

Organisation & rules : information for parents/coaches

The Press Chess competitions

AIMS

- For as many students as possible to have the opportunity to experience interschool chess competitions.
- To find a regional champion team which will then compete with other regional champions for the New Zealand title in a New Zealand Chess Federation competition. .

FORMAT

Teams are sorted into zones around a host school and play games in a full-day event. The competition is organized into A and B grades with the A grade competing for a place in the Zones Final. The emphasis in the B grade is on social games – the winner of the B grade does not go on to a final.

ENVIRONMENT & ARBITERS

The competitions are played under the rules of chess in the spirit of competition and fair play with maximum participation encouraged from players.

Past areas of confusion/concern have been:

- touch move rule
- taking the King off the board
- confusion over check, checkmate and stalemate
- not getting game results checked by arbiters
- crowding or making comments on games still playing (we recommend a 2 metre clear zone around players).
- disturbing games still playing with excess noise

If players are unsure of anything on the day or are having a problem at the board they should immediately stop playing and put their hands up for an arbiter to visit them.

TIME LIMIT

There is a time limit of **25 minutes** per round. Players do not have to use clocks and can choose to notate their games only if they wish. In the spirit of fair play it is forbidden for players to stall while playing without clocks.

After 25 minutes, players whose games have not been finished will be asked to stop playing and put their hands up for an arbiter to come and see them. While they are waiting for the arbiter it is preferable if the players can agree on a game result – win to white, win to black or a draw. If they can't agree the arbiter will decide the result by adjudicating.

TEAMS

All players **MUST** be ranked in order of playing strength. The ranking will determine the team and board number for players. Teams are made up of four players

If a player is unavailable on the day then the reserve plays at board number four and all the other players move up.

On the day it is not permissible to change the team or substitute players. The same players play all day.

Schools may reform teams from their students for each day of competition as long as students are in rank order.

NAME TAGS & SUPERVISION

All players are expected to arrive at the venue wearing a name tag/sticker showing their grade, team name, board position and first name. Please enter all names of competing players on the Attendance Register and bring it to the reception desk when you arrive at your zone.

For every three teams a school enters: one adult must accompany them throughout the entire day.

If a school enters more than four teams: one of the adults must be a teacher. The adults must also wear a name tag/sticker showing their name and school.

GAME RESULTS & ARBITERS

At the end of each game, players must put up their hand and get their result checked by an arbiter for accuracy. The captain of the White team then fills in the result (win, loss or draw) next to the correct board number on the result sheet which will be provided. At the end of the round the White team captain puts the completed result sheet in the results box and gets a fresh sheet for the next round.

Example of results form:

PRESS CHESS INTERSCHOOL COMPETITION 2005	
White team captain please fill out and hand in.	
Grade A B (circle one) Round number.....	
Your team's name.....	
Opposing team's name.....	
Board Number	Result (Write Win, draw or loss) for your team
1	
2	
3	
4	
Match won by.....	
Captain(white).....	CAPTAINS PLEASE SIGN
Captain (black).....	

SCORING

Two scores are kept as the competition progresses – team and individual. The team result is used for the scoring as the competitions are team competitions. The individual results are used to calculate the team result and if a tie occurs.

Individual games are scored 2 for a win, 1 for a draw and 0 for a loss.

Teams score 2 for a win, 1 for a draw and 0 for a loss.

LATENESS TO A ROUND OR NON-ARRIVAL AT THE COMPETITION

Competitions run to time. The following rules apply to lateness:

- If a team or a player has not arrived five minutes after any round has started they will be defaulted and score zero.
- If a team or player arrives late they may play, but their score will not be included when deciding the outcome of the competition.
- If a team or player leaves early, their score will not be included when deciding the outcome of the competition.
- Because the absence of a team or a player leaves a gap in the draw, it is permissible to make up composite teams of schools, but their score will not be included when deciding the outcome of the competition.
- If a team arrives less a player, they must be ranked 1 to 3 and score a loss on board 4 for all games even if they use a reserve from another team.