



# FAQs

## Event Organization

*What is the event URL?*

<https://new.uschess.org/2021-national-online-scholastic-championships>

This URL includes event information, instructional videos, archived informational email blasts, and links to register.

*Why is the National Online Scholastic Chess Championships (NOSC) not happening in a single weekend?*

We expect lots of players, so US Chess is organizing the event with the players' experience as our top priority. By spreading out the event over two weekend qualification tournaments followed by a championship weekend allows for better event management.

*Where can I find results and pairings?*

Pairings can be accessed either on ICC or the tournament website. However, proper standings (especially for teams) will only be on the tournament website:

Qualification Weekend 1: <http://www.uschess.org/tournaments/2021/noscw1>, then “Results & Pairings” in the left navigation menu.

Qualification Weekend 2: <http://www.uschess.org/tournaments/2021/noscw2>, then “Results & Pairings” in the left navigation menu.

## Registration

*Can I register for more than one section or weekend?*

Yes, players who currently are in grades 6 and below can register for the K-9 or K-12 sections. Grade and age eligibility are defined in paragraph 12.2 of the [US Chess National Scholastic Regulations](#).

*How do I make a team for this event?*

First, the only team play will be in the two Qualification events; there are no “teams” in the Championship event. If you want to form a team and compete in a section of one of the Qualification events, your team must be made from players who all attend the same school. Also, we know that some players are attending school online, and that school might not be the school they would normally attend. If you are in that category, you can only compete for the school you attend online or in-person. Find more about teams and player eligibility for teams in paragraph 13.2 of the [National Scholastic Chess Regulations](#).

*I don't have a rating. What do I do?*

That's not a problem! You can enter the tournament as a “first-time player”, but remember--all players must be members of the US Chess Federation (US Chess). If you are not, you can join US Chess, or renew your US Chess membership, at [www.uschess.org](http://www.uschess.org). Navigate to that page, then select the “Join” menu option from the top of your screen.

## Usernames

*Why are you assigning me a username when I already have one?*

We have learned from considerable experience that assigning usernames to all players is the only way to ensure every player's username is correct. Every player also will receive a unique password for the event. If you already have a Username on the platform we are using for the tournament it will remain active, but DO NOT USE IT on the day of the tournament. If you do, you won't get paired to play.

*Can I change my assigned username to my existing username?*

No, you must use the Username you receive for the event. If you already have a Username on the platform we are using for the tournament it will remain active, but DO NOT USE IT on the day of the tournament. If you do, you won't get paired to play. US Chess will not give refunds to players who attempt to login using the wrong Username.

*Can I practice with my assigned username?*

YES! We expect the assigned Usernames to be activated about one week before the start of the tournament.

## Issues While Playing

*What happens if I get paired against another player from my school?*

Believe it or not, this happens sometimes at national tournaments. There are certain restrictions that prevent this very early in the tournament. You can read about those in paragraph 18.1.2 of the [2020-2021 US Chess Scholastic Regulations](#). However, if you do happen to get paired against a teammate in later rounds, you treat it as just another game you have to play.

*What do I do if my opponent doesn't show up?*

Sometimes, players may be late, and there are lots of reasons why that might happen. As long as YOU are logged in on time, though, it won't affect you. The way the pairing system works, the game is automatically started on time. If your opponent shows up late, then they start with whatever time they have left. If your opponent doesn't show up, you will be awarded a win by forfeit. The most important thing for you, though, is to **log into the play page on time, every round.**

*Where do I go for technical help during the event?*

US Chess has a [dedicated Slack website](#) where anyone can go to get live help during the event. It will be open for at least 2-3 hours prior to the first round, so if you have questions before we get started, you can ask them there. Tournament directors and ICC technical experts will be available through that portal to assist you.

*Why aren't we using cameras during this event?*

Video monitoring is a great thing. However, US Chess expects many hundreds of players for each Qualification Weekend. The logistics of covering that many camera feeds are not workable. We have full confidence in ICC's fair-play methodology, which has been reviewed the US Chess Ratings Committee and endorsed by the US Chess Executive Board.

There are seven weeks between Qualification Weekend 1 and Championship Weekend. There are five weeks between Qualification Weekend 2 and Championship Weekend. That scheduling is intentional. It takes three weeks for ICC to complete its fair-play review of every game played in either Qualification Weekend. So, anyone found to have violated the fair-play rules will not be participating in Championship Weekend.

Championship Weekend will have Zoom camera coverage for each participant as a requirement. This is more practical there, since there will be at most 384 players

participating. It's also more important there, as Championship Weekend does confer officially recognized US Chess national championship titles for individual section winners.

## Fair Play

*How will US Chess monitor fair play during the qualification rounds of this tournament?*

A team of experts from US Chess reviewed the fair play methodologies of [Chess.com/ChessKid](https://www.chess.com/ChessKid), [ICC](https://www.icc.com/) and [Lichess](https://www.lichess.org/). Those experts recommended to the Executive Board that these servers' approaches to fair play were effective at detecting violations and minimizing false positive instances.