IGSA Chess Tournament 2023

Players must be enrolled in years 7 - 12 at the school they represent and register an account at https://lichess.org/ .

Nominations and Divisions:

Schools will be asked to nominate teams into either the Championship or the Invitational division/s.

Students participating in the Championship division should have some chess experience. However, participation in previous tournaments is not a prerequisite.

The Invitational division may suit players with little experience wanting less intense chess games.

Timeline:

Nominations from schools due by end Term 2 (23 June 2023)

Grading and draws released by IGSA end Week 1 (21 July 2023)

Five round robin weeks (28 July, 4 Aug, 11 Aug, 18 Aug, 25 Aug, make up round 1 Sep) and a final/s (8 September).

Format:

A round robin chess tournament held on Friday afternoons over 5 weeks during term 3 followed by a face-to-face final/s, in the week following the round robin.

Each team consists of three players and reserves if desired, from the same school. Schools may submit more than one team.

Each school that submits teams will also be required to provide an onsite supervisor for games.

Matches will be online (unless agreed otherwise) except for the final. Schools may hold a face-to-face interschool match e.g. because of close vicinity and/or for student social interaction purposes.

If a face-to-face match, the home supervisor should contact the away supervisor e.g. provide location details of the chess room, parking etc.

LICHESS: Chess Platform for online games -

Players must be enrolled in years 7-12 at the school they represent and sign up for a free account at https://lichess.org/ – players may use existing accounts if they have one already.

Players and staff should join the IGSA Lichess teams to ensure game privacy: To join -

Click on Community on the Lichess home page then click on Teams in the drop-down menu.

If players are entering the IGSA Championship division, search for the team:

'IGSA Championship_2023' and use the entry code 'IGSA Champ_2023'

If players are entering the IGSA Invitational division, search for the team:

'IGSA Invitational_2023' and use the entry code 'IGSA Invite_2023'

Note: It is highly recommended that schools do a practice run on Lichess to avoid issues on the first online game day e.g. check connectivity, for students to be familiar with the game invite process.

Requirements using Lichess:

- Note: under 16 requirement- parental permission is required to register an account with Lichess.

- Students are to put themselves into 'Kids Mode" (see screenshot below). This mode adds additional child-protection measures such as turning off the ability to see comments from other internet users.
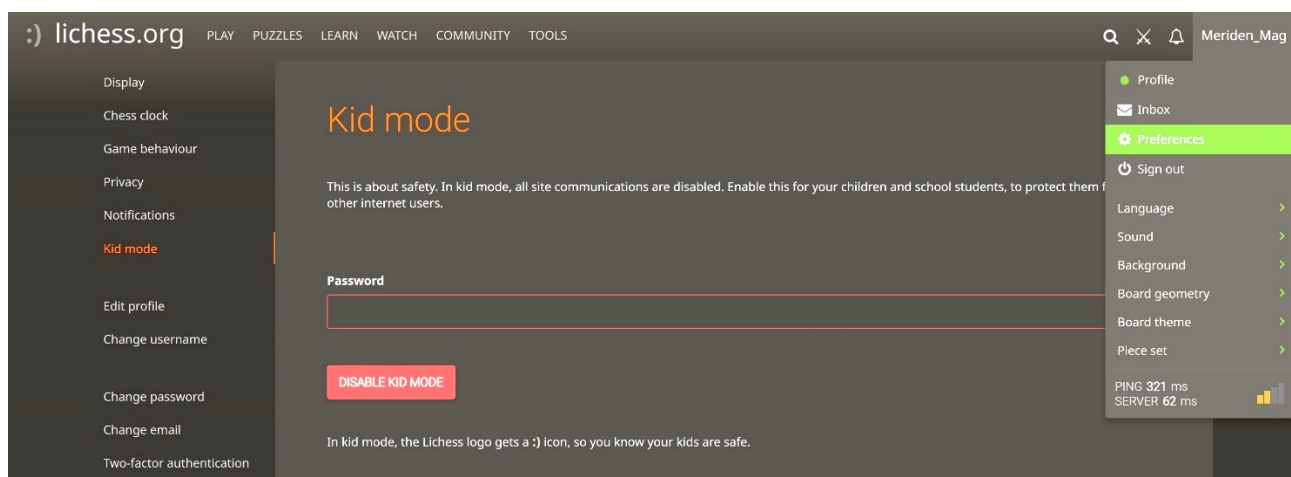
- Teachers are to review the screen to ensure all players are in 'Kids Mode" by checking there is a smiley face icon on the top left hand corner (see above).

  Please see below for arrangement of matches and match conditions.

Code of Conduct

Principles

- Chess is a valuable activity which encourages the development of many skills, attributes and qualities and players should remember that participating in a game is more important than winning.

- Players, spectators, coaches and others must always consider their actions and question whether their behaviour may bring their school, their team or themselves into disrepute.

Conduct

- Players, spectators and coaches must show respect for the opposing team and refrain from conduct that may be offensive, upsetting, damaging, intimidating or insulting.

- Participants in the IGSA Chess Tournament must act in accordance with the IGSA Discrimination, Harassment and Bullying Policy.

- Players and school staff must behave ethically and with integrity.

- Players must not discuss games, access help or give and / or receive advice during play.

- During online games, players should ensure that there are no other tabs open. Other devices should not be accessed during the game. School staff should monitor throughout the game.

TEAMS:

Board order: Within each team, players **must be ranked in order of playing strength** with Board 1 being the strongest player. Each team should have a team captain. Failure to play in order strength may result in a forfeit.

The composition of teams can change in different matches (although it is desirable for teams to field the same players if possible).

New players must not be introduced if a finals match and players should have already competed in at least half of the team's matches. Exemptions to this rule may be granted in special circumstances.

ENTRY FEE: Each school will be charged a fee of $50 per team to enter to cover the administrative and running costs of the program.

ARRANGEMENT OF MATCHES and MATCH CONDITIONS:

Updating of team lists: Staff must update team lists on the **2023 IGSA Chess Weekly Draw and Match Results** spreadsheet **before game day each week** so that online games can begin promptly.

Starting time: All matches will start at **4:00pm** AEDST unless otherwise agreed.

Note: For online games, students are sometimes ready to start games *before* 4.00pm. If an early start, staff should communicate with the opposing school if possible to ensure that a supervisor is present.

Game duration: Each player shall have **20 minutes** for the game (40 minutes maximum overall).

The time will be pre-set in online games. In face-to-face games, chess clocks are recommended.

Note: Games at this level of play will probably not take the whole time.

The draw and board colours: The draw will list the home team first followed by the away team.

Colours: The home team will play White on Boards 1 and 3 and Black on Board 2.

Home team responsibilities:

The home team must send the online player invites in time for the games to begin that by 4pm unless agreed otherwise.

The home team is responsible for setting up the boards before the match.

Phone: Access to a telephone or mobile phone is needed during games so that staff may contact each other if any issues arise and other reasons e.g. last minute changes in players.

See 'Setting up online games'.

If the game is face-to-face, then it is recommended that the home team provides a light afternoon tea (e.g. juice and biscuits) for the travelling team if possible.

Points: 1 point for a win. 0 points for a loss or forfeit. ½ point for a draw.

The final match score between the two teams is decided by the accumulation of points from all 3 boards. Running team totals may be checked on the **2023 IGSA Chess Running Total** table.

Competition Rules:

Players must not discuss games, access help or give and/or receive advice during play.

The player that runs out of time loses, unless her opponent does not have enough chess material to achieve a checkmate (insufficient mating material) e.g. only has a king left.

Note: Lichess will declare a draw if there is insufficient mating material (even if there is time still on the clock) e.g. if only a king is left.

In face to face games, chess pieces must not be touched or moved while players are analysing positions and before making a move. If the piece/pawn is deliberately touched by a player having the move, it must be moved (touch-move rule).

Supervision of online matches:

Staff should check that competition rules are followed.

Staff should check that players do not have any other tabs open on their laptops other than the game tab and do not have access to other devices or unfair help e.g. use of chess engines.

Supervision of face-to-face games:

Use of chess clocks is advised to adhere to timing of games.

It is recommended that the home team provides an afternoon tea for visiting team e.g. juice, biscuits.

Please note that visiting teams may encounter unexpected delays in travel. Visiting (or the 'away') teams expecting to be late should contact the home school if needed, to request a later start.

Setting up online games:

The home team should send the invite to the opponent school before the agreed starting time.

Players should have already joined Lichess and the relevant IGSA Division team (see Nominations & divisions).

Note: Check the bottom left hand corner – if it says 'Reconnecting' you may need to refresh your page as the invite may not send.

Click on the link 'Community' at the top of the Lichess home page then 'Teams' on the drop-down menu.

Click on the division team link: 'IGSA Championship_2023' or 'IGSA Invitational_2023'

Click on the blue 'members' link at the top right hand corner to access the drop-down list of members on the IGSA team page:

4. Hover over the opponent's name and select the crossed swords icon (see yellow circled symbol):
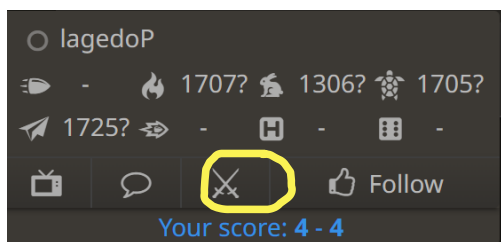
5. Another box will appear (see below).
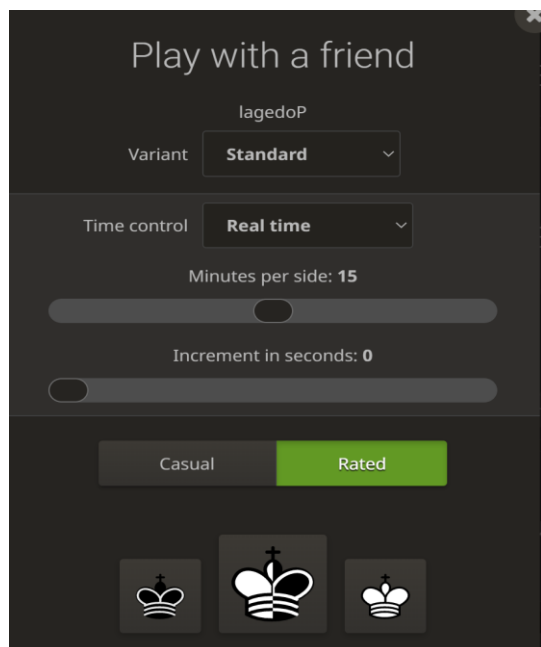
5. Use the following settings:

i.   Leave at *Standard* variant

ii.   Time control: switch to *Real time*

iii. Set minutes to 20 per side.

iv.   Set Increment to *0*.

v.   Set to *Rated* (this helps the computer gauge the student's skill for future tournaments)

vi.   Select the appropriate Black or White board colour (not the middle King which is 'random')

Note: Students may also use the 'Play with a Friend' button on the Lichess home page and enter the opponent's username. However, this game will not be private.

Match / game invites not accepted or sent:

Home team invite not accepted:

If the home player's invite has not been accepted (by the away school) by the agreed starting time (i.e. **4pm**) then the hosting player should inform their supervisor.

The home school supervisor should attempt to contact the opposing school supervisor.

If the home player's invite has not been accepted **by 4.15pm** (and an alternative arrangement has not been reached) then the player must take a photo or screenshot of the unaccepted invite.

Note: The strong preference is that students play games (rather than winning by default). However, to avoid unnecessary time wastage, a 4.15pm deadline to accept invites has been set.

See example screenshot below (page 4) showing the challenge sent and not accepted.

Example Lichess screenshot showing invite sent ("Waiting for opponent") and time stamp.
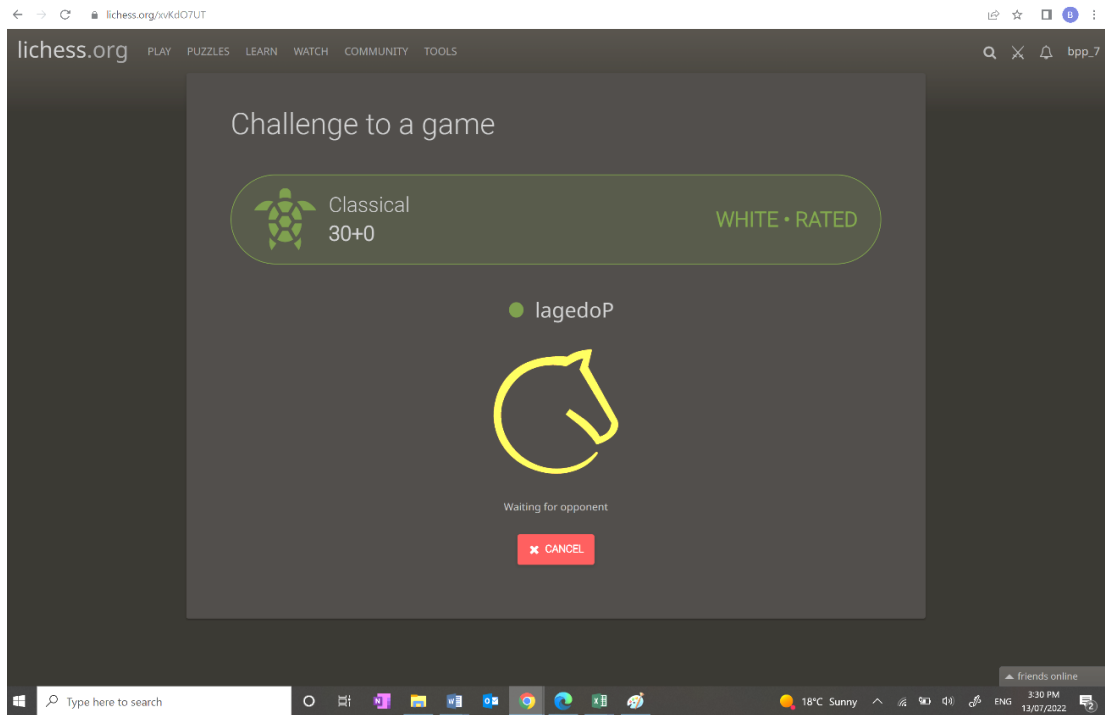
Away team not receiving invite by opposition school:

If the away team has not received an invite by 4pm (the agreed starting time) then the away team supervisor should try to contact the home team supervisor.

The away team player can set up the game and send an invite if needed.

If the invite has not been accepted by 4.15pm by the opposition, the hosting player must take a screenshot/photo showing the non-acceptance and time stamp.

FORFEITS:

A match or board forfeit will occur if the forfeiting players are absent 15 minutes after the agreed starting time i.e. have not accepted a game invite by 4.15pm.

Board forfeits: If one team is incomplete and no reserve is available, that team will normally forfeit the board on which the absent player usually plays. It is not necessary to move a board up or down for an absent player. For example, if the Board 2 player is absent, then Board 2 is forfeited; the Board 1 player should not move down to fill the Board 2 spot.

Should neither player be in attendance within 15 minutes of the agreed starting time, the game will be void (double forfeit).

Exemptions (e.g. a rematch) may be granted in special circumstances.

Note: Please make every effort to avoid forfeiting games or boards. If a forfeit must occur, the forfeiting team should notify the opposing team ahead of time, to avoid unnecessary travel or time wastage.

RECORDING RESULTS and MATCH CARDS:

Match results are recorded on the **2023 IGSA Weekly Draw and Match Results** by staff (primarily by the winning team staff) preferably on the day or the day after the match. However, either supervisor may enter results after the game. Staff from both schools should check that results are accurate.

Supervisors can verify student results via Lichess and/or asking team captains to email game result screenshots.

Match cards: At the end of the match, it is highly recommended that team captains fill in and sign a match card (see example below and attached appendix for template for photocopying) and hand in to their supervisors as a physical record. These cards may be requested in an adjudication.

Note for face to face games, both team captains sign the match cards to verify results.

Example filled in match card below:

igsa Sport

Round: **1**　Division: **Championship**　Pool: **A**　Date: **12/8/22**

Home Team: Happy Valley Sch.			Away team: Eastside High		
Name (first & surname)	**Year**	**Score**	**Name** (first & surname)	**Year**	**Score**
1 May Smith	11	1	1 Angela Hong	11	0
2 Mary Yao	12	0	2 Cathryn Crux	11	1
3 Claudia Beck	11	1	3 Tiffany Ayling	12	0
TOTAL		2	TOTAL		1

Win = 1, Loss = 0, Draw = ½ , Forfeit = F, Unfinished = X, To be Adjudicated = A.

Home Team Captain: **May Smith** _(name)_ Signature: **MSmith**

Away Team Captain: **– (online game)** _(name)_ Signature: **—**

DISPUTES or ISSUES

Teams should have a copy of the IGSA chess competition rules at matches.

If a case cannot be settled by the supervisors, then the game should be stopped immediately and the position recorded.

The details of the dispute or issue should be sent to the IGSA Chess Convenor who will forward the position and/or issue to the Adjudicator if needed.

The supervisor/s will need to provide details of the relevant players and game so that the Adjudicator can analyse the game moves leading up to the position.

If there are any match result discrepancies or issues then match cards may be requested and also game moves and positions analysed.

IGSA Chess Convenor - Lea Magele (contact: 0431 206445 or lmagele@meriden.nsw.edu.au).

Adjudicator: Richard Gastineau-Hills (also Schools Coordinator and Webmaster for the NSW Junior Chess League, NSW Council Delegate for the Australian Chess Federation Inc).

2023 IGSA Chess Tournament
Match Result Card

Round: _____   Division: _____   Pool: _____   Date: _____

Home Team				Away Team			
Name (first & surname)		Year	Score	Name (first & surname)		Year	Score
1				1			
2				2			
3				3			
	TOTAL					TOTAL	

Win = 1, Loss = 0, Draw = ½ , Forfeit = F, Unfinished = X, To be Adjudicated = A.

Home Team Captain: _____ *(name)*   Signature:_____

Away Team Captain: _____ *(name)*   Signature:_____

2023 IGSA Chess Challenge
Match Result Card

Round: _____   Division: _____   Pool: _____   Date: _____

Home Team				Away Team			
Name (first & surname)		Year	Score	Name (first & surname)		Year	Score
1				1			
2				2			
3				3			
	TOTAL					TOTAL	

Win = 1, Loss = 0, Draw = ½ , Forfeit = F, Unfinished = X, To be Adjudicated = A.

Home Team Captain: _____ *(name)*   Signature:_____

Away Team Captain: _____ *(name)*   Signature:_____