

Tournament Rules & Guidelines 2019/2020



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 arbiter(s), result in disqualification from the tournament.
2. In all result situations the decision of the arbiter is final and must be respected.
3. Touch-move! If a player touches a piece that player must move the piece touched. If a player touches an opponent's piece that player must capture it. The exception in both these cases is if it is illegal to move the piece.
4. If a player wishes 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. Parents and teachers of students should not be present in the playing area while games are in progress unless asked to help adjudicate games. Parents and teachers of students should not "hover over" games of students in the care. Quiet in the playing venue during games.
6. Chaperoning teachers and SNA's will be asked to act as adjudicators of games. This involves calling the result of game which is clear and obvious to both players i.e. obvious checkmate or a win by points.
7. Any dispute should be resolved at the time by referring the issue to the tournament arbiter(s).

Chess Game Protocol and Etiquette:

8. Deciding the result of a chess game

a) If a chess game reaches checkmate in less than 20 minutes:

1. Students raise their hand to attract attention of an adjudicator (If the adjudicator judges that a checkmate has not been achieved or check can be blocked then the students will continue to play on)
2. Adjudicator decides on checkmate and calls the result as a win for black or white. The adjudicator will proceed to inform the results clipboard holder (see reporting results section).
3. The students remain seated and reset the chess board to play a friendly game of chess while waiting for the round to finish.

b) If a chess game has not reached checkmate after 20 minutes:

- a) The tournament co-host(s) will ring the Ficheall bell to inform all students that the round of chess has finished and to stop playing. Students remain seated.
- b) The co-host(s) will ask students to count the value of the pieces on their board using the value of chess pieces points system (see appendix A). Adjudicators have this points system listed on their lanyards and can assist students to count the points where necessary and to call results.
- 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. A draw can also be declared if checkmate is impossible given the pieces remaining (e.g. Knight and King versus King)

- e) In rare situations the arbiter will allow players some extra time if he/she judges that checkmate or promotion is close (e.g. 5 extra moves allowed or 3 minutes extra to be played)
- 9. Adjudicators (volunteer teachers and SNA's) must avoid calling results involving students from their school. If this is unavoidable then the result should be called in the presence of a second adjudicator.
- 10. The assigned Ficheall.ie arbiter is available to decide on results where disputes exist.
- 11. Once a result has been decided by the adjudicator or arbiter both students should reset the chess board.

Reporting Results:

- 12. The results clipboard holder is a volunteer teacher or SNA who remains seated at an assigned position. Volunteer adjudicators come to the seated results clipboard holder and report the results to them. This is an efficient method of gathering many results. The results clipboard holder writes the results into a fixtures sheets which are posted around the venue.
- 13. Once a result has been decided upon the adjudicator who called the results should proceed to the results clipboard holder and report the results as (for example)

"board 14, win for black, Jane Murphy".
- 14. In the case of stalemate or a drawn game it is reported as *"board 14, a draw"*
- 15. The adjudicator who reports the result should remain with the results clipboard holder and ensure the result is written in correctly and clearly.
- 16. Adjudicators and results clipboard holders work in teams and are assigned a certain number of chess boards to gather results for (e.g. board 21 to 40). Once all results are gathered the results sheet is returned to the arbiter.

Available Competitions:

17. 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. *In areas where the Future Masters Competition is unavailable, schools are welcome to enter students from 2nd, 3rd and 4th class into the Budding Masters Competition as they see fit.

18. Smaller schools (4 mainstream class teachers or less) are encouraged to make contact with their local area organiser by email if the above separation by class proves difficult.

19. School chess teams must be accompanied by at least one teacher (mandated person) of that school. Further supervision is at the discretion of the individual school but is recommended if more than one team (8 players) is attending.

Tournament Schedule

20. All school chess teams are asked to be at the venue at 9.30am at the latest. Teams who arrive after the first-round chess game has begun (10am) will be entered as having lost their 1st round chess games and will enter round 2 instead. This is at the discretion of the arbiter(s).

Schedule of Tournament Day		
9.30	All teams present at the venue	
9.40	Co-Host meeting with chaperones	Every 30-minute round of chess should proceed as follows:
10.00	Round 1 Chess Game	
10.30	Round 2 Chess Game	
10.50	<i>Break (20 minutes)</i>	0-20 minutes: chess game takes place
11.10	Round 3 Chess Game (photo round)	
11.40	Round 4 Chess Game	20 minutes: All chess games stopped
12.00	<i>Break (30 minutes)</i>	
12.30	Round 5 Chess Game	20-30 minutes: results collected and next round
13.00	Round 6 Chess Game	fixtures created. Students read the fixtures and
13.30	Participation Certs Presented and Tidy Up	find their seat and next chess opponent.
14.00	Venue Closed	

Chess Players:

21. School will be asked to register player and team names two weeks 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. If student and chess team names are not submitted the pseudo names will be created

for them. The school in question will be notified of the pseudo names and the students will be asked to play under these assigned names for the duration of the one-day tournament.

22. Players cannot switch between teams. Where a team progresses to the Féilte Fichille tournament the 8 players who represented their school at the regional tournament should again make up the team for the Féilte Fichille tournament. In the case where a player is unable to attend the Féilte Fichille tournament a substitute player from the school can be chosen in their place.

23. All schools who register for tournaments are informed of the “Ready for Regionals” PDF which checklists a number of key skills players should know to perform competently at Ficheall.ie tournaments. It is available for download on the Ficheall.ie website. Similarly the post-tournament review document.

Equipment:

24. Ficheall.ie will arrange for all chess resources required for the tournament to be at the venue.

25. Chess clocks are not used in ficheall.ie tournaments at any stage of competition

Winners, Results and Tiebreaks:

26. 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.

27. No individual or team score will be provided at the tournament venue during a regional tournament. Team rankings will be displayed at the Féilte Fichille tournament venue between rounds.

28. All individual and team rankings will be emailed to the schools involved after each Ficheall.ie tournament. This will be provided along with the Post-Tournament Review document which outlines some ideas how teachers can use the results as suggestions only.

29. Based on the team results from regional Ficheall tournaments a competitive Féilte Fichille tournament will be organised for high-scoring teams. Schools teams will be invited by Ficheall through email. Féilte Fichille tournaments are currently only organised for the Masters and Budding Masters competitions.
30. No mention of the Féilte Fichille tournament should be made at a Regional Ficheall tournament.

Prizes and Awards:

31. 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 tournaments. No medals or trophies are awarded at a regional tournament.
32. Medals will be awarded to the top ranking teams at the end of a Féilte Fichille tournament.

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