, the act of wilfully disconnecting or closing the game window when in a losing position to force your opponent to wait to win on time