



Gauteng Schools Chess

2017

Rules & Regulations

under the auspices of



Version 1.0

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1. Definitions

1. **Boys Team** – Team that consists of only boys – this is only applicable in Selected Teams
2. **Chess SA** – South Africa National Chess federation
3. **Committee** – The committee responsible for all aspects regarding the management of the League in the district(s);
4. **Development Team** – A team from a township who does not qualify on merit;
5. **Direct Encounter** – The winner of the match between two teams;
6. **District Final Chess Championships** -
7. **Federation** – The custodian for Chess in the various Districts in Gauteng are governed by Chess Federations: Tshwane Chess, JHB Metro Chess, Ekurhuleni Chess and Sedibeng Chess
8. **FIDE** – The World Chess Federation;
9. **FIDE Laws** – The latest applicable published FIDE Laws of Chess;
10. **Game Points** – Total scores of the individual game points scored by the individual players;
11. **Gauteng Schools Individual Chess Championships** -
12. **Gauteng Schools Team Chess Championships** -
13. **Gender** – References to he/his/him shall include both sexes;
14. **Girls Team** – Team that consists of only girls;
15. **Home Matches** – Matches played at own school and who are also the hosting school.
16. **Match points** – Win/loss or draw for the team as whole, i.e. a team won a match when more than 50% is scored by the individual team members, a team draws when both teams score 50% of the total points available and a team loss when the total of the team is less than 50% of the points available for the match;
17. **Mixed Team** – Team that consists of any number of boys and girls to make up the total number of players in the team. There can also be zero boys or girls in the team;
18. **Merit Team** – A team that was selected on merit at the district trials;
19. **School Based Team (Top Schools)** – Team of 6 learners +1 reserve all Bona Fide learners of the same school.
20. **Selected Team (Individuals)** - a team consisting of individual learners selected from different schools
21. **Top Schools Chess Championships** -
22. **Top Seeded Team** – The team with the highest average rating at the start of the tournament. CHESSA ratings will be used for this calculation.

2. General

Schools Chess consists of 2 legs:

- **Individual or selected Teams:**

- This is where a learner represents his school and is then selected to represent the Cluster, District, Province and Country in a selected team.
- **Teams or School based Teams:**
 - This is school based teams consisting of 6 learners + 1 Reserve per Team. The Team will represent the school, Cluster, District, Province and Country.

Selection will be done on all levels for both Selected Teams (Individual) as well as School based Teams (Top Schools):

- Cluster
- District
- Provincial

3. Website

There is a webpage the district information and online entries will be published.

3.1 Webpage

3.1.1 Gauteng Schools Chess www.gautengchess.co.za/schools.php

3.2 Managing of Webpage

The website is administrated and managed by Tshwane Chess and is free of charge to Gauteng Schools Chess committees.

Both the District and Cluster committee details can be uploaded at:

www.gautengchess.co.za/schools.php

Any other info that you want to add to the relevant webpages can be emailed to:

webmaster@gautengchess.co.za

Pairings for all clusters will be created by the organizers in Swiss Manager and published on

www.chess-results.com. The various clusters can either download the Swiss Manager file or

print the parings from here. All results must be emailed to

tournament.files@gautengchess.co.za. More detail description of the procedures will be

published in a later version of this document.

4. 2017 Age groups

4.1 Secondary School for

1. u/18: Born 1999 and younger
2. u/17: Born 2000 and younger
3. u/15: Born 2002 and younger

4.2 Primary School

4. u/13: Born 2004 and younger
5. u/11: Born 2006 and younger
6. u/09: Born 2008 and younger

Gauteng Schools Chess: Selected Teams / Individual Competition

1. Dates

Date	Item	Who
13 May 2017	District Final	u/11, u/13/, u/15, u/18
20 May 2017	District finals	u/11, u/13/, u/15, u/18
23 May 2017	Entries Close	
26 May 2017	Gauteng Individual Final	Primary Schools: u/13
27 May 2017	Gauteng Individual Final	Secondary Schools: u/15 & u/18
1 July 2017	SA Schools	

2. Age groups and Categories

2.1 Cluster

1. u/18 Boys: 5 players + 2 PDI players
2. u/18 Girls: 5 players + 2 PDI players
3. u/15 Boys: 5 players + 2 PDI players
4. u/15 Girls: 5 players + 2 PDI players
5. u/13 Boys: 5 players + 2 PDI players
6. u/13 Girls: 5 players + 2 PDI players
7. u/11 Boys: 5 players + 2 PDI players
8. u/11 Girls: 5 players + 2 PDI players

NB: Each school may enter their top players in each category. The top 7 players, of which 2 must be PDI, in each category, will qualify to represent their Cluster in the District Individual Chess Championships.

2.2 District

1. u/18 Boys: 5 players + 2 PDI players
2. u/18 Girls: 5 players + 2 PDI players
3. u/15 Boys: 5 players + 2 PDI players
4. u/15 Girls: 5 players + 2 PDI players
5. u/13 Boys: 5 players + 2 PDI players
6. u/13 Girls: 5 players + 2 PDI players
7. u/11 Boys: 5 players + 2 PDI players – Only up to District level
8. u/11 Girls: 5 players + 2 PDI players – Only up to District level

NB: Seven (7) players of each category will be selected to represent the District in the Gauteng Provincial Individual Chess Championships. At least two players of the seven players in each category must be of previously disadvantaged background.

2.3 Provincial Schools Individual Chess Championships

1. u/18 Boys: 5 players + 2 PDI players
2. u/18 Girls: 5 players + 2 PDI players
3. u/15 Boys: 5 players + 2 PDI players
4. u/15 Girls: 5 players + 2 PDI players
5. u/13 Boys: 5 players + 2 PDI players
6. u/13 Girls: 5 players + 2 PDI players

NB: Seven (7) players of each category can be entered by the District in the Gauteng Provincial Individual Chess Championships. At least two players of the seven players in each category must be of previously disadvantaged background.

2.4 National Schools Chess Championships

1. u/18 Boys: 5 players + 2 PDI players
2. u/18 Girls: 5 players + 2 PDI players
3. u/15 Boys: 5 players + 2 PDI players
4. u/15 Girls: 5 players + 2 PDI players

3. District Schools Individual Chess Championships

3.1 Qualification

7 players of each category will be selected to represent the District in the Gauteng Provincial Individual Chess Championships. At least two players of the seven player in each category must be of previously disadvantaged background.

3.2 Age groups and categories

5. u/18 Boys: 5 players + 2 PDI players
6. u/18 Girls: 5 players + 2 PDI players
7. u/15 Boys: 5 players + 2 PDI players
8. u/15 Girls: 5 players + 2 PDI players
9. u/13 Boys: 5 players + 2 PDI players
10. u/13 Girls: 5 players + 2 PDI players
11. u/11 Boys: 5 players + 2 PDI players
12. u/11 Girls: 5 players + 2 PDI players

3.3 Tournament

3.3.1 Registration

Online: www.gautengchess.co.za/schools.php

Fax: 086 5672262

3.3.2 Venue Details

Date: Before 21st May 2017

Venue: As per District

3.3.3 Tournament details:

Format: Swiss

Time control: 60/60

Rounds: 5 Rounds

3.3.4 LOC

District Chess committee in co-operation with the local Federation.

Website: www.gautengchess.co.za/schools.php

3.3.5 Schedule

2017/05/01		Online Registration opens
2017/05/?	23:00	Registrations close
2017/05/?	23:00	Players list published www.chess-results.com
2017/05/?	23:00	Round 1 Pairings
2017/05/?	07:30 – 07:45	Managers meeting Confirm arrival Hand in registration documents
	07:45 – 08:00	Official Opening
	08:00	Round 1
	15 min after Round 1	Round 2
	15 min after Round 2	Round 3
	15 min after Round 3	Round 4
	15 min after Round 4	Round 5
	18:30	Prize giving & Awards

4. Gauteng Individual Chess Championships

4.1 Tournament

4.1.1 Registration:

Online: <http://www.gautengchess.co.za/schools.php>

Email: tournament.files@gautengchess.co.za

Fax: 086 567 2373

4.1.2 Verification of documents;

☞ All players must enter online: <http://www.gautengchess.co.za/schools.php>

☞ All documents can be uploaded together with the entry.

☞ The district committee need to fax or email the necessary entry form:

Email: tournament.files@gautengchess.co.za

Fax: 086 567 2373

4.1.3 Venue Details

Date: 2016/05/26 – Primary Schools

2016/05/27 – Secondary Schools

Venue: Hoërskool Waterkloof
Cnr Solomon Mahlangu & Boeing Street
Elarduspark, Pretoria

Time: 7:30

4.1.4 Tournament details:

Format: Swiss
Time control: 60/60
Rounds: 5 Rounds

4.1.5 LOC

Tournament Director: Judy-Marie Steenkamp
schools@gautengchess.co.za
0835563475

Chief Arbiter: Hendrik du Toit
hendrik@brightedge.co.za
0832598747

Logistics: Vicky Magu
vickymagu@gmail.com
0827817218

Schools Rep: Corrie van Rensburg
corrie.vanrensborg@vodamail.co.za
074 8855089

Website: <http://www.gautengchess.co.za/schools.php>

4.1.6 Schedule

2017/05/10		Online Registration on Website opens
2017/05/23	23:00	Registrations close
2017/05/25	23:00	Players list published: www.chess-results.com
2017/05/26 & 27	23:00	Round 1 Pairings
2017/05/26 & 27	07:30 – 07:45	Managers meeting Confirm arrival Hand in registration documents
	07:45 – 08:00	Official Opening
	08:00	Round 1
	15 min after Round 1	Round 2
	15 min after Round 2	Round 3
	15 min after Round 3	Round 4
	15 min after Round 4	Round 5
	18:30	Prize giving & Awards

4.1.7 Tournament Rating

Results of this competition will be submitted for rating to the Chess SA Ratings Bureau. All players will therefore be registered with Chess SA during this process. Chess SA registration for school tournaments are free of charge.

4.1.8 Official Publishing

The following web sites are the publishing sites. Only documentation and information gathered from these sites will be accepted as official. Please be on the lookout for version changes and new documentation.

Teams, Pairings and Results: www.chess-results.com

Online Entry: <http://www.gautengchess.co.za/schools.php>

Documents: www.gautengchess.co.za

5. Rules

5.1 General

1. The Principal of the school shall verify that all the players participating in the Individual Chess Championships are bona fide learners of the school and verify their dates of birth and all

relevant information as required.

2. The players will participate in districts, which may be divided into area cluster sections.
3. Schools can nominate any number of players per age group category to participate in the Cluster / District.

5.2 Managers (Teacher/sports officer in charge)

1. An adult person from each school / cluster / district must accompany the players and he/she shall be responsible for the administration of the individuals.
2. The manager will make sure that the players know which board to sit and play. The manager will also make sure that players are in time for all the games.
3. A manager shall not interfere or give advice to any of the players while the actual games are in progress and will be seen as a spectator. All supervisors shall prevent spectators, coaches and other players from doing so.

5.3 Match Rules

1. The time control shall be 60:60 for all sections.
2. During rounds, silence shall be strictly observed.
3. The players shall not eat food or snacks at the playing tables. One cool drink per player in a container with a sports cap will be allowed at the tables.
4. Players that have finished their games shall leave the playing hall.
5. No unofficial games shall be played at the tables in the playing hall.
6. Game analysis can be done in the area(s) designated for this purpose.
7. All participants shall notate the moves in accordance with the Laws of Chess. The School / Cluster / District shall provide each player representing them with notation paper and pen for this purpose.
8. Messages to players shall be given in the presence an arbiter.
9. No equipment or furniture may be removed from the playing area.
10. A coach or trainer shall be under the supervision of the school that employs him. The coach/trainer shall not speak to any player, nor discuss a match in progress inside the hall once the round started.
11. Spectators may view games from the designated areas if available. Photographs of the teams playing may be taken in the first five minutes of the start of the round only.
12. Under no circumstances will any game in progress or game just completed be discussed in the playing area.
13. Players shall complete the required results sheets.
14. Incorrect scores (as processed by the LOC) must be reported immediately if noticed and will be dealt with on an individual basis.

**Gauteng Schools Chess:
School Team based / League (Top schools)**

1. Dates

Date	What	Who
22 April 2017	Entries close	Schools based Teams
25 April 2017	League commences	
30 April 2017	Final team list	
1 August 2017	Cluster league to be finished	Cluster Teams
12 August 2017	District League final	Cluster Winning Teams
26 August 2017	Gauteng Schools Team Chess Championships	District Winning Teams

2. Schools Chess League

2.1 General:

The various district Committees organizes a series of school team matches, generally known as the Second Term League and Third Term League. Matches are played in the second and third terms on days decided by the district committee. All primary and high schools in Gauteng area are notified annually of the team competitions and the relevant fixtures are determined as soon as entries are received. The league fixtures are subject to the number of entries received for the current year.

2.2 Eligibility

Any school in the GDE area of Gauteng may participate. The District Chess Committee will determine the fee payable by each team to cover administrative costs.

A deadline for entries will be set and the acceptance of late entries will be at the discretion of the District Committee.

Schools have the option to enter their teams for: the normal League (Second Term League), Development league (Third Term League) or LSEN Schools League. Schools can only enter in **one** of the various leagues.

Only the teams who participated in the Second Term League will be able to qualify for the Gauteng Provincial School Team Trials. In the third term of the year two leagues will be hosted by DISTRICT, namely:

1. **Open League** - The purpose of the Open League is to give serious chess players and schools the opportunity to participate in school chess throughout the year.
2. **Development League** - The purpose of the Development League is to give first time or inexperienced chess players the opportunity to compete in school chess
3. **LSEN Schools League** - The purpose of the LSEN League is to give the LSEN schools the opportunity to compete in school chess

3. Categories

3.1 Secondary Schools:

- u/19 Open - Mixed Gender - 6 players + 1 reserve
- u/19 Girls - Girls Only - 6 players + 1 reserve
- u/17 Open - Mixed Gender - 6 players + 1 reserve
- u/15 Open - Mixed Team - 6 players + 1 reserve
- u/15 Girls - Girls Only - 6 players + 1 reserve

3.2 Primary School

- u/13 Open - Mixed Gender - 6 players + 1 reserve
- u/13 Girls - Girls Only - 6 players + 1 reserve
- u/11 Open - Mixed Gender - 6 players + 1 reserve
- u/9 Open - Mixed Gender - 6 players + 1 reserve

3.3 LSEN:

- u/19 Open - Mixed Gender - 6 players + 1 reserve
- u/15 Open - Mixed Gender - 6 players + 1 reserve

4. League Rules

4.1 Registration:

1. There is no limit to the number of teams that a school may enter in the various sections, but the Districts Committee reserves the right to combine at their discretion the teams in groups for practical reasons. Depending on the number of entries received for a particular section, the Committee may assign a team to another section for which it qualifies. In such a case, the schools of that particular team have the option to cancel their entry or to request allocation to another section or group. The decision of the

Committee in considering this request shall be final.

4.2 Cluster Groups

1. League groups will consist of as many teams as are necessitated by the number of entries. There should not be more than 6 teams per group, as the term is too short to play more than 5 matches. Groups will be determined by the following guidelines:

The top performing schools of the previous year's league are put into different groups. To determine the top performing schools the previous years' results (results of matches played during league, league play-offs and provincial play-offs) should be taken into consideration.

- a. Thereafter, groups are made up of teams that are geographically close.

2. Group division is done with the understanding that strong teams should not meet one another in the preliminary rounds. These teams should be given a fair opportunity to progress to the District play -offs as the strongest teams should represent the district at the Gauteng Team Championships

4.3 Pairings

League pairings at district/ cluster level will be done by the league manager.

To determine the top performing schools the previous years' results (matches played, league play-offs and provincial play-offs) should be taken into consideration.

4.4 Withdrawals

1. Before the League

NO withdrawals will be accepted after league fixtures have been communicated and published. If such a case occurs, the withdrawing school will be subject to a financial penalty as determined by the committee. The District committee also reserves the right to penalize the school for participation in the league in the next year. The school's principal will receive a written notice with the committee's decision.

2. During the League

When a school wishes to withdraw a team, the school has to inform the League Manager or committee immediately telephonically. The organizer of the team that withdrew will,

within 24 hours, notify in writing the principal and chess organizer of all the opposing schools in that group/section and copy the District Committee's league manager. However, it remains the responsibility of the school that withdrew a team to notify all other schools in that group of their withdrawal, after confirming with the Committee.

Withdrawal of a team is deemed a very serious matter. All points earned by such a school as well as all points earned against the withdrawing by all opposing schools in that specific group will not be taken in consideration. The District Committee reserves the right to penalize such a school for league participation in the following year and to give a financial penalty.

4.5 Board order and changes in teams

1. Players are placed in order of strength with the strongest player on board 1 and the weakest player on the last board (6). Should a school not conform to the requirements, the District Committee must be notified without delay. A letter will then be sent to the principal of the school and the team will be penalized.
2. A cut-off date for entries will be communicated to schools by the District committee for the Team list.
3. The Entry form will be published on the various District webpages on the Gauteng Chess website: www.gautengchess.co.za .
4. The Team entry-form on which the ID number and a ID or Passport Photo of the Player is required. Completed forms must be e-mailed, faxed or uploaded to the website for the District committee at the given date. The final team list must be sent to the District committee before the start of the 2nd game. Should the committee not received the Team list, the Team playing in the 2nd round will be regarded as the final Team where after the board order of the team players will be fixed and no changes may be made.

4.6 Absent players

1. For absent team players *one of the following* options applies:
 - a. The board of the absent player is left vacant and the opponent (who must be present) is awarded the point.
 - b. A RESERVE player may replace the absentee.

- c. All the players in the team **move up** one position and the replacement takes up the **lowest board** of the team.

2. **The opponent school must be informed before the start of the match.**

4.7 New players

Learners that enrol during a school term and are eligible for the chess team may be taken up in a team according to the schools Team selection procedure and qualification rules. Such changes to teams should be **faxed to the opposing team and the League Manager on the Monday BEFORE the match is played. No exceptions will be accepted.** The League Manager will communicate the changes to the relevant schools.

4.8 Team Managers/adult supervision

An adult supervisor should accompany each team to a match. It is highly recommend that supervisors obtain a chess supervisor's certificate, issued by the SA Chess Arbiters' Association and endorsed by CHESS SOUTH AFRICA (CHESSA).

4.9 MATCHES

1. Refreshments

As a chess player needs brain food to play a competitive match. Each team is responsible for their own lunch for the day of play. The District committee will appreciate it if the hosting school can supply light refreshments for all players, as well as the adults accompanying the team. Chess sets and boards have to be set up prior to the opponent school's arrival.

2. Home matches

Ideally, a team should play half of the matches at its own school. Schools should, however, accept that, owing to venue and transport constraints, this arrangement is not always possible and some schools may be required to travel more than others.

Both schools must confirm the match 3 days before the start of the match. This can be done via fax, email, telephone, WhatsApp or sms. If the school can't be reached, please inform the District committee.

3. Matches away (played at another school)
 - a. The time of arrival and the number of adults accompanying the team(s) (for whom refreshments should be prepared) need to be confirmed beforehand.
 - b. If the security of scheduled match venue is considered unsafe for the players an alternative venue should be arranged by the schools prior to the match, and the district manager should be notified in advance.
 - c. All travelling expenses remain the responsibility of the visiting school that requested another location.

4. Starting time of contests

Matches should not start later than the time agreed on by the schools. Should a school know beforehand that it will not be possible for all or some of its players to be at the other school at the required time, the supervisor should inform the host school in writing (fax) and telephonically at least a week prior to the match, so that the host school can be ready at that time.

The default time will be 30 minutes. Should the opponent not arrive in time players with the white pieces make their move and press their clocks. A player with the black pieces simply presses the clock. This means that players with white who are not present lose the time; a player with black only loses time when his opponent is present, made the move and pressed the clock.

An absent player will forfeit the point when an half an hour has passed on the opponent's clock and the absentee did not turn up.

4.10 Postponement of matches

1. All scheduled matches must be played. Points cannot be earned (or "given" by the opposing team) on grounds of the absence of an opposing team. If a team did not show, after confirming the Committee reserves the right to penalize such a team and the teacher of that team will be reported by the District committee to that specific schools' principal.
2. The calendar allows time to reschedule a match if it becomes necessary. Should it be impossible to play a match on the scheduled dates or at the venues, alternative dates should be arranged.

3. Should the school not manage to arrange a date the Committee reserves the right to penalize such a team and the teacher of that team will be reported by the District committee to that specific schools' principal. The District committee also reserves the right to penalize the school for participation in the league in the next year. In such a case this specific team's points earned in the league will be subtracted from all previous matches. All teams in that specific group will be awarded 6 points (6 for girl's teams) in this case. The team will not be allowed to participate further in the league for that year.

4.11 The game

1. Chess Rules

Matches are played in accordance with the FIDE Laws of Chess 2014 and the Regulations of the DISTRICT League. FIDE is the International Chess Federation. Copies of the DISTRICT Regulations and Fixtures and the latest FIDE Laws should be at hand for consultation at venues where the matches will be played.

2. Boards and Chess Pieces

Boards and pieces should be of the standard competition size. Pieces of the Staunton style are preferred (king size 95mm and pawn 40mm) and Black and Ivory plastic pieces, or if wooden pieces are used a dark wood and a very light coloured wood. Boards must be of colours pleasing to the eyes, blocks not smaller than 50mm and with notation on the outside border. Should a supervisor feel that the boards and pieces supplied by the host school may be confusing to the players, he may supply his own pieces and boards that are of the standard tournament sizes and also acceptable to the host.

3. Chess clock and time control

The rate of play shall be 60:60.

All players are required to play with chess clocks . The supervisor shall place a clock at each board, usually on the right hand side of the players with the black pieces. The game on a specific board ends either in a normal way as determined by the Laws of chess, or when a flag falls. (The "flag" is the little red device at the 12 o'clock position, the long hand lifts it up at 11:55 and at 12:00 it "falls down"- indicating that the time is up, the short hand must be at the 6 o' clock position). The player whose flag fell first lost the game, provided his opponent had mating material left when the flag fell. Supervisors should also consult the FIDE rules on the use of clocks.

4. Points

Each player can score one point for a win, half a point for a draw and no point for a loss. The team's individual points are then totalled to give score for the match. After all the matches had been played, the scores of the matches are then added to determine the winners and runners up of each group.

5. Tie-break System

The following tie-break system will be used:

- a. Total match points
- b. Total game points
- c. Direct encounter

6. Notation

A player must write up (notate) what the move was. Team managers are responsible to supply their team members with notation paper and pencils/pens. When team players do not notate, one point shall be deducted from the team.

Appeals about the application of the rules or decisions of supervisors shall be entertained only if the notation sheets of both the players in the dispute are submitted.

Notation shall be done according to the FIDE rules. The Fide rules can be found on the website: www.gautengchess.co.za/schools.php

7. Spectators and Game interference

All cell phones must be turned off. A player loses the match immediately when his cell phone rings during the match. No help may be given to players once the games have started. Only the two players involved may agree to a draw and see the checkmate, stalemate or whatever is applicable. Team managers are not allowed to interfere in a game. The only instances this will be allowed, are the following:

- a. When a flag has fallen, the game must be stopped and awarded to the player who has still time on his clock, provided he/she has enough mating material left.
- b. When an illegal move was made. If this is noticed by the player or by an official, the pieces must be taken back to the position before the transgression. Special attention must be given to Kings that are in check and not noticed by the players.
- c. When both sides do not have mating material left, officials must stop the game and declare a draw.

- d. When one or both players seeks the assistance of an official. If players need assistance, both timers on the clock should be stopped and an official called.

Should any spectator or parent disturb the players, the supervisor shall request them to leave the room, whether the players complained or not. No spectators will be allowed to move around between boards and no children, except for players, will be allowed in the allocated room.

The supervisor must ensure that his own cell phone and that of other adults or spectators entering the playing room are switched on silent mode.

8. Board Order

Board order is fixed, as determined by a specific school before the start of the 2nd game in the league. If a school should change players between boards, all points on that specific boards will be given to the opponent school. Such a case must be reported to the District Committee immediately by the Opponent School.

9. Penalties

Infringements must be reported in the same way as an appeal.

One point shall be deducted from a team's total score for each of the following:

- Illegitimate interference in a league game by managers or spectators.
- Players that neglected to notate must be reported to the League manager.

10. Disputes and appeals

- a. The District Committee will function as the Appeals Committee of the League. Decisions taken by this Committee will be final.
- b. If a dispute arises during a match and the two supervisors involved cannot resolve the matter immediately, the following must be done:
- c. Advise the opposing team's manager/supervisor that you intend to appeal to the committee.
- d. Let the players complete the game if possible.
- e. The opposing team managers will both submit, in writing, their versions of the dispute to the League Manager, signed by the player and the manager of the team.
- f. The written appeal will contain a copy of the notation of the game in contention. Such a report should contain a reference to the District League

Regulation or FIDE law that was infringed and the action that was recommended on the spot.

- g. Without the evidence (written appeal and notation) no dispute will be entertained by the District Committee and no points may be awarded to either of the players involved.
- h. The Committee will rule on the dispute and, if the appeal is rejected, the result of the completed game shall stand.
- i. The supervisor lodging the appeal should inform the League Manager telephonically at first and then submit the details of the complaint in writing within one week (seven days).
- j. Please note that the District Committee can only rule on matters at district level. All other matters will be reported and handled by Gauteng Schools Chess Committee .

5. District Schools Team Chess Championships

6. Gauteng Schools Team Chess Championships

6.1 LOC

Tournament Director:	Judy-Marie Steenkamp schools@tshwanechess.co.za 083 5563475
Chief Arbiter:	Hendrik du Toit hendrik@brightedge.co.za 083 2598747
Logistics:	Vicky Magu vickymagu@gmail.com 082 7817218
Schools Rep:	Corrie van Rensburg corrie.vanrensborg@vodamail.co.za 074 8855089
Website:	www.gautengchess.co.za/schools.php

6.2 Date

6.3 Venue

To be confirmed

6.4 Time Control

Format: Swiss
Time Control: 60/60
Rounds: 5 Rounds

6.5 Entry Fee

R600 per team

Non Fee Paying schools can apply for a discount.

6.6 Banking Details

Account name: Gauteng Chess;
Bank: ABSA
Branch Code: 632005
Account Number: 4081482433
Reference: District + School name for example: DISTRICT/HS Waterkloof

6.7 Meals

No meals or drinks will be provided to learners, Managers and coaches. Learners must provide their own refreshments. A Tuckshop will be available.

6.8 Schedule

Primary Schools

2016/08/15		Online Registration opens
2016/08/19	23:00	Registrations close
2016/08/24	23:00	Teams published www.chess-results.com
2016/09/24	23:00	Round 1 Pairings
2016/09/25	07:30 – 07:45	Managers meeting

		Confirm arrival
		Hand in registration documents
07:45 – 08:00		Official Opening
08:00		Round 1
15 min after Rnd 1		Round 2
15 min after Rnd 2		Round 3
15 min after Rnd 3		Round 4
15 min after Rnd 4		Round 5
18:30		Prize giving & Awards

Secondary Schools

2016/08/15		Online Registration opens
2016/08/19	23:00	Registrations close
2016/08/24	23:00	Teams published
		www.chess-results.com
2016/09/24	23:00	Round 1 Pairings
2016/09/26	07:30 – 07:45	Managers meeting
		Confirm arrival
		Hand in registration documents
	07:45 – 08:00	Official Opening
	08:00	Round 1
	15 min after Rnd 1	Round 2
	15 min after Rnd 2	Round 3
	15 min after Rnd 3	Round 4
	15 min after Rnd 4	Round 5
	18:30	Prize giving & Awards

6.9 Qualification

6.9.1 Secondary Schools

u/19 Open -	Mixed Gender - 1 st & 2 nd Teams
u/19 Girls -	Girls Only - 1 st & 2 nd Teams
u/17 Open -	Mixed Gender - 1 st & 2 nd Teams

- u/15 Open - Mixed Gender - 1st & 2nd Teams
- u/15 Girls - Girls Only - 1st & 2nd Teams

6.9.2 Primary School Section

- u/13 Open - Mixed Gender - 1st & 2nd Teams
- u/13 Girls - Girls Only - 1st & 2nd Teams
- u/11 Open - Mixed Gender - 1st & 2nd Teams
- u/9 Open - Mixed Gender - 1st & 2nd Teams

6.9.3 LSEN

- u/19 Open - Mixed Gender - 1st & 2nd Teams
- u/17 Open - Mixed Gender - 1st & 2nd Teams
- u/15 Open - Mixed Gender - 1st & 2nd Teams

6.10 Awards and Progression

1. The winning team per section will receive a medal per player.
2. Second and third teams will receive a medal per player.
3. The winning team will be awarded the title of “2017 Gauteng Provincial Chess Team Champions”.

7. Rules of participation

1. The following rules apply to participate in the 2017 Gauteng Provincial Chess Team Championships:
 2. The Schools District Committee must confirm the entries for all schools in its area. No school will be allowed to participate in the competition if the District Schools Committee has not approved them.
 3. Should a school manage to enter, without the consent of its District Schools Committee, the school will be automatically disqualified on discovery.
 4. It is the responsibility of the school to get the consent of the District Schools Committee to enter and endorse the school. The LOC will not take responsibility for this at all.

5. Only teams who have played in formal league/district trials will be allowed to participate.
6. Each district is allowed to enter the teams as set out in the document:

For practical reasons, the organizer reserves the right to group sections together where too few teams have entered for a particular section. This will be done as a last resort and any team shall be eligible for the prize(s) as advertised in the category in which the team has been entered.

8. Entry and Registration Procedure

1. To enter the competition, the following procedure must be followed. No exceptions will be entertained:
 2. The school must complete the Entry Form (Annexure A) attached to this document for each team they want to enter. This is for verification purposes. Please note the following:
 - a. The birth certificates with a photo of each pupil must be attached to the Entry Form;
 - b. The school principal must sign the Entry Form;
 - c. Each birth certificate together with the accompanied photo must be stamped by the school.
 3. The Entry Form including the birth certificates and photos must accompany the team to the tournament and must be handed in during registration.
 4. All the details filled in on the Entry Form, must also be captured on the online entry form www.gautengchess.co.za/schools.php . This must be done before the closing date. Should you have trouble with this,
 5. The district must complete the District School Confirmation form (Annexure B), attached to this document, to confirm the names of the schools qualifying for the tournament. It is the responsibility of each and every individual school to make sure that the district sends the completed forms to the organisers - tournament.files@tshwanechess.co.za or fax it to 086 5672373 before the closing date.

9. Team Rules

1. Teams consist of six players and one reserve in each section. Should a team not be full they will still be allowed to play.
2. The LOC reserves the right to invite additional teams (per section) to make up for an uneven number of entrants or to make the section bigger.
3. The board order for teams will be fixed on the order that they play in round one. Should a team play in a different order, the opposing team may claim the relevant games.
4. Each team shall be accompanied by a (one) Team Manager (TM), an adult person who will be in charge of the team and perform all the administrative duties required for the team before and during the event.
 - a. A full time educator from the respective schools as per the GDE policy must accompany all school teams.
 - b. Private coaches/parents etc. can assist technically but there has to be a teacher in charge of the team.
5. It is optional to select one reserve player for the team, since no separate playing section for such individuals will be arranged.
6. The name of the reserve players must appear on the original entry form.
7. The reserve players will always play at the lowest board. If a player withdraws, the rest of the team moves up and the reserve player plays on the lowest board.
8. Reserve replacements are not permanent.
9. The CA must be informed at least 15 minutes before the start of the round of any reserve player replacements.
10. The Principal of the school team shall verify that all the players in the team are bona fide learners of the school for 2017 and verify their dates of birth and all relevant information as required by the LOC.
11. The principal of the school shall confirm by letter, who the school has appointed as the adult person in charge of the team.
12. Teams not registered at the closing date will not be allowed to play. No exceptions. No registrations will be done on the morning of the competition. Should a team have difficulty in registering online, they must please contact the convener of the LOC.

13. Teams arriving late will participate from round 2. The competition will not be held up due to late arrivals.
14. The LOC reserves the right to penalize and or disqualify a team that fails to adhere to the rules stipulated in this document.
15. The Chief Arbiter reserves the right to disqualify for one or more rounds, teams that:
 - a. Fail to adhere to the code of conduct for this event.
 - b. Arrive late for the scheduled round.
16. Dress code: School Uniform or the sport uniform approved of by the Principal of the School.
17. Playing equipment: Every team shall supply four working chess clocks (mark ownership clearly).
18. Teams that want chess sets for analysis of games or friendly games outside the hall must supply their own equipment for this purpose.
19. All sections will be played in a 5 round Swiss format to allow for late arrivals. Should there be three or less teams in a section, the teams will play each other twice with alternating colours.

10. Match Rules

1. The current FIDE Laws of Chess shall apply and pairing of teams will be done according to Swiss Manager pairings software.
2. All teams, pairings and results will be published on www.chess-results.com and will be regarded as the official publication. Any other documents/publications are not the official publication and will be regarded as supplementary.
3. The time control shall be 60:60
4. A player whose cell phone or any other electronic device makes a noise (no matter how faint) or is switched on shall immediately lose the game. Players who have completed their games and whose phone makes any kind of noise will have one point deducted from their final score for each offence. An official or spectator whose cell phone makes a noise in the hall shall be asked to leave the hall permanently. The members of the LOC (listed above) may receive and answer calls very discreetly in the hall during rounds in case of emergency.
5. Silence shall be strictly observed during rounds and talking must be limited to whispering.

6. The players are not allowed to eat food or snacks at the playing tables. One cool drink per player in a container with a sports cap will be allowed at the table.
7. Players that have finished their games shall leave the playing hall and not return before the next round. No unofficial games shall be played at the tables in the playing hall. Game analysis can be done in the area(s) designated for this purpose.
8. A tolerance of 15 minutes will be allowed for late arrivals. An opponent can claim a game 15 minutes after the published start of the round, irrespective of the actual start time of the round.
9. All participants shall notate the moves in accordance with the Laws of Chess.
10. The Team Managers shall not speak to any team member, and not discuss a match in progress inside the hall once the round started.
11. Messages to team members shall be given in the presence of the arbiter.
12. No equipment or furniture may be removed from the playing hall.
13. A team coach or trainer shall be under the supervision of the TM that employs him/her.
14. Spectators may view games from the designated areas in the hall only. Photographs (no flash) of the teams playing may be taken in the first five minutes of the start of the round only. The official photographer shall be allowed to take photographs.
15. Under no circumstances will any game in progress or game just completed be discussed in the hall.
16. Team Managers shall complete the required results sheets and hand it in at the administration table. Both team managers shall sign to verify that the scores as given are valid. No changes to the scores will be accepted after submission to the organizers.
17. Incorrect scores (as processed by the LOC) must be reported immediately if noticed and will be dealt with on an individual basis.
18. Calculation of "bye" points:
 - a. Teams will receive the average (rounded up) of their points scored during the tournament for a bye.
 - b. This calculation will happen at the end of the tournament.
 - c. For pairing purposes during the tournament, a team will receive 3 points (half of the team size) for a bye. Forfeited wins will be allocated from board

1, until the required number of points is recorded for the winning team. A loss will be recorded for the lower boards.

19. Teams paired against teams who are a “no show” or who withdraw from the competition without informing organizers in time before for the pairing of the next round will receive points as if the team had a bye.

20. The organisers reserve the right to re-pair teams in the first round in case of “no-show” teams. Only teams who have no opponents will be repaired.

10.1 Tie Breaks and Board Prizes

21. Tie break order for places after the final round

- a. Total number of game points scored;
- b. Number of match points scored;
- c. Direct encounter;
- d. Top seeded team;

22. Pairings will be done on game points.

23. Players with no rating will get a default rating of the average of the section.

24. Board Prize Tie Break

- a. Should board prizes be awarded, the following tie-break will apply:
 - i. % score
 - ii. Number of games played
 - iii. Direct encounter
 - iv. Score
 - v. Highest Ranking Team

15. Rules for awarding board prizes:

- a. The player must play at least 4 games from the 5 number of rounds.
- b. Reserve player can win a board prize as the "best reserve", provided the reserve played at least 3 games.
- c. Points are allocated per player, irrespective of the board he/she plays on.

10.2 Administration

25. The administration table will be set up in the front of the hall where:

- a. All result sheets will be handed in
- b. Written appeals can be submitted.

26. All teams must report their arrival at the administration table.
27. Display Boards will be put up near (outside) the hall where the latest results available will be displayed.
28. A full set of results will be published on www.chess-results.com

10.3 Chess Timers

29. Timers will be set up just before the round at all the tables. The clocks shall then, after the round be collected by the owners.
 30. When a timer is found to be faulty, the team manager shall replace the clock and set the correct time for the players under supervision of the arbiters. The arbiters in accordance with the Laws may adjust the time on clocks.
 31. The team board 1 plays with the black pieces shall supply the clocks on boards 1-3, the other team shall supply the rest for boards 4-6 unless the managers of the two teams agreed otherwise beforehand. Digital clocks will take preference above analogue clocks.

10.4 Team Managers

32. The team manager shall be responsible for completing the result form of the team as each player finishes his/her game.
 33. One result form per match (i.e. one form for both the teams) shall be completed.
 34. The team managers of both teams shall sign the result form after all the matches have been completed satisfactorily.
 35. If any one of the matches is undecided, due to an appeal and no result for the match is available, the team manager(s) shall not sign the result form.
 36. After the decision of the Appeals Committee, which decision shall be final and binding on all parties, both team managers shall sign the result form.
 37. The team manager is responsible for the proper conduct of the team members during rounds as well as before and after rounds.
 38. The team manager shall refrain from giving advice or assisting the team members with their match decisions during rounds.
 39. The team manager shall give assistance to the team members in the following instances during a match:
 - a. Replacement and setting of a faulty chess timer;

- b. Assist the player that wishes to appeal against the arbiter's decision;
- c. Assist a player that needs the attention of the arbiter, e.g. clarification of a rule;
- d. Assist a player that has fallen ill and or is not able to continue playing a game in progress;

10.5 Appointment of Arbiters

40. Only qualified arbiters recognized by Chess SA and appointed by the LOC in conjunction with GDE will be allowed to work on the floor.

41. No person will be allowed to work as an arbiter if they are manager / coach of a participating team.

10.6 Appeals

42. Members of this committee shall be 3 or 5 members in the following order:

- a. Two arbiters – that were not involved in the decision against which is being appealed.
- b. One member of the LOC
- c. One other person, e.g. chess coach (rating above 1900), chess arbiter (PA, NA, FA or IA) not on duty (optional) and
- d. An additional co-opted person qualified and knowledgeable (optional).

43. The CA shall appoint the chairperson and optional members of the appeals committee.

44. The chairman is allowed to co-opt more members to the appeals committee should he deemed it necessary. Co-opted members shall be of the following qualifications:

- a. PA, NA, FA or IA
- b. Chess Coach with rating higher than 1900

45. The number of members on the appeals committee shall always be uneven.

46. Appeals shall be in writing only and must be handed in at the administration table within 30 minutes of the incident/official finish time of the round.

47. A deposit of R100 shall be paid together with the appeal which will be refunded should the appeal be successful.

48. When players wish to appeal formally (do not confuse this with making a claim*) they shall indicate such verbally to their team manager, who shall communicate it to

the arbiter. The game must continue and be completed in the normal way if it is at all possible.

* Claim = to claim a draw or a point, to complain about an opponent.

49. The written appeal shall include the name of the complainant, his/her opponent, and their team names and round in which the incident happened. Keep the description short and to the point and refer to the FIDE Laws that were applicable /infringed.

50. The player must submit the appeal and can be assisted by the team manager.

The LOC will not deal with parents and coaches. The LOC and officials will only deal with team managers. Team Managers will deal with parents and coaches.