



Gauteng Schools Chess

2018

Rules & Regulations

Gauteng Schools Chess Team Championships

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.

1. Dates

Date	What	Who
22 April 2018	Entries close	Schools based Teams
25 April 2018	League commences	
30 April 2018	Final team list	
6 August 2018	Cluster league to be finished	Cluster Teams
18 August 2018	District League final	Cluster Winning Teams
24 August 2018	Gauteng Chess Championships: Primary	District Winning Teams
25 August 2018	Gauteng Chess Championships: Secondary	District Winning Teams

2. LOC

Tournament Director: Judy-Marie Steenkamp
schools@tshwanechess.co.za
083 5563475

Chief Arbiter: Hendrik du Toit
hendrik@brightedge.co.za
083 2598747

Rep: Vicky Magu
vickymagu@gmail.com
082 7817218

Website: <http://www.tshwanechess.com/gauteng/>

3. Gauteng Schools Team Chess Championships

3.1 Date

Primary Schools: 24 August 2018

Secondary Schools: 25 August 2018

3.2 Venue

Gauteng North Badminton Hall (Annexure C)

Pretoria Show grounds

Souter st

3.3 Time Control

Format: Swiss

Time Control: 60/60

Rounds: 5 Rounds

3.4 Entry Fee

R600 per team

Non Fee Paying schools can apply for a discount.

3.5 Banking Details

Account name: Gauteng Chess;

Bank: ABSA

Branch Code: 632005

Account Number: 4081482433

Reference: District + School name for example: DISTRICT/HS Waterkloof

3.6 Meals

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

3.7 Schedule

2018/08/01

Online Registration opens

2018/08/22	23:00	Registrations close
2018/08/23	23:00	Teams published www.chess-results.com
2018/08/23	23:00	Round 1 Pairings
2018/08/24 & 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
	15 min after Rnd 3	Round 4
	15 min after Rnd 4	Round 5
	18:30	Prize giving & Awards

4. 2018 Age groups

4.1 Secondary School for

1. u/19: Born 1999 and younger
2. u/17: Born 2001 and younger
3. u/15: Born 2003 and younger

4.2 Primary School

4. u/13: Born 2005 and younger
5. u/11: Born 2007 and younger
6. u/09: Born 2009 and younger
- 7.

5. Qualification

5.1.1 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 - 1 st & 2 nd Teams

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

5.1.2 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

5.1.3 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

5.2 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 "2018 Gauteng Provincial Chess Team Champions".

6. Rules of participation

1. The following rules apply to participate in the 2018 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.

7. 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 <http://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@gautengchess.co.za or fax it to 086 5672373 before the closing date.

8. 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 be allowed to play either:
 - a. on the board of the player who withdraws.
 - b. 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 2018 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. Home School players will be allowed to participate in the teams provided they represented the school from the first Round (Cluster level).
14. Teams arriving late will participate from round 2. The competition will not be held up due to late arrivals.
15. The LOC reserves the right to penalize and or disqualify a team that fails to adhere to the rules stipulated in this document.

16. 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.
17. Dress code: School Uniform or the sport uniform approved of by the Principal of the School.
18. Playing equipment: Every team shall supply four working chess clocks (mark ownership clearly).
19. Teams that want chess sets for analysis of games or friendly games outside the hall must supply their own equipment for this purpose.
20. 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.

9. 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.

9.1 Tie Breaks and Board Prizes

1. Tie break order for places after the final round
 - a. Number of match points scored;
 - b. Total number of game points scored;
 - c. Direct encounter;
 - d. Top seeded team;
2. Pairings will be done on game points.
3. Players with no rating will get a default rating of the average of the section.
4. 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
8. 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.

9.2 Administration

5. 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.
6. All teams must report their arrival at the administration table.
7. Display Boards will be put up near (outside) the hall where the latest results available will be displayed.
8. A full set of results will be published on www.chess-results.com

9.3 Chess Timers

9. 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.
 10. 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.
 11. 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.

9.4 Team Managers

12. The team manager shall be responsible for completing the result form of the team as each player finishes his/her game.
 13. One result form per match (i.e. one form for both the teams) shall be completed.
 14. The team managers of both teams shall sign the result form after all the matches have been completed satisfactorily.
 15. 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.
 16. 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.
 17. The team manager is responsible for the proper conduct of the team members during rounds as well as before and after rounds.
 18. The team manager shall refrain from giving advice or assisting the team members with their match decisions during rounds.
 19. 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;

9.5 Appointment of Arbiters

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

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

9.6 Appeals

22. 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).

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

24. 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

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

26. 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.

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

28. 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.

29. 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.

30. 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.

Annexure C

