

Ficheall.ie

Tournament Rules & Guidelines

2018/2019

General Rules to Adhere to:

1. The atmosphere of the competition should remain friendly at all times. Players should always shake hands with their opponent before and after a game. If this token of respect is not adhered to it can, at the discretion of the adjudicator(s), result in disqualification from the tournament.
2. In all result situations the decision of the adjudicator is final and must be respected.
3. Touch-move! If a player touches a piece that player must move that piece. If you touch an opponent's piece you must capture it. The exception is in the case of an illegal move.
4. If you wish to adjust or straighten a piece, say "j'adoube" or "I adjust" before touching it. It is good manners to say "check" at the appropriate time.
5. Spectators (this includes other players) must not interfere with games that are in progress.
6. Quiet in the playing venue.
7. Any dispute should be resolved at the time by referring the issue to the tournament adjudicator(s).

Chess Game Protocol and Etiquette:

8. Deciding the result of a chess game
 - If a chess game reaches checkmate in less than 20 minutes:
 - a) Students raise their hand to attract attention of adjudicator(s)
 - b) Adjudicator decides on checkmate
 - c) If checkmate has been successfully achieved the winning student will queue at the fixtures board and inform the adjudicator(s) of the result – the adjudicator will then write the result into the fixtures list

- d) If checkmate has not been achieved the students will continue to play
- If a chess game has not reached checkmate after 20 minutes:
 - a) Adjudicator will instruct players to stop playing
 - b) The adjudicator will ask students the count the value of the pieces on their board using the value of chess pieces points system (see appendix A)
 - c) A win is declared if one player is 3 or more points ahead of their opponent
 - d) A draw is declared if the difference between the two players is 0, 1 or 2
 - e) A draw can also be declared if checkmate is impossible given the pieces remaining (e.g. Knight and King versus King)
 - f) In some situations the adjudicator might allow players to make 5 more moves each beyond the 20 minute mark if checkmate or promotion is judged to be close
9. Once a result has been decided by the adjudicator both students should reset the chess board before either player proceeds to report the result. Once the result has been reported players will be encouraged to return to the board and play a friendly game of chess.

Reporting Results:

10. The player adjudged to have won the game will queue to report the result of the game at the fixtures board and report for example as “board 14, win for black, Seán Murphy”.
11. In the case of stalemate or a drawn game both players should queue at the fixtures board to inform the arbiter of the result.
12. It is the responsibility of reporting player(s) to ensure the result is entered correctly (by watching as the adjudicator enters the result). Results will not be changed or reviewed once reported and entered.
13. Only adjudicators can write results onto the fixtures sheet – students cannot.

14. Once all results have been entered onto the fixtures list, the results will be given to the arbiter and the arbiter will generate the next round of fixtures. This will be printed and posted on the fixtures board for players and chaperoning teachers to view.

Available Competitions:

15. Schools will be invited to enter teams of 8 chess players into three competitions:
- a) *Masters Competition* – teams made of students from 5th or 6th class or a mix of both
 - b) *Budding Masters Competition* – teams made of students from 3rd or 4th class or a mix of both
 - c) *Future Masters Competition* – teams made of students from 1st or 2nd class or a mix of both
- Schools are welcome to enter up to 4 teams (32 players) into a tournament in total. For example, a school could enter 2 Masters teams, 1 Budding Masters team and 1 Future Masters team.
16. Smaller schools (4 mainstream class teachers or less) are encouraged to make contact with the organising committee by email if the above separation by class proves difficult.
17. School chess teams must be accompanied by at least one teacher of that school and other adult garda-vetted by the school (another teacher, SNA, etc.)

Tournament Schedule

18. Teams who arrive after the first-round chess game has begun run the risk of being disqualified from the competition at the discretion of the adjudicator(s).

Schedule of Tournament Day		
9.30	All teams present at the venue	Every 30-minute round of chess should proceed
9.40	Introductions and Overview of Rules	as follows:
10.00	Round 1 Chess Game	0-20 minutes:
10.30	Round 2 Chess Game	chess game takes place
11.00	Round 3 Chess Game	20 minutes:
11.30	<i>Break</i>	All chess games stopped
12.00	Round 4 Chess Game	20-25 minutes:
12.30	Round 5 Chess Game	chess adjudicators decide on unfinished chess
13.00	Round 6 Chess Game	games
13.30	Participation Certs Presented and Tidy Up	25-30 minutes:
14.00	Venue Closed	next round fixtures announced and players find tables

Chess Players:

19. School will be asked to register player and team names a week before the tournament. If a listed student is unable to attend the tournament then a replacement can attend in his/her place and the replacement player will play under the listed student's name until it can be altered

20. Players cannot switch between teams. Where a team progresses to the county final the 8 players who represented their school at the pre-county final event should again make up the

team for the county final. In the case where a player is unable to attend the county final a substitute player from the school can be chosen in their place.

21. All schools who register for tournaments are provided with the “Ready for Regionals” PDF which checklists a number of key skills players should know to perform competently at Ficheall.ie tournaments.

Equipment:

22. Ficheall.ie will arrange for all chess resources required for the tournament to be at the venue.
23. Chess clocks are not used in ficheall.ie tournaments at any stage of competition

Winners, Results and Tiebreaks:

24. While students will play individual games using the Swiss Perfect program, rankings will be provided in aggregate team order. The scores achieved by each of the 8 individual chess players on a given team will be totalled to give a team score.
25. Only team scores will be displayed at Regional Tournaments. Individual player scores will be listed at the competitive (stage 3) tournaments for prize-giving purposes only.
26. The top teams in the Masters and Budding Masters competitions at each regional tournament will be invited to compete at a competitive (stage 3) tournament. The number of top teams invited is at the discretion of the organising committee each year depending on the number of teams entering and the number of regional (stage 2) tournaments required in an area. Teams will receive their invite to a stage 3 (competitive) tournament by email after the regional tournament has taken place.
27. Teams who finish a regional stage 2 tournament as the top ranked Future Masters (1st & 2nd Class competition) are not eligible for a stage 3 competitive tournament.

Prizes and Awards:

28. Ficheall.ie will provide every school who enters a regional tournaments with a Certificate of Participation. This will be the only award made at a regional (stage 2) tournaments.

29. Prizes and awards at the competitive (stage 3) tournament(s) is at the discretion of the organising committee. At the stage 3 competitive tournament the top 3 individual players in both competitions will be awarded trophies. Also the top 3 teams in both competitions will be awarded medals for their achievement.

Appendix A: Chess Value of Pieces Points System

Piece	Chess Notation	Value
Queen	Q	9 points
Rook	R	5 points
Bishop	B	3 points
Knight	N	3 points
Pawn		1 point