

GICAA State Chess Tournament

Date: 1/30/2018

Location: Grace Fellowship of Greensboro
1971 S. Main St. Greensboro, GA

Agenda

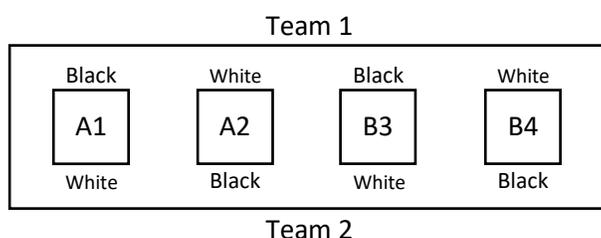
8:00	<i>Registration Opens</i>
8:30	<i>Coach's meeting</i>
8:45	<i>Opening Prayer / Statement</i>
9:00	<i>Round 1 Begins</i>
9:50	<i>Round 2 Begins</i>
10:40	<i>Round 3 Begins</i>
11:30	<i>Break for Lunch</i>
12:20	<i>Round 4 Begins</i>
1:10	<i>Semi-final Round 1 Begins</i>
2:00	<i>Finals Round Begins</i>
3:00	<i>Awards/ Closing / Depart</i>

What to bring:

- One tournament-sized chess set for every two team members
 - Board – 2 ¼" squares (20" X 20" board)
 - King – between 3 ¾" and 4 ¼" tall
- One chess clock or chess clock app for every two team members
 - ChessClock app for iPhone (be sure to bring charging cables)
- One Coach or another adult to act as a referee (Must be at coach's meeting)
- Notepads or chess notation pads for each team member
- Pens for notation
- Snacks and water for your team

Team Summary:

1. Each school shall be permitted to enter one high school team and one middle school team
2. A team must enter in the high school division if any one player on the team (active or alternate) is currently in 9th grade or higher.
3. A team may enter in the middle school division if all players on the team are in 5th through 8th grades. However, any number of middle school aged students are permitted to play in the high school division.
4. Each team must have a minimum of four players. A team may have two alternates
5. On sign in, the coach will assign each of his players an 'A' rank or a 'B' rank. A minimum of two players must be designated as an 'A' ranking. Any number of the remaining players (active or alternate) may be ranked as 'B'. Each player will be given a lanyard, which will note their name, school, and designated ranking.
6. Once a player has received a designation, the designation is fixed for the duration of the event (players cannot be changed from "A" to "B")
7. Player seating for the four non-playoff rounds shall go as follows:
 - a. Each table will have four chess sets, two assigned as "A" and two assigned as "B" (the numbers are not used until the playoff matches.) – see image below.
 - b. "A" designated players may only play at "A" designated chess sets. "B" designated players may only play at "B" designated sets.



- c. Before the round begins and before the team enters the play area, each team will decide which four players will play during that round (if a team has alternates available). The players will decide who will play as white and which will play as black for both "A" and "B" designations, and will indicate their decisions by wearing lanyards of the appropriate color.
- d. Once a team has made their player and color decisions and has entered the play area, those decisions are set for the round (i.e. – players may not change their positioning once they observe their opponent's positioning)

Event Summary – Part 1:

1. The 1st half of the event will be made up of four rounds, following a Swiss format, where teams will play other teams with similar records.
2. Round 1: Teams will be paired against other teams, selected at random.
3. Rounds 2, 3, and 4: Teams will be paired against other teams based on their scores from the previous rounds.
4. Each team's score for the round is the sum on the result of all four games:
 - a. Each win scores 2 points
 - b. Each stalemate scores 1 point
i.e., if a team wins two games, loses one, and gets into a stalemate in one, that team would score 5 points for that round. The other team would score 3 points for that round (two losses, one win, and one stalemate)
5. At the end of four rounds, the teams will be ranked from highest to lowest scores.
6. Ties are broken by calculating the team's "Strength of Schedule" – this is the sum of the scores of the four opponent teams that the team played throughout part one of the event.
7. If there are an odd number of teams entered into the tournament, the team with the lowest ranking will receive a bye each round. That team will not play in that round and will score 5 points for that round. No team will receive more than one bye.

Event Summary – Part 2:

1. The top four teams from part 1 will play two additional rounds, in a single elimination tournament.
2. The semi-final round: The top ranked team (1) will play the fourth ranked team (4). The second rank team (2) will play the third ranked team (3).
3. In the playoff rounds, seat selection will go as follows:
 - a. Before entering the playing area, "A" designated players will decide which player will play at set one and set two. "B" designated players will decide which player will play at set three and set four. Players will wear lanyards that indicate their set selections. Once teams enter the playing area, teams may not change their selections.
 - b. Players do NOT pre-select colors in the same manner as rounds one through four. Instead, they will follow these steps:
 - i. Step 1: Once both teams are standing at the table, Players A1 and A2 from the higher-seeded team will sit at the designated numbered sets

- and select which colors they wish to play (one will play white, the other will play black), rotating the sets as necessary.
- ii. Step 2: The opposing team's A1 and A2 players will sit at the designated numbered sets.
 - iii. Step 3: Players B3 and B4 from the lower-seeded team will repeat the process, sitting and selecting which team member will play white and black.
 - iv. Step 4: Players B3 and B4 from the higher-seeded team will then sit at their designated numbered sets.
4. The round will score in the same way they were scored during part 1 of the tournament (Each win is worth 2 points, stalemates are worth 1 point).
 5. Ties will be broken in the following order:
 - a. The winner of match A1
 - b. The winner of match A2
 - c. The winner of match B1
 - d. The winner of match B2
 - e. A single game of blitz chess (5 minutes per side). Each team will select one player to participate in the game. Color will be chosen by lots.
 6. The winners of the semi-finals round will then play a final round in the same manner, resulting in first and second place of the event. The losing teams of the semi-final round will play for third and fourth place of the event.

Game Play Rules:

1. Each game must use a chess clock or approved chess clock app. Chess timers are set at 20 minutes per player
2. Each game must be notated by both players, either in a notebook or approved electronic notating device. Notating apps on a tablet or phone are NOT permitted.
3. Unless a tablet or phone is going to be used as a chess timer, all electronic devices must be turned OFF while in the chess play area. Any player using a phone or tablet after instructed to turn them off by the head referee may be asked to forfeit that match, at the discretion of the head referee.
4. Play will begin for the round when announced by the head referee.
5. There is no talking between team members during the round.
6. Players will follow the "touch" rule.
 - a. A player may only touch the board or a piece on his turn

- b. If a player touches a piece and the piece can be moved legally, he must move it.
 - c. A piece that is off-center may be adjusted if the player first asks the opposing player
 - d. A player may never touch his opponent's pieces, unless to remove one from the board after capturing it.
7. There is to be minimal talking between opposing players during a match.
 8. If a player has any question about a move, the state of the board, or has any issue with his opponent's play etiquette, he is to raise his hand and request help from the referee.
 9. If a referee acknowledges a mistake on the game board (such as an undiscovered check), he will use the game notation to reverse moves back to where the mistake occurred. If there is a discrepancy between the two notations, he will reverse moves back at this discretion.
 10. Referee's decisions are final. If a player is causing a disruption, purposefully tipping boards, or attempting to cheat in any way, the referees will instruct that player to leave the play area and they will forfeit the match.
 11. A game is over under ANY of the following conditions:
 - a. A player loses by checkmate – that player's king has no legal move and is in check. In this state, the opponent wins and scores 2 points, the player, 0 points.
 - b. A player is in stalemate – that player does not have a legal move with any piece. In this state, both players tie, and each scores 1 points.
 - c. A player's clock expires – that player runs out of time. In this state, the opponent wins and scores 2 points, the player, 0 points.
 12. Once a game is completed, the players will raise their hand to call for a referee to record the results. Once the results are recorded, the players must leave the playing area.

Special Movement Definitions:

1. King-side castling: the king may move two spaces toward the king-side rook and the rook can move to the space immediately to the left of the king if all the following are true:
 - a. The king hasn't been moved previously
 - b. The king side rook hasn't been moved previously
 - c. There are no pieces between the king and rook
 - d. The king doesn't move through or into check when moving two spaces to the left.
2. Queen-side castling: All rules are identical to king-side castling, with the following differences:
 - a. The king moves two spaces toward the queen side rook.
 - b. The queen side rook is moved to the space immediately to the right of the king.
3. En Passant: This is a special pawn capture move, as follows:
 - a. A player performs the two-space move off a pawn's starting space.
 - b. An opponent's pawn is on the fifth rank and on a file adjacent to pawn that was just moved two spaces.
 - c. If both above statements are true, the opponent may capture the pawn as if the pawn had only moved one space. See the illustration below:

