

IGSA Chess Tournament 2023

Player Guide

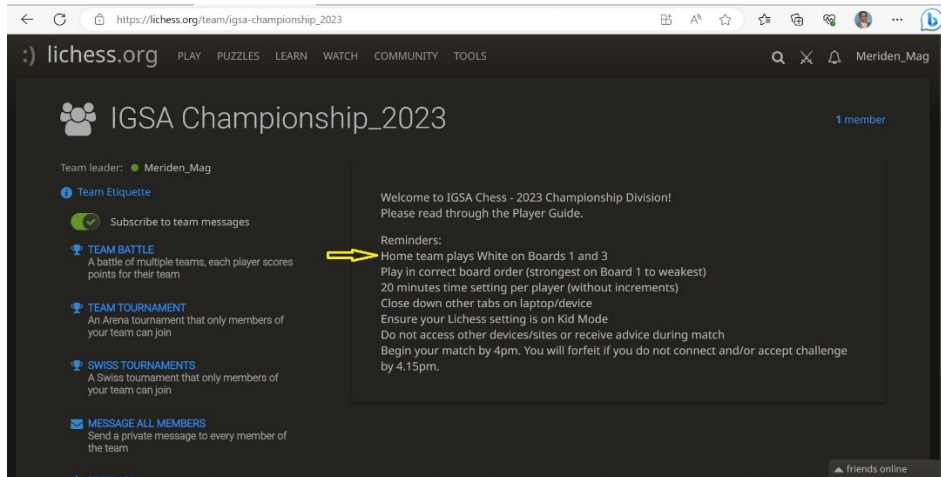
This guide is designed to assist you to set up your weekly fixture and send through the results each week. All preliminary matches will be online. The finals will be played over a board at a school venue.

Lichess:

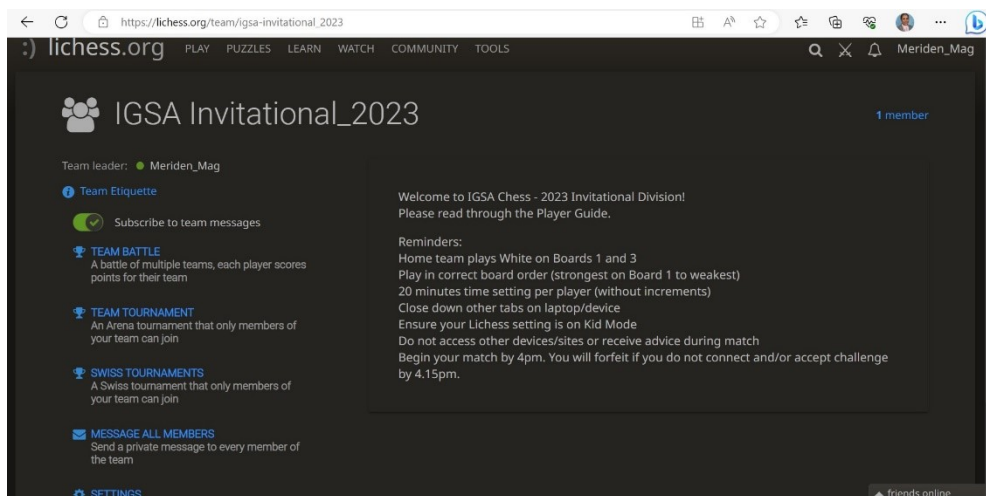
By now, you should have your Lichess username.

You should also have joined the IGSA Lichess team for the Championship Division or Invitational Division. This helps increase game privacy and to identify IGSA players. To join (if you have not done so already):

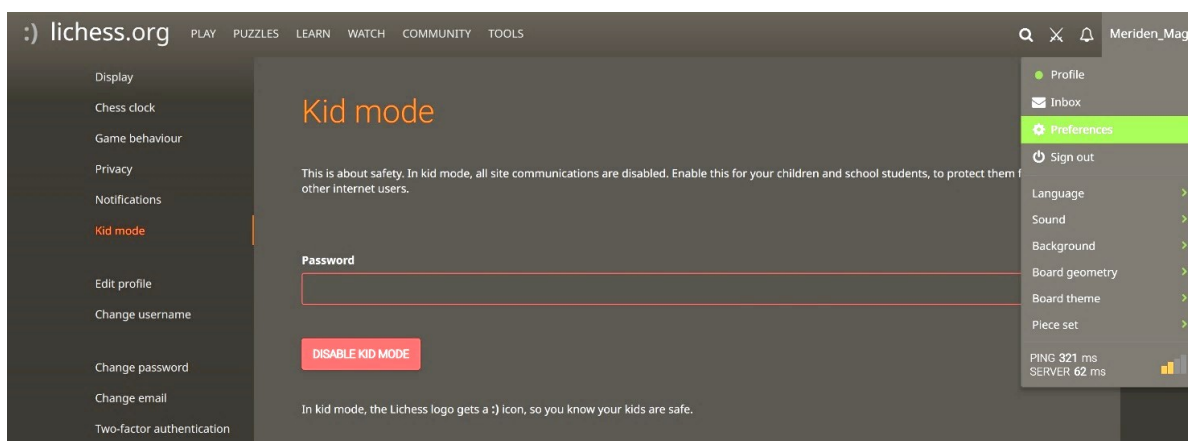
- o Click on *Community* on the Lichess home page then click on *Teams* in the drop-down menu.
- o If you are entering the Championship division, search for the Lichess team: 'IGSA Championship_2023' and use the entry code 'IGSA Champ_2023' to join



- o If you are entering the Invitational division, search for the Lichess team: 'IGSA Invitational_2023' and use the entry code 'IGSA Invite_2023' to join



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



- o 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).

Match starting time and duration: Games will start at 4pm each Friday – if you don’t connect to your game by 4:15pm, you will forfeit your game. An early start is possible if both teams are ready to play and/or supervisors have agreed.

Each player will have 20 minutes to play their moves (40 minutes overall maximum game time).

Teams:

Each team must include at least three players from your school (years 7 to 12).

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 (does not have to be Board 1).

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

It is important that the chess coordinator for each school updates the Weekly Draw and Match Results spreadsheet each week to ensure that your *team list and usernames* are entered (and to record results after matches). This will be used by your opposition to identify you.

How to read the draw

The draw will be distributed to all school chess coordinators. The home team is the first team listed in the draw.

How to set up an online match

Players should have already joined Lichess and the relevant IGSA Division team (see Tournament information “*Nominations and Divisions*”).

Also check the bottom left hand corner of your screen when sending the invite – if it says ‘Reconnecting’ you may need to refresh your page (as the invite may not send).

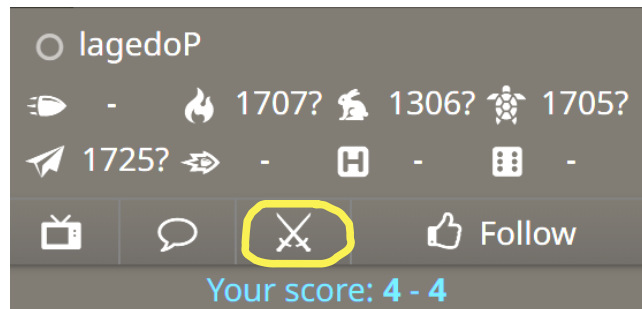
- When playing in the IGSA Chess Tournament, all players must play from a laptop or desktop computer – please do not use your phone or a tablet to play.
- The home team should send the invite to the opponent school before the agreed starting time.

Note: If you are an away player and do not receive an invite by 4.00pm then you may send the invite yourself after speaking with your supervisor.

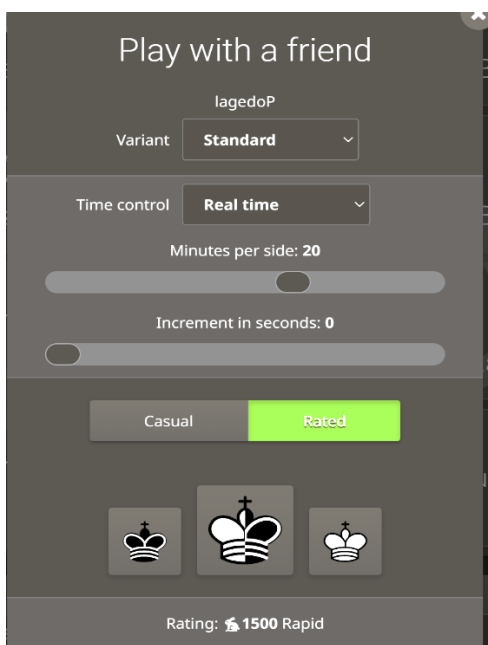
To send an invite to your opposition player (for a private IGSA game):

1. Click on the link ‘Community’ (top of the Lichess home page) then ‘Teams’ on the drop-down menu.

2. Click on the link for the division you are in: 'IGSA Championship_2023' or 'IGSA Invitational_2023'
3. 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. 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 minutes* 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. The game will not be private and you should inform your supervisor beforehand.

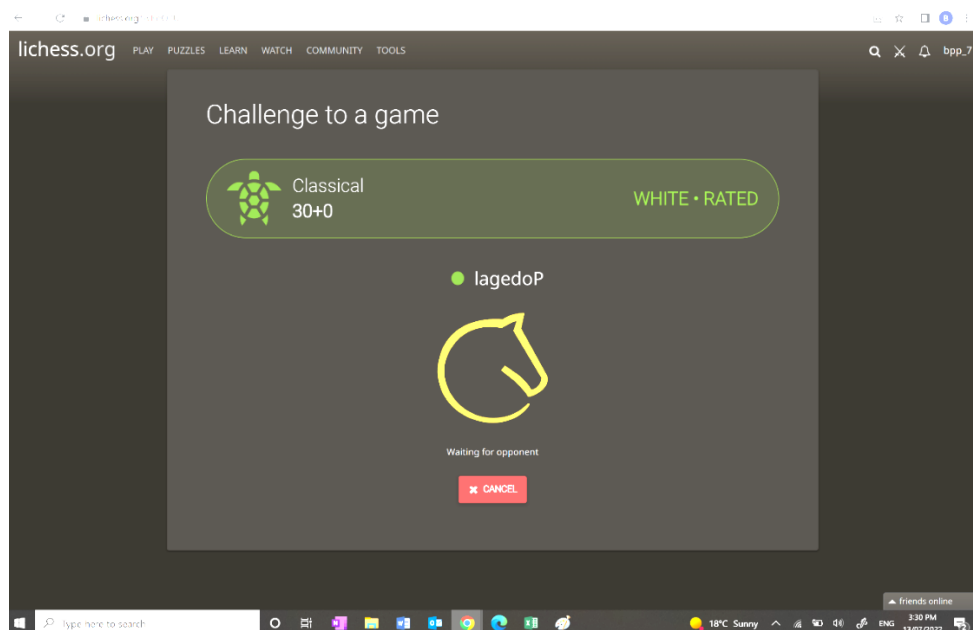
Forfeits:

Note: The strong preference is that you play the game (rather than winning by default) so try your best to play the game.

- 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) unless otherwise agreed.
- Board forfeits: It is not necessary to move a board up or down for an absent player – the forfeit should occur on the board that the player normally plays. For example, if the Board 2 player is absent, then Board 2 is forfeited; the Board 1 player must not move down to fill the Board 2 spot.

If the game has been forfeited by your opposition then you must take a screenshot showing the invite was not accepted by the deadline (i.e. 4.15pm).

See below for an example screenshot showing invite sent ("Waiting for opponent") and time stamp.



How to report the result of my game:

Take a screenshot of your game result and send to your team captain as soon as your game has finished.

Depending on your supervisor's instructions, your team captain can send your game screenshots to your supervisor and/or fill in a Match Result Card (below):



2022 IGSA Chess Tournament
Match Result Card

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

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

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

Home Team Captain: May Smith (name) Signature: M.Smith

Away Team Captain: — (online game) (name) Signature: —

All results will be sent to IGSA Sport to update tables.

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.

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).

FAQs:

Q: What do I do if my opponent doesn't connect to the game by 4:15pm?

A: Take a screenshot of your screen with the time clearly visible and showing that you have sent an invite to your opponent. You should also let your school chess coordinator know by either sharing your screen with them if you're playing remotely or ask them to look at your screen if you are playing on campus.

Q: When I search for my opponent's username, nothing comes up. What do I do?

A:

1. Use the IGSA Team page for your division as the members are listed and you can find the correct username here.
2. If using the 'Play with a Friend' option from the Lichess home page, double check that you have the spelling correct – sometimes usernames can be tricky, so try copying and pasting the username instead.