



## Tournament Rules & Guidelines 2022/2023

### Important Notes for 2022/2023:

1. The naming convention for Ficheall tournaments have been amended.
  - The formerly known “regional tournaments” are now known as “Féile Fichille Tournaments” or “Féile Tournaments” for short. This is to emphasise that the day out for chess teams is a celebration and the tournament should have a féile/festival atmosphere.
  - The formerly known competitive “Féile Fichille” are now known as “Comórtas Fichille” to differentiate it from the non-competitive regional Féile Tournaments.
2. Sign of respect before and after a game remains but the text here has been updated to include fist bumps and elbow bumps. Eye contact is a key component of showing respect to an opponent.
3. Fun variations have been included for players that finish games before the end of the round is signalled – Loser Chess and 5X5 Chess

**General Rules to Adhere to:**

1. The atmosphere of the competition should remain friendly at all times. Players should shake hands, **or use another sign of respect**, 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 their care. Quiet in the playing venue during games.
6. Chaperoning teachers and SNA's will be asked to act as volunteers to collect results and adjudicate on 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 **or fun variation** 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.
12. Chess rounds will ordinarily last 20 minutes but this may be altered by the tournament co-hosts and arbiter depending on the time available to complete the tournament.

**Reporting Results:**

13. 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.
14. 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”.*
15. In the case of stalemate or a drawn game it is reported as *“board 14, a draw”*
16. The adjudicator who reports the result should remain with the results clipboard holder and ensure the result is written in correctly and clearly.
17. 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:**

**18.** Schools will be invited to enter teams of 8 chess players into two competitions:

*a) Masters Competition* – teams made typically of students from 5<sup>th</sup> and/or 6<sup>th</sup> class but students from younger class levels can be part of Masters teams also

*b) Budding Masters Competition* – teams typically made of students from 4<sup>th</sup> and/or 3<sup>rd</sup> class.

Students from younger class levels can also form part of Budding Masters teams but players from 5<sup>th</sup> and 6<sup>th</sup> class cannot.

**19.** Schools are welcome to enter up to 4 teams (32 players) into a tournament in total. For example, a school could enter 3 Masters teams and 1 Budding Masters team

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

**21.** 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

22. 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 1<sup>st</sup> round chess games and will begin with round 2 instead. This is at the discretion of the arbiter(s).

| <b>Time:</b> | <b>Schedule:</b>                                |
|--------------|-------------------------------------------------|
| 9.30am       | All teams present at venue                      |
| 9.30am       | Co-Hosts lead group meeting with all chaperones |
| 9.45am       | Co-Hosts' Pre-Tournament Speeches               |
| 10.00am      | <b>Round 1 Chess Game</b>                       |
| 10.20am      | <i>Loser Chess (Fun Variation)</i>              |
| 10.30am      | <b>Round 2 Chess Game</b>                       |
| 10.50am      | <i>Lunch Break (20 mins)</i>                    |
| 11.10am      | <b>Round 3 Chess Game [Chess Photo Round]</b>   |
| 11.30am      | <i>5X5 Chess (Fun Variation)</i>                |
| 11.40am      | <b>Round 4 Chess Game</b>                       |
| 12.00pm      | <i>Lunch Break (30 mins)</i>                    |
| 12.30pm      | <b>Round 5 Chess Game</b>                       |
| 12.50pm      | <i>Participation Certs Presented</i>            |
| 1.00pm       | <b>Round 6 Chess Game</b>                       |
| 1.20pm       | All chess players tidy up chess sets            |
| 1.30pm       | Co-Hosts' Post-Tournament Speeches              |
| 1.40pm       | Group Photos with School Certs                  |
| 2.00pm       | Venue Closed                                    |

### Chess Players:

23. 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 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. It will the

responsibility of the chaperoning staff to coordinate this by assigning students one of the pseudo names created.

24. Players cannot switch between teams. Where a specific school team is invited to the Comórtas Fichille tournament, the 8 players who represented their school at the Féile Fichille tournament should again make up the team for the Comórtas Fichille tournament. In the case where a player is unable to attend the Comórtas Fichille tournament a substitute player from the school can be chosen in their place.
25. All schools who register for tournaments are informed of the “Féile Fichille 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:**

26. Ficheall.ie will arrange for all chess resources required for the tournament to be at the venue.
27. Chess clocks are not used in Ficheall tournaments

**Winners, Results and Tiebreaks:**

28. 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.
29. No individual or team score will be provided at the tournament venue during a Féile Fichille. Team rankings will be displayed at the Comórtas Fichille tournament venue between rounds.
30. All individual and team rankings will be emailed to the schools involved after Ficheall tournaments. This will be provided along with the Post-Tournament Review document which outlines some ideas how teachers can use the results as suggestions only.

31. Based on the team results from regional Féile Fichille tournaments, a competitive Comórtas Fichille tournament will be organised for high-scoring teams. School teams will be invited by Ficheall organisers through email. The decision of which schools to invite to Comórtas Fichille tournaments resides with the Ficheall organising volunteers. Not all regions will have a Comórtas Fichille tournament available.
32. No mention of the Comórta Fichille tournament should be made at a Regional Féile Ficheall tournament.

**Prizes and Awards:**

33. Ficheall.ie will provide every school who enters a Féile Fichille regional tournaments with a Certificate of Participation. This will be the only award made at a regional Féile Fichille tournaments. No medals or trophies are awarded at a regional Féile Fichille tournament.
34. Medals will be awarded to the top ranking teams at the end of a Comórtas 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  |