

**South Africa Top Schools Team
Chess Championships
2019**

Rules & Regulations

under the auspices of



Version 1.0

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1. Definitions

- i. **Boys Team** – Team that consists of only boys – this is only applicable in Selected Teams.
- ii. **Chess SA** – South Africa National Chess federation.
- iii. **Committee** – The committee responsible for all aspects regarding the management of the League in the district(s).
- iv. **Development Team** – A team from a township who does not qualify on merit.
- v. **Direct Encounter** – The winner of the match between two teams.
- vi. **Federation** – The custodian for Chess in South Africa
- vii. **FIDE** – The World Chess Federation.
- viii. **FIDE Laws** – The latest applicable published FIDE Laws of Chess.
- ix. **Game Points** – Total scores of the individual game points scored by the individual players.
- x. **Gender** – References to he/his/him shall include both sexes.
- xi. **Girls Team** – Team that consists of only girls.
- xii. **Match points** – Win/Loss/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.
- xiii. **Mixed Team** – Team that consists of any number of boys and girls to make up the total number of players in the team. There can also be zero boys or girls in the team.
- xiv. **School Based Team (Top Schools)** – Team of 6 learners +1 reserve all Bona Fide learners of the same school.
- xv. **Top Seeded Team** – The team with the highest average rating at the start of the tournament. CHESS SA ratings will be used for this calculation.

2. Dates

Date	What	Who
30 November 2019	Entries close	Schools based Teams
9 January 2020	Arrival and Registration	
10 January 2020	Round 1	
11 January 2020	Prizegiving and Departure	

3. LOC

Tournament Director: Judy-Marie Steenkamp
info@satopschools.co.za
083 5563475

Chief Arbitrator: Hendrik du Toit
ca@satopschools.co.za
083 2598747

Convenor: Vicky Magu
convenor@satopschools.co.za
082 7817218

Gauteng Representative: Thomas Motswane
gauteng@satopschools.co.za

Website: <http://www.satopschools.co.za>

4. Venue

Venue

All tournament playing venues are at the Birchwood Hotel & OR Tambo Conference Centre.

Physical Address

14 Viewpoint Street
 Boksburg
 Gauteng

GPS Coordinates

26° 10.483'S & 28° 15.017'E

MAP



5. Tournament details

Time Control

Format:	Swiss
Time Control:	60/60
Rounds:	5 Rounds

Entry Fee

R200 per player

Non Fee-Paying schools can apply for a discount by sending a request to:

finance@satopschools.co.za

The entry fee includes:

- Notation pad
- Pen
- Waterbottle
- Team Photograph

Banking Details

Account name:	SA Top Schools
Bank:	ABSA
Branch Code:	632005
Account Number:	4096637566
Reference:	District + School name for example: DISTRICT/HS Menlopark

Please email proof of payment to: finance@satopschools.co.za

Meals

A water bottle and cold water will be supplied.

No other drinks will be provided to learners, Managers and coaches. Learners must provide their own refreshments. A Tuckshop will be available.

6. Schedule

2019 SA Top Schools team Chess Championships			
TIME	ACTION	WHO	VENUE
Day 1: Thursday – 2020/01/09			
15:00 – 19:00	Arrival and Registration	All	TBC
21:00	Draws	All	TBC
Day 1: Friday – 2020/01/10			
08:45	Players seated	All	TBC
09:00 - 12:00	1 st Round	All	TBC
13:00 – 16:00	2 nd Round	All	TBC
18:00 – 21:00	3 rd Round	All	TBC
Day 2: Saturday – 2020/01/11			
08:45	Players seated	All	TBC
09:00 - 12:00	4 th Round	All	TBC
13:00 – 16:00	5 th Round	All	TBC
16:30 – 17:30	Prize Giving	All	TBC
18:00	Departure		

7. 2019 Age groups

Secondary School for

- u/19: Born 2000 and younger
- u/17: Born 2002 and younger
- u/15: Born 2004 and younger

Primary School

- u/13: Born 2006 and younger
- u/11: Born 2008 and younger
- u/09: Born 2010 and younger

8. Qualification

Secondary Schools

- u/19 Open - Mixed Gender - 1st, 2nd & 3rd Teams
- u/19 Girls - Girls Only - 1st, 2nd & 3rd Teams
- u/17 Open - Mixed Gender - 1st, 2nd & 3rd Teams
- u/15 Open - Mixed Gender - 1st, 2nd & 3rd Teams
- u/15 Girls - Girls Only - 1st, 2nd & 3rd Teams

Primary School Section

- u/13 Open - Mixed Gender - 1st, 2nd & 3rd Teams
- u/13 Girls - Girls Only - 1st, 2nd & 3rd Teams
- u/11 Open - Mixed Gender - 1st, 2nd & 3rd Teams
- u/9 Open - Mixed Gender - 1st, 2nd & 3rd Teams

Awards and Progression

- The winning team per section will receive a medal per player.
- Second and third teams will receive a medal per player.
- The winning team will be awarded the title of “2019 South Africa School Chess Champions”.

9. Rules of Participation

The Inaugural Tournament is Open to all Schools

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

10. Entry and Registration Procedure

10.1. To enter the competition, the following procedure must be followed. No exceptions will be entertained:

10.2. The school must complete the Online Entry Form to this document for each team they want to enter. This is for verification purposes. Please note the following:

10.3. The birth certificates with a photo of each pupil must be uploaded together with the entry.

10.4. All the details must be captured on the online entry form www.satopschools.co.za This must be done before the closing date. Should you have trouble with this, please send an email to info@satopschools.co.za

11. Accommodation

Birchwoods Hotel & Conference Centre							
Type of room	Beds	Room rate	Pax	Breakfast	Lunch	Dinner	Serviced
ValuStay	Twin	R 980,00p.n	2	Budget meal	Budget meal	Budget meal	9 & 12 Jan
Birchwood	2 x Dbl	R1 720,00p.n	4	Budget meal	Budget meal	Budget meal	9 & 12 Jan
Birchwood	Twin	R1 160,00p.n	2	Budget meal	Budget meal	Budget meal	9 & 12 Jan
Birchwood	King	R1 000,00p.n	2	Budget meal	Budget meal	Budget meal	9 & 12 Jan
Extra u/12	mattress	R 280,00 p.n	1	Budget meal	Budget meal	Budget meal	9 & 12 Jan
Type of room	Beds	Room rate	Pax	Breakfast	Lunch	Dinner	Serviced
Silverbirch	2 x Dbl	R2 000,00p.n	4	Full buffet	none	none	Daily
Silverbirch	2 x Dbl	R2 400,00p.n	4	Full buffet	Budget Meal	Budget Meal	Daily
Silverbirch	King	R1 200,00p.n	4	Full buffet	none	none	Daily
Silverbirch	King	R1 600,00p.n	4	Full buffet	Budget Meal	Budget Meal	Daily
Extra u/12	mattress	R 300,00 p.n	1	Full buffet	none	none	Daily

Birchwood rooms:

- ☞ Accommodation can only be booked per room and not per person.
- ☞ Includes 3 **budget** meals per day (breakfast, lunch and dinner). 5th person u/12 yrs on mattress – R280 per night. This option is not available for all room categories.
- ☞ 5th person u/6 yrs on mattress – free of charge, for non-playing sibling only provided they are sharing with 2 full paying guests. This option is not available for all room categories.
- ☞ Rooms will only be serviced on the 9th & 11th January 2020
- ☞ All linen and towels will be provided. Towels and linens will only be changed on the 9th & 11th January 2020.
- ☞ Rooms can only be booked.
- ☞ 9th – 11th January 2020

Silverbirch Rooms

- ☞ Only breakfast included – Breakfast will be a full English breakfast buffet.
- ☞ 5th person u/12 yrs on mattress – R300 per night
- ☞ 5th person u/6 yrs on mattress – free of charge, for non-playing siblings only provided they are sharing with 2 full paying guests.
- ☞ Accommodation can only be booked per room and not per person.
- ☞ Rooms will be serviced daily.
- ☞ All linen and towels will be provided and changed regularly on the hotel's schedule or on request.
- ☞ Rooms can only be booked:
- ☞ 9th – 11th January 2020

Individual accommodation bookings

11.1.1. All accommodation bookings must be made on the website.

11.1.2. A deposit of 30% will be required, within 7 days, in order to secure a booking.
Please consult your Invoice for the payment schedule.

Cancellation policy:

11.1.3. Due to the contract with the hotel the following cancellation policy will be in effect:

- A 10% administration fee will be levied on all cancellations on the total amount of the booking.
- NO refund if cancelled after 30th November 2019.
- Should a guest have to cancel a booking he has the option to find a replacement for the booking. The guest will then get a full refund.

11.15. Included in accommodation

- All Birchwood rooms include budget meals.
- All Silverbirch rooms only include a full buffet breakfast.
- Guests who are staying in Silverbirch rooms can apply to have the budget meals included at an additional cost.

Food Stalls

- A variety of food Stalls will be available to buy additional meals.

12. Wi-Fi

All rooms will have a complimentary Wi-Fi service with a "fair use" data cap of 350mbs per day. Guests requiring data over and above this limit may purchase additional data using a premium package available directly from the hotel.

Wi-Fi will only be available to hotel guests.

13. Airport Transfers

- Birchwoods runs a continuous shuttle to and from the Airport on a complimentary basis from 05h30 to 24h10 daily.
- Please forward your flight details to accommodation@satopschools.co.za so that the hotel can ensure a smooth running shuttle service.
- Preference will be given to those who have supplied their flight information in advance.

14. Name cards

- a. The LOC will print ID cards for ALL players, managers, coaches and guests saying in the official accommodation.
- b. Please ensure that all details are captured correctly on the website for players, coaches, managers and all accompanying persons.
- c. The names as captured on the website will be used to print certificates and photo's.
- d. Please take care to capture it correctly.
- e. The regions will also be responsible for uploading a photo of every player and official.
- f. Please ensure that the photograph that you load is in jpeg format.
- g. It is the manager's responsibility to make sure that a recent photo in the correct size and format are uploaded to insure that the Player/coach/Manager can be identified on the printed card. Should the player/coach/manager not be able to be identified on the card a photograph of the player/coach/manager will be taken in order to print a new card. This will be a cost to the Region of R50 per card.
- h. Lost cards can be replaced at a cost of R50 per card.
- i. Lost meal cards will be replaced at R100.00 per card.

15. Indemnity and Code of Conduct

- b. No player will be allowed to participate in any of the events nor will any official be allowed in the playing venue if he/she has not handed in the necessary indemnification and "Code of Conduct" forms.
- c. The following forms can be downloaded from the website: www.satopschools.co.za
- d. Indemnity
- e. Code of Conduct:
- f. The rule will be strictly applied to:
 - o Players
 - o Managers
 - o Coaches
 - o Arbiters

16. Team Rules

- 16.1. Teams consist of six players and one reserve in each section. Should a team not be full they will still be allowed to play.
- 16.2. The board order for teams will be fixed on the order that they play in round one. Should a team play in a different order, the opposing team may claim the relevant games.
- 16.3. Each team must 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.
- 16.4. A full time educator from the respective schools as per the GDE policy must accompany all school teams.
- 16.5. Private coaches/parents etc. can assist technically but there has to be a teacher in charge of the team.
- 16.6. It is optional to select one reserve player for the team, since no separate playing section for such individuals will be arranged.
- 16.7. The name of the reserve players must appear on the original entry form.
- 16.8. The reserve players will be allowed to play either:
 - on the board of the player who withdraws; or
 - at the lowest board. If a player withdraws, the rest of the team moves up and the reserve player plays on the lowest board.
 - Reserve replacements are not permanent.

- The CA must be informed at least 15 minutes before the start of the round of any reserve player replacements.

16.9. The Principal of the school team shall verify that all the players in the team are bona fide learners of the school for 2019 and verify their dates of birth and all relevant information as required by the LOC.

16.10. The principal of the school shall confirm by letter, who the school has appointed as the adult person in charge of the team.

16.11. Teams not registered at the closing date will not be allowed to play. No exceptions. No registrations will be done on the morning of the competition. Should a team have difficulty in registering online, they must please contact the convener of the LOC.

16.12. Home School players will be allowed to participate in the teams provided they represented the school from the first Round (Cluster level).

16.13. Teams arriving late will participate from round 2. The competition will not be held up due to late arrivals.

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

16.15. The Chief Arbiter reserves the right to disqualify for one or more rounds, teams that:

- Fail to adhere to the code of conduct for this event;
- Arrive late for the scheduled round.

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

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

16.18. All sections will be played in a 5 round Swiss format to allow for late arrivals. Should there be three or less teams in a section, the teams will play each other twice with alternating colours.

17. Match Rules

17.1. The current FIDE Laws of Chess shall apply and pairing of teams will be done according to Swiss Manager pairings software.

17.2. All teams, pairings and results will be published on www.chess-results.com and will be regarded as the official publication. Any other documents/publications are not the official publication and will be regarded as supplementary.

17.3. The time control shall be 90:90

- 17.4. A player whose cell phone or any other electronic device makes a noise (no matter how faint) or is switched on shall immediately lose 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.
- 17.5. Silence shall be strictly observed during rounds and talking must be limited to whispering.
- 17.6. The players are not allowed to eat food or snacks at the playing tables. One cool drink per player in a container with a sports cap will be allowed at the table.
- 17.7. 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.
- 17.8. A tolerance of 15 minutes will be allowed for late arrivals. An opponent can claim a game 15 minutes after the published start of the round, irrespective of the actual start time of the round.
- 17.9. All participants shall notate the moves in accordance with the Laws of Chess.
- 17.10. The Team Managers shall not speak to any team member, and not discuss a match in progress inside the hall once the round started.
- 17.11. Messages to team members shall be given in the presence of the arbiter.
- 17.12. No equipment or furniture may be removed from the playing hall.
- 17.13. A team coach or trainer shall be under the supervision of the TM that employs him/her.
- 17.14. Spectators may view games from the designated areas in the hall only. Photographs (no flash) 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.
- 17.15. Under no circumstances will any game in progress or game just completed be discussed in the hall.
- 17.16. Team Managers shall complete the required results sheets and hand it 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 organizers.
- 17.17. Incorrect scores (as processed by the LOC) must be reported immediately if noticed and will be dealt with on an individual basis.
- Calculation of “bye” points:
 - Teams will receive the average (rounded up) of their points scored during the tournament for a bye.
 - This calculation will happen at the end of the tournament.

17.18. For pairing purposes during the tournament, a team will receive 3 points (half of the team size) for a bye. Forfeited wins will be allocated from board 1, until the required number of points is recorded for the winning team. A loss will be recorded for the lower boards.

17.19. Teams paired against teams who are a "no show" or who withdraw from the competition without informing organizers in time before for the pairing of the next round will receive points as if the team had a bye.

17.20. The organisers reserve the right to re-pair teams in the first round in case of "no-show" teams. Only teams who have no opponents will be repaired.

Tie Breaks and Board Prizes

17.21. Tie break order for places after the final round:

- i. Number of match points scored;
- ii. Total number of game points scored;
- iii. Direct encounter;

17.22. Top seeded team;

- i. Pairings will be done on game points.
- ii. Players with no rating will get a default rating of the average of the section.
- iii. Board Prize Tie Break

17.23. Should board prizes be awarded, the following tie-break will apply:

- i. % score
- ii. Number of games played
- iii. Direct encounter
- iv. Score
- v. Highest Ranking Team

17.24. Rules for awarding board prizes:

- i. The player must play at least 4 games from the 5 number of rounds.
- ii. Reserve player can win a board prize as the "best reserve", provided the reserve played at least 3 games.
- iii. Points are allocated per player, irrespective of the board he/she plays on.

17.25. Administration

- i. The administration table will be set up in the front of the hall where:
- ii. All result sheets will be handed in;

- iii. Written appeals can be submitted.
- iv. All teams must report their arrival at the administration table.
- v. Display Boards will be put up near (outside) the hall where the latest results available will be displayed.
- vi. A full set of results will be published on www.chess-results.com

17.26. Chess Timers

- i. Timers will be set up just before the round at all the tables. The clocks shall then, after the round be collected by the owners.
- ii. When a timer 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 arbiters in accordance with the Laws may adjust the time on clocks.
- iii. The team 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 managers of the two teams agreed otherwise beforehand. Digital clocks will take preference above analogue clocks.

17.26. Team Managers

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

- i. One result form per match (i.e. one form for both the teams) shall be completed.
- ii. The team managers of both teams shall sign the result form after all the matches have been completed satisfactorily.
- iii. 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.
- iv. 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.
- v. The team manager is responsible for the proper conduct of the team members during rounds as well as before and after rounds.
- vi. The team manager shall refrain from giving advice or assisting the team members with their match decisions during rounds.
- vii. The team manager shall give assistance to the team members in the following instances during a match:
 - Replacement and setting of a faulty chess timer;
 - Assist the player that wishes to appeal against the arbiter's decision;

- Assist a player that needs the attention of the arbiter, e.g. clarification of a rule;
- Assist a player that has fallen ill and or is not able to continue playing a game in progress;

17.26. Appointment of Arbiters

- Only qualified arbiters recognized by Chess SA and appointed by the LOC in conjunction with GDE will be allowed to work on the floor.
- No person will be allowed to work as an arbiter if they are manager / coach of a participating team.

17.27. Appeals

17.27.1. Members of this committee shall be 3 or 5 members in the following order:

- i. Two arbiters – that were not involved in the decision against which is being appealed.
- ii. One member of the LOC
- iii. One other person, e.g. chess coach (rating above 1900), chess arbiter (PA, NA, FA or IA) not on duty (optional) and
- iv. An additional co-opted person qualified and knowledgeable (optional).
- v. The CA shall appoint the chairperson and optional members of the appeals committee.
- vi. The chairman is allowed to co-opt more members to the appeals committee should he deemed it necessary. Co-opted members shall be of the following qualifications:
 - PA, NA, FA or IA
 - Chess Coach with rating higher than 1900
- vii. The number of members on the appeals committee shall always be uneven.
- viii. Appeals shall be in writing only and must be handed in at the administration table within 30 minutes of the incident/official finish time of the round.
- ix. A deposit of R100 shall be paid together with the appeal which will be refunded should the appeal be successful.
- x. 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.
- xi. 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 Laws that were applicable /infringed.
- xii. The player must submit the appeal and can be assisted by the team manager.

xiii. The LOC will not deal with parents and coaches. The LOC and officials will only deal with team managers. Team Managers will deal with parents and coaches.