

# Requirements on treatment of school tournaments

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## 1. Guidelines on treatment of school tournaments

1.1. The guidelines should be used for all school tournaments.

## 2. Arrangements for participants

2.1. Every player should have the accompanying person who will be an attendant.

2.2. During a game all of the attendants, parents, coaches are treating as spectators.

2.3. The accompanying person:

2.3.1 should help the player to find the table.

2.3.2 during a game should stay in the place for the spectators and can never interfere with a game in progress. In case of questionable situation should contact the arbiter or the organizer.

2.3.3 can't use a mobile/electronic device in the playing hall.

2.4. Using cameras with flash is restricted to the first five minutes of each round. Silent, unobtrusive photography is allowed at all times, unless the chief arbiter determines that it is a distraction.

## 3. Arbiters and their duties

3.1 It is recommended to insure one arbiter for every 30 players.

3.2 Before the first round the arbiter should explain the players the basic rules such as:

3.2.1 finding the chessboard and the color of the pieces,

3.2.2 touch move rule,

3.2.3 castling,

3.2.4 using the chess clock,

3.2.5 illegal move and it's consequence,

3.2.6 mobile,

3.2.7 the way of claiming,

3.2.8 the way of announcing the result.

(1) It is recommended that the arbiter is coming to the player to collect the result. He should check the names of the players before writing the result.

**Note:** Some children run to their parents very fast and forget about reporting the result. Sometimes they give false results when coming to the arbiters place or they change the color. After that the arbiter has less time to intervene or check who gives the check-mate.

3.2.9 it is recommended to announce that players who lose their game play the next round (unless the rules of a competition specify otherwise).

#### 4. Organizers and their duties

- 4.1 Before the tournament, prepares the announcement of the tournament which should cover minimum:
- 4.1.1 name of the organizers,
  - 4.1.2 date and side of the event,
  - 4.1.3 requirements for the participants (e.g. registration date),
  - 4.1.4 tournament schedule (with the annotation of players confirmation, approximate game-time and estimated time of awards ceremony),
  - 4.1.5 rate of play and tie-break system.
- 4.2 The organizer should be present in the playing hall during the tournament.
- 4.3 He is responsible for preparing the playing hall, opening ceremony and awards ceremony.
- 4.4 It is good to consider giving the players a diploma for the participation.

#### 5. Tournament conditions

- 5.1 If it is possible, all of the games should be played in one playing hall, e.g. in the school gym. The minimal space of 2 square meters should be available for each player.
- 5.2 In other cases each playing hall should have at least one arbiter.
- 5.3 The tables and chairs should be adjusted to the children's height and to the chessboard size.

An example from polish school [dimension is cm]

Size no	0	1	2	3	4	5	6	7
Color	white	orange	purple	yellow	red	green	blue	brown
Height (without shoes)	80-95	93-116	108-121	119-142	133-159	146-176	159-188	174-207
Popliteal height	20-25	25-28	28-31	31-35	35-40	40-43	43-48	48+
Seat height	21	26	31	35	38	43	46	51
Table height	40	46	53	59	64	71	76	82
Average age		5-6	7-12			12-15		

- 5.4 It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.
- 5.5 Chess pieces should be made of wood, plastic or an imitation of these materials.
- 5.6 Pieces for FIDE Tournaments should be used. If the organizer has difficulties with managing this kind of equipment, he can use the chessboard with the minimum square size of 55 mm and king's height 90 mm (Staunton no 5). As a last resort it is acceptable to use the chessboard with the square size 38 mm and king's height 75 mm (Staunton no 4).

- 5.7 It is necessary to remember about spare chess pieces and chess clock's in case of a failure while examining the chess equipment. Electronic clocks require additional battery.
- 5.8 Each chessboard should have a record number.
- 5.9 The playing hall should be good marked with the sign indicating the playing area, the spectators area, the arbiters and the organizers tables, toilets, etc.
- 5.10 If players are split to play in different groups, it is recommended to indicate the name of the group well-defined e.g. using different colors of papers/fonts. The same color can be used for marking the tables with chessboards and for printing the pairings. It is easier for children to remember the group color and to find the right no 1.
- 5.11 The place for the spectators should be clearly marked. It can be another room or the separated place in the playing hall. The distance between the chessboards and the spectators should not be less than one meter. You can use the natural line, e.g. lines on a floor in a school gym to mark the place.
- 5.12 It is not allowed for the spectators to walk between the chessboard or stay vis-à-vis a supporting player.
- 5.13 Players become spectators when their game finishes. Players are not allowed to play skittles games in the playing hall.
- 5.14 There should be the board for displaying the start lists, pairings, results tables and other tournament information.
- 5.15 No food or drink, except for bottled water, will be permitted in the competition area. Bottled water cannot be placed on the table.

## **6. Rate of play and tie-break system**

- 6.1 It is recommended that the aggregate playing time for all of the rounds during one day is maximum 5-6 hours.
- 6.2 In Poland we use one of these 3 rates of play: 6x15', 5x30' (with the possibility of achieving the first local chess category – V/IV) or 3x2x60' (with the possibility of achieving the next local chess category – III/II).
- 6.2.1 Rarely there are tournaments where players start the game with no clocks. After 20 minutes the arbiters give the clock to the players with e.g. 5 minutes for each player to complete the game.
- 6.3 Unless the rules of a competition specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point ( $\frac{1}{2}$ )
- 6.3.1 For school tournaments in Poland we use another scoring system very often: three points (3) for winning, two points (2) for drawing and one point (1) for losing. The player who loses by forfeit scores no points (0).
- 6.4 Choice of Tie-Break System:
- 6.4.1 The choice of the tie-break system to be used in a tournament shall be decided in advance and shall be announced prior to the start of the tournament. If all tie-breaks fail, the tie shall be broken by drawing of

lots. A play-off is the best system, but it is not always appropriate. For example, there may not be adequate time.

6.4.2 It is recommended that play-offs only be arranged for disposition of the first place, a championship or qualifying places.

6.4.3 The arbiter should be ready to clearly clarify the calculations rules of tie-break system to the spectators. Those questions are really common.

6.4.4 In a Swiss Tournament:

(1) The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of the opponents)

(2) The Buchholz System (the sum of the scores of each of the opponents of a player)

(3) The greater number of wins

(4) The greater number of wins with Black (unplayed games shall be counted as played with White)

6.4.5 In a Round-Robin Tournament:

(1) The greater number of wins

(2) Sonneborn-Berger (the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn)

(3) Koya System (the number of points achieved against all opponents who have achieved 50 % or more)

(4) The greater number of wins with Black (unplayed games shall be counted as played with White)