



CCLA Server Chess

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when a new section starts and / or an opponent has moved, eliminating the need to log on / off the server looking for opponents' latest moves. Note: do not enable "email notification" in your player profile, but do select "remember ID# and password" on the logon screen (requires "cookies" enabled in your browser!)

Be sure to keep your email address up-to-date in your player profile (it is never displayed for public viewing.) * ICCF cannot guarantee delivery of email. If your ISP is one which indiscriminately blocks and blacklists every high-volume emailer, then be prepared to obtain a different email address from a different service provider and use that for your server games. This does NOT require you to give up your regular email account. Members who are brand new to server play should register well ahead of the advertised tournament start date, to allow for possible problems with certain email providers. Happily, these companies are in the minority; best news of all, the work-around is both easy and free!

The start sheet and the event crosstable both list this tournament as "Unrated." I thought this was a CCLA-rated event. Why does it say unrated?

The event is CCLA rated. It is ICCF "Unrated." Please keep in mind that CCLA leases server space from ICCF. The documents and cross tables generated by the server are thus specific to ICCF tournaments. We cannot modify them. The word "Unrated" in the start sheets and the crosstable only means the tournament is not rated by ICCF. Similarly, any ratings listed in the cross table are ICCF ratings. Rest assured, pairings are made using CCLA ratings and the games will be rated by CCLA. Results and ratings are published monthly on our web sites, quarterly in The Chess Correspondent magazine.

Some ICCF events double a player's reflection time for each reflection day that exceeds 20 days. Are reflection days doubled in CCLA, too?

ICCF offers several time limits on its server. The time limit for all CCLA server tournaments is 30 days to make 10 moves. Unused time is carried forward and may be used later in the game, with the caveat that players are required to make four moves in each calendar month regardless of their unused days totals. There is no "doubling" of reflection time in CCLA events.

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Is there an official set of CCLA Server Tournament Rules?

Yes, CCLA's "Serverchess" website posts on our website under the "Rules and FAQs" menu section, and may be downloaded in .doc or .pdf printable versions. They are also printed once a year in *Chess Correspondent* magazine, typically the Jan-Mar issue.

This is my first CCLA server tournament. What happens next?

You will then receive two e-mails. The first e-mail will include registration details. You need to login on the ICCF site (see instructions below) and change your temporary password to a permanent password. We recommend that you use a password that is easy for you to remember and not obvious to others. After everyone is registered and the section is filled, you will be sent a tournament start sheet with tournament details. The sheet will show the official start date. You may begin play before the start date; moves sent prior to the start date are under "free time". Note: players who wait until the start date to send/ receive moves are not charged any 10/30 days. The server does not start counting 10/30 days until the official start date.

What does an e-mail with registration details look like?

Example:
 - From: info@iccf.com
 - To: John Doe
 - Sent: Tuesday, March 14, 2006 7:08 AM
 - Subject: ICCF: Your starter password
 - You are registered in the ICCF database as Doe, John
 - Your starter password for ICCF is "jldoggy"
 - Please go to the ICCF web site within the next 14 days and log in with your ICCF ID# (Your personal six digit ID number is here) and your starter password. All passwords are case sensitive. After logging in the first time you will have to change your password. Go to the ICCF Help link, or else refer to online help in the site's navigation menu.

How do I log in?

There are two simple steps:
 - Go to the ICCF web site. The LOGIN area is at the lower left column.
 - You must input your six digit ICCF ID number (not your name) and your password. The first time you log on to a permanent password of your own choosing. After changing the password, you will login with your ICCF ID number and your new password. Note: the "Remember login" (checkbox) feature will not work if you've disabled cookies in your browser, and you'll have to enter your ID# and password each time you log on the server.

Once I'm logged in, how do I find my games?

Once the tournament is started, you will receive a tournament start list by e-mail. The list has all the information you normally receive from CCLA - players' names, ratings and tournament rules. After logging on the server, the "My games" list appears in the left margin about half way down the main menu, under the heading "Playing..." It's very clearly labeled "My games." Click "My games" and all your games are listed.

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What happens after I see my games listed?

All your active games appear. The list includes by default "Status" (whose move is it), your "Time Left", "Opponent's name," "Opponent's time left" and "Event" (section number). You may customize the list to include other information by clicking the "Customize" button. If the Status says "Waiting," it is your opponent's turn to move. If it says "Your turn," your clock is running until you send your reply move.

How do I make a move?

Click "Your turn" for one of the games where it is your turn. A chess board appears. There are also two message boxes. One box shows any message your opponent included within a "spam" generator. Should your provider make any message "Take Leave." You must type in the calendar. Finalize your leave plans for that entire section now by clicking "Take Leave." You must repeat this when using the calendar. A claim via email must be made to obtain credit for other kinds of draws such as insufficient mating material and 50 consecutive moves without a pawn move will open. To claim a draw, open the game, click "Game" in the title bar and a drop-down menu will appear. Choose "Claim draw." Your e-mail program will open. Send the claim for draw to your TD, who will handle the claim as quickly as possible.

How do I know it is my turn to make a move?

The official way is to logon to the server, look at your game list and see which games have "Your turn" listed in the status column. Another way, which is very convenient, is to choose to receive an e-mail notification whenever your opponent makes a move. This notification is turned ON by default. You can also receive e-mail notifications when you opponent's move. That option is turned OFF by default. It is strongly recommended you keep the notification that your opponent has moved turned ON. That's a great way to keep track that it is your move. You can turn notifications OFF/ON by clicking "Personal settings." That option appears in the left margin about halfway down your initial login screen.

Note: a move notification contains a clickable link to that game on the server. If you have selected "Remember my ID and password" and have cookies enabled in your browser, clicking the link will take you directly to the game, bypassing the log on screen - very convenient!

How do I offer a draw?

When making a move there is a check box you may click called "Offer draw." Click that before you click "Submit." When you click "Commit," the draw offer is sent along with your move. Note: be sure to check the start sheet (or else the online crosstable) to see if the TD has limited the number of times a draw may be offered. The server will not let you exceed that number. If the code of conduct draw rule has been invoked by the TD, draw offers are essentially restricted to one offer per player per game in the event. The more popular option limits draw offers to once every ten moves.

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How do I resign?

When you are ready to resign, click the "Resign" check box, then click "Submit" and then "Commit." You can add a thank you for the game and congratulations in the message box.

How do I submit results to the TD?

You don't have to. Server results are available to the TD for the section, as soon as you or your opponent resigns, or the game ends in a draw. The online tournament crosstable is also automatically updated with the result.

How can I find the tournament results table?

There are three ways. (1) go to CCLA's "Serverchess" webpage, click the "Tournaments" tab and then click "Current Sections" in the navigation menu. This page lists section numbers as live links to their ICCF cross tables. Links which exhibit "a" are completed sections (all the games are finished.) Clicking the "Server Tournament Archives" tab opens a list of past events by year, (2) on the ICCF site, open a game from your game list and click "Event" in the title bar. A drop-down menu appears. Click "Show cross table" and results for the whole section appear in cross table form; (3) on the ICCF site, click "Tables and results" on the left-hand menu, then select National Tournaments, USA, and CCLA events. Scroll through the archive and click on your event. You will need to know the CCLA section number and/or event description. The archive is ordered by event start dates, from most recent to oldest. Checking cross tables is a great way to see how well you and your opponents are scoring in specific tournament sections.

Do I need to send date received, date sent, and reflection time used with my moves?

No, the server keeps track of all those details. You just play chess and enjoy the games!

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What if my opponent goes "silent" (stops making moves)?

CCLA's calendar time rule is 30 days/10 moves, with unused time carried forward, but players are required to make four moves in each calendar month, no matter how many unused days they have accumulated in their "bank." The ICCF server is set up so that if you do not hear from your opponent for 14 days, he or she is automatically sent a reminder notification by the server. After 28 days, if there is still no response, your opponent receives a second notice from the server. If no vacation/leave has been scheduled, contact the CCLA Server TD via email. If an opponent oversteps the 10/30 limit (has 0 days on his clock), the game is automatically halted by the server. Click on your "Games List" and claim (click the "claim/forfeit win" button and submit) the forfeit(s). Note: if the opponent has 0 days but some hours remaining on his clock, the server may not allow you to claim the forfeit; simply wait 24 hours and then claim the forfeit. Check with your TD if you have doubts about how to proceed. Fortunately, aggravating situations like this do not occur very often in CCLA tournaments.

What if I find I cannot keep up with my server games? What should I do?

Some players, especially those who are new to server play, sign-up for multiple events. It's very easy to keep up in the opening stage, especially when you and your opponents are following "book lines" through in chess books like *Modern Chess Openings* or perhaps lines published in pgn databases. But sooner or later one player deviates from "book" and the players are thrown onto their own resources - a position that formerly took a few seconds to determine a reply move now requires hours (days?) of analysis. Too many games and the inexperienced player can become overwhelmed with the demands on his time.

If circumstances (job loss, long-term illness, etc.) prevent you from continuing your games, the proper procedure is to notify the TD you are withdrawing (all games in all sections) and then go ahead and resign the games. Your opponents will receive untick wins toward their own resources - a position that formerly took a few seconds to determine a reply move now requires hours (days?) of analysis. Too many games and the inexperienced player can become overwhelmed with the demands on his time.

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How do I take a leave or vacation?

Open one of your games. Click "Event" in the title bar. A drop-down menu appears. Choose "Take Leave." You may type in your leave dates or use the calendar to click the start and end leave dates. The dates are inputted for you when using the calendar. Finalize your leave plans for that entire section now by clicking "Take Leave." You must repeat this when using the calendar. A claim via email must be made to obtain credit for other kinds of draws such as insufficient mating material and 50 consecutive moves without a pawn move will open. To claim a draw, open the game, click "Game" in the title bar and a drop-down menu will appear. Choose "Claim draw." Your e-mail program will open. Send the claim for draw to your TD, who will handle the claim as quickly as possible.

Where can I get detailed help?

Send an email to helpdesk@iccf.com, using your regular email client. Or, send your question(s) directly to CCLA's Server TD, for a personal reply.

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