

# SA TOP SCHOOLS TEAM CHAMPIONSHIP

Presented under the auspices of



**CHESS South Africa**

**Acknowledgement of funding by CHESS SA for this event.**

Hosted by:



**EUNICE HIGH SCHOOL**

**BLOEMFONTEIN**

# SA TOP SCHOOLS TEAM CHESS CHAMPIONSHIP EUNICE HIGH SCHOOL 24, 25, 26 and 27 September 2010

## Contents

1. LOC Enquiries, Medical emergency	2
2. Schedule	3
3. Sections of the Top Schools Championship	3
4. Rules for Teams	6-7
5. Rules during matches	8-9
6. Administration	18
General	
Team Managers	
Chess Timers	
Appeals	

## L.O.C. ENQUIRIES / NAVRAE

COORDINATOR: Lizette Neethling lizette@ehs.co.za

HOSTEL BOOKINGS: All enquiries please phone 051 4101439 or phone 051 444 1765 and ask for Ms Pamela Mayiyane or email pamela@ehs.co.za

### Medical emergency:

Two blocks away **Medi-Clini Hospital:** cnr Kelner and Parfitt Street,  
Tel. 051 4046666

**ALL TEAM PLAYERS** are required to register with CHESS SA for 2010. This registration is free of charge and can be done online at:

[www.chessa.co.za](http://www.chessa.co.za)

Results of this competition will be submitted for rating to the CHESS SA Rating Bureau.

### CELL PHONES during rounds.

A player whose cell phone makes a noise (no matter how faint) or is switched on shall **immediatey loose the game. Players who have completed their games and whose phone makes any kind of noise will have one point deducted from their final score for each offence.**

An official or spectator whose cell phone makes a noise in the hall shall be asked to leave the hall permanently.

The members of the LOC (listed above) may receive and answer calls very discreetly in the hall during rounds in case of emergency.

### **FULL RESULTS AFTERWARDS**

will be sent via e-mail to all the participating schools after 27 September.

## SCHEDULE

### Schedule

Friday 24 Sep 2010

15:00 -17:00 Arrival at hostels  
17:30 Supper at hostels  
18:30 Finalization of Team Lists

Saturday 25 Sep 2010

7h30 - 8h00 Managers meeting  
8h00 - 8h15 Players seated  
8h15 - 8h30 Official opening & Welcome  
**8h30 - 10h30 ROUND : 1.**  
9h30 - Team photo's  
**11h30 - 13h30 ROUND: 2**  
13h30 - 14h45 Lunch  
**15h00 - 17h00 ROUND: 3**  
17h30 - 18h45 Supper  
18h00 - 18h30 Managers meeting.  
**19h00 - 21h00 ROUND: 4**

Sunday 26 Sep 2010

7h30 - 8h00 Managers meeting  
8h00 - 8h15 Players seated  
8h15 - 8h30 Official opening & Welcome  
**8h30 - 10h30 ROUND : 5**  
9h30 - Team photo's  
**11h30 - 13h30 ROUND: 6**  
13h30 - 14h45 Lunch  
**15h00 - 17h00 ROUND: 7**  
17h30 - 18h45 Supper  
18h00 - 18h30 Managers meeting.  
**19h00 - 21h00 ROUND: 8**

Monday 27 Sep 2010

07:30 – 07:45 Managers Meeting  
**8h30 - 10h30 ROUND : 9.**  
12:30 - Prize giving & Awards

**MEALS AT THE HOSTEL(S)** will be served ONLY to players who booked and paid by the due date to stay permanently in the hostel during the event. Players not staying in the hostel will take their meals elsewhere.

**Formal team photographs** will be taken outside the hall during the Saturday, 25 September. There will be no cost involved.

## SECTIONS OF THE TOP SCHOOLS CHAMPIONSHIP

The S.A. TOP SCHOOLS Championship shall consist of the following sections:

*(For practical reasons, the organizer reserves the right to group together sections where too few teams entered for a particular section. However, that will be a last resort and any team shall be eligible for the prize(s) as advertised in the category which the team entered.)*

### Definition of Ages:

U19: 1991 + later

U17: 1993 + later

U15: 1995 + later

U13: 1997 + later

U11: 1999 + later

U9: 2001 + later

### Primary school sections:

- A. **Primary School Open Team** (6 players)  
(u/13 and younger, girls and boys- i.e. any age 13 years and younger)
- B. **Primary school girls** team (any age girls u/13, 6 players)
- C. **Under 11** team (u/11 boys and girls, 6 players)
- D. **Under 9** team (u/9 boys and girls, 6 players)

### High school sections:

- E. **High School Open Team** (any gender any age - 6 players)
- F. **HS girls** team (any age girls u/19, 6 players)
- G. **Under 17** team (boys and girls u/17, 6 players)
- H. **Under 15** team (boys and girls u/15, 6 players)

### AWARDS

1. Certificate of participation to all participants (players)
2. Winning team of each section: ( A-G Above) Miniature trophies for each of the team members that played at least 50% of the games.
3. Silver Medals for the second placed team (one for each member)
4. Bronze medals for the third placed team (one for each member) provided there are more than three teams in the section.

## RULES FOR TEAMS in 2010

1. Each province may enter two teams (the best of the Province) in each of the sections mentioned above. The champion team(s) of 2009, if not one of the representatives of the Province in 2010, is invited by the LOC to participate and to defend their title(s). The entry fee for a team will be R330 per team of six players.

The LOC reserves the right to invite one additional team (per section) to make up for an **even** number of entrants. That invitational team shall adhere to all the other rules as stipulated in this document.

The Director of School Chess and the President of CHESS SA may invite individual schools to participate.

2. All teams shall consist of six players as stipulated above; open HS and PS teams may be boys and girls or only one gender. Teams that arrive with fewer than six players may be disqualified.

3. The team players of one team shall all be registered members of the school they represent for the year 2010 and the team players shall play in the board order in which the names were submitted. If team members change the order during the tournament, the opponents may claim the relevant games. Names of teams will be printed in the information booklet on 17 September.

4. Each team shall be accompanied by a (one) Team Manager (TM), an adult person who will be in charge of the team and perform all the administrative duties required for the team before and during the event.

5. The travel and accommodation arrangements shall be for the account of the participants and must be arranged by the respective managers. The LOC shall under no circumstance accommodate teams or players that neglected to arrange such beforehand.

6. **Reserve players:** It is optional to select a reserve player for the team, since no separate playing section for such individuals will be arranged. **ONE** reserve player per team will be allowed. The name of such a player must appear on the original entry form. **If a player, due to illness or otherwise must withdraw from the team the player will be replaced permanently (on the same board) by the reserve player.** If no reserve player is available the team shall play without the indisposed player and only with the permission of the arbiter.

7. The Principal of the school team shall verify that all the players in the team are bona fide learners of the school, verify their dates of birth and all relevant information as required by the LOC.

8. The principal of the school shall confirm by letter that the adult person in charge of the team is appointed by the school for such a duty.

9. The entry form with completed details of each participant shall be submitted no later than Monday, 13 September 2010.

10. The LOC reserves the right to penalize and or disqualify a team that fails to adhere to the rules stipulated in this document.

11. The Chief arbiter reserves the right to disqualify for one or more rounds, teams that: (a) Fail to field the required number of players for a match.

(b) Fail to adhere to the code of conduct for this event.

(c) Arrive late for the scheduled round. (See new FIDE Laws)

12. Appeals against the Arbiter's decision shall be referred to an Appeals Committee. The Appeals Committee shall be elected at the first Managers Meeting. Appeals shall be submitted to the organisers in writing within 30 minutes of the completion of the round. The team player as well as the team manager shall draw up, sign and submit the document. Parents, spectators, coaches and trainers may not appeal on the player's behalf.

13. Dress code: School Uniform or the sport uniform approved of by the Principal of the School.

14. Playing equipment: Every team shall supply five **working** chess clocks (mark ownership clearly). The clocks will be set up at the tables when the players take their seats for the first round, 15 minutes before the start of the round. Before and after rounds the clocks will be handled (set, placed or replaced), by the designated officials only.

15. Teams that want chess sets for analysis of games or friendly games outside the hall shall supply their own equipment for this purpose.

16. The number of rounds to be played will be decided on 24 Sep at 18.30 and will depend on the

number of entries received. The proposed schedule shall allow for 7 rounds, pairing will be according to the Berger Tables.

## RULES DURING MATCHES

1. The **01 July 2009 FIDE Laws of Chess** shall apply and pairing of teams will be done according to the Berger Tables (Round Robin). Drawing for places will be done by the LOC on 24 Sep. at 17:00. Team managers may attend but will not need to participate.

2. The time control shall be 60:60 for 9 rounds or fewer rounds.

3. Silence shall be observed strictly during rounds and talking shall be limited to whispering.

4. The players shall not eat food or snacks at the playing tables. One cool drink per player in a container with a tight fitting top will be allowed at the tables.

5. The players shall remain within one meter of their allocated board while the clock at their board is ticking.

6. Players that have finished their games shall leave the playing hall and not return before the next round. No unofficial games shall be played at the tables in the playing hall. Game analysis can be done in the area(s) designated for this purpose.

7. Players shall arrive well in time for the start of a round. Penalties shall be given to individuals or teams that are not seated at their allocated tables at the scheduled start of the round.

8. All participants shall notate the moves in accordance with the Laws of Chess. Notation paper shall be supplied for this purpose, but players are required to supply their own pens or pencils.

9. The Team Managers shall not speak to any team member, and not discuss a match in progress inside the hall once the round started. Messages to team members shall be given in the presence of the arbiter.

10. No equipment or furniture may be removed from the playing hall.

11. A team coach or trainer shall be under the supervision of the TM that employs him/her.

12. Spectators may view games from the designated areas in the hall only. Photographs of the teams playing may be taken in the first five minutes of the start of the round only. The official photographer shall be allowed to take photographs when instructed at other times, but only in the first 30 minutes of the round, but no flash allowed.

13. Under no circumstances will any game in progress or game just completed be discussed in the hall.

14. Team Managers shall complete the required results sheets and hand in at the administration table. Both team managers shall sign to verify that the scores as given are valid. No changes to the scores will be accepted after submission to the organisers.

15. Incorrect scores (as processed by the LOC) must be reported immediately if noticed and will be dealt with on an individual basis.

16. Tie breaking for places after the final round shall be done (in this order)

- (a) Total number of game points scored.
- (b) Number of match points scored.
- (c) Direct encounter.
- (d) 5:5 Blitz Play-off between the two tying teams.

#### **Explanation of Terms:**

*Game points = total scores of the individual game points scored by the individual players.*

*Match points = a win/loss or draw for the team as whole, i.e. a team won a match when more than 50% is scored by the individual team members, a team draws when both teams score 50% of the total points available and a team loss when the total of the team is less than 50% of the points available for the match.*

*Tie Breaking: (a) The total number of game points scored by each team will determine its position. Highest score takes highest position. If two or more teams finish with the same game points total, the tiebreak in (b) will be used.*

*(b) The team with the greater number of match points will finish higher. For this purpose, two (2) points will be awarded for each match won, one (1) a point for each drawn match and nothing (0) for each match lost.*

*Only matches against teams in the same age/gender category will be used.*

*(c) 5:5 Blitz – each player gets 5 minutes in which to complete the game. The first team to score more than 50% of the points available shall be the winner. If this is drawn another Blitz with colors reversed shall be played. To start the captains shall toss for the colour of the no1 Board of the team.*

## **ADMINISTRATION**

### **General**

The administration table will be set up in the front of the hall where

- (a) All result sheets will be handed in
- (b) Where written appeals can be submitted.

**Refreshment for officials only** (Members of the LOC, guests of honor, arbiters and team

managers) will be served in the staff room by mid-morning from Saturday to Monday 11:00. **Only persons that paid for meals and stay in the hostels may take their meals at the hostels.**

**Analysis Rooms:** (look out for signage) Some classrooms will be earmarked for game analysis and players and coaches are requested to make use of these for training purposes. The players and team managers using such rooms are kindly requested to see that the rooms are kept tidy.

**Displaying the results** Display Boards will be put up near (outside) the hall where the latest results available will be displayed.

A full set of results will be made available electronically to team managers after the event (by 27 Sep).

### **Chess Timers**

1. Chess clocks will be set up just before the round at all the tables. The clocks shall then, after the round be collected by the owners.

2. When a clock is found to be faulty the team manager shall replace the clock and set the correct time for the players under supervision of the arbiters. The time on clocks may be adjusted by the arbiters in accordance with the Laws.

3. The following rule shall apply. The team whose board 1 plays with the black pieces shall supply the clocks on boards 1-3, the other team shall supply the rest for boards 4-6 unless the two team managers agreed otherwise beforehand.

### **Team Managers**

1. The team manager shall be responsible for completing the result form of the team as each player finishes his/her game.

2. One result form per match (i.e. one form for both the teams) shall be completed.

3. The team managers of both teams shall sign the result form after all the matches have been completed satisfactorily.

4. If any one of the matches is undecided, due to an appeal and no result for the match is available, the team manager(s) shall not sign the result form.

5. After the decision of the Appeals Committee, which decision shall be final and binding on all parties, both team managers shall sign the result form.

6. The team manager is responsible for the proper conduct of the team members during rounds as well as before and after rounds.

7. The team manager shall refrain from giving advice or assisting the team members with their match decisions during rounds.

8. The team manager shall give assistance to the team members in the following instances during a match:

8.1 Replacement and setting of a faulty chess timer.

8.2 Assist the player that wishes to appeal against the arbiter's decision.

8.3 Assist a player that needs the attention of the arbiter, e.g. clarification of a rule.

8.4 Assist a player that has fallen ill and or is not able to continue playing a game in progress.

### Appeals (against the decision of the arbiters)

1. Members of this committee shall be

- (a) One arbiter – that was not involved in the decision against which is being appealed.
- (b) two team managers – not belonging to the team/school involved.
- (c) one member of the LOC (provided Eunice is not involved)
- (d) one other person, e.g. chess coach, chess arbiter not on duty
- (e) an additional co-opted person qualified and knowledgeable in case (c) is not suitable.

2. Appeals shall be in writing only and must be handed in at the administration table within 30 minutes of the incident/finishing of the game.

3. When players wish to appeal formally (do not confuse this with making a claim\*) they shall indicate such verbally to their team manager, who shall communicate it to the arbiter. **The game must continue and be completed in the normal way if it is at all possible.**

\* Claim = to claim a draw or a point, to complain about an opponent.

4. The written appeal shall include the name of the complainant, his/her opponent, and their team names and round in which the incident happened. Keep the description short and to the point and refer to the FIDE Law that was applicable/infringed.

### 7-8 players

Round				
1	1:8	2:7	3:6	4:5
2	8:5	6:4	7:3	1:2
3	2:8	3:1	4:7	5:6
4	8:6	7:5	1:4	2:3
5	3:8	4:2	5:1	6:7
6	8:7	1:6	2:5	3:4
7	4:8	5:3	6:2	7:1

### BERGER TABLES

#### 3-4 players

Round		
1	1:4	3:2
2	4:3	1:2
3	2:4	3:1

#### 5-6 players

Round			
1	1:6	2:5	3:4
2	6:4	5:3	1:2
3	2:6	3:1	4:5
4	6:5	1:4	2:3
5	3:6	4:2	5:1