



Sports and Cultural Festival

14 – 16 September 2018

Chess Tournament 2018

Participating Schools
Benoni High School
Crawford College Lonehill
Dainfern College
Krugersdorp High School
Norkem Park High
Rand Girls' School
St David's Marist Inanda
St Peter's College
Sutherland High School
Waterford College Swaziland

PROGRAMME:

Friday, 14 September 2018

Round 1 08:00 – 10:00

Round 2 10:00 – 12:00

Lunch Break

Round 3 12:30 – 14:30

Saturday, 15 September 2018

Round 4 08:00 – 10:00

Round 5 10:00 – 12:00

Lunch Break

12:30 onwards Prize giving

FORMAT: 5 ROUND 60-60 SWISS

TEAMS: 6-A-SIDE TEAMS

VENUE: ST PETER'S COLLEGE ART STUDIO (MADD CENTRE) OR ANY ALTERNATIVE VENUE

ADJUDICATORS: NHLANHLA THABETHE

EMAIL: WALUGEMBEV@STPETERSCOLLEGE.CO.ZA

PLEASE ASSIST BY BRING CLOCKS AND SETS. THANK YOU.

SIMPLIFIED RULES OF PLAY

Teachers and coaches please note that these rules cover only the common situations of dispute. The basic rules (how to play) are found in many books.

1. TOUCH MOVES

- 1.1. A player who is on move and who touches one of his pieces without previously saying "I adjust", or "J'adoube", must move that piece if he can legally do so. If he has "no legal move" with that piece, then he can move any piece.

It must be clearly understood that this rule applies only where the player's intention to move the piece is clear. Accidental touching of a piece whilst the hand is en route to another piece is obviously not penalized. (Refer to item 2 below - Sportsmanship).

- 1.2. A player who picks up one of his pieces which can legally move or picks up an opponent's piece (without saying "I adjust", etc.) must move his piece or complete the capture. If he has touched the opposing piece before touching any of his own pieces he MUST capture it with any piece which can legally do so.

2. SPORTSMANSHIP

THIS IS THE MOST IMPORTANT RULE! Teachers and coaches are to encourage sportsmanship, good manners and seemly behaviour always. A player who tries to take advantage of his opponents or to distract him in play or to harass him, or deliberately plays slowly in order to try and win on time – any of these – constitutes a misdemeanor and is a bad advertisement for his school. Such players must be disciplined and – if the offence is repeated, the game is forfeited, in extreme cases; the player can be banned from future matches. Please inform the tournament director of such decisions. Giving advice to teammates is obviously a case of cheating and is covered in Rule 6.

3. CASTLING

3.1. The correct methods of castling are -

On the King side: Play the King to the Knight's square and the Rook to the Bishop's square.

On the Queen side: Play the King to the Bishop's square and the Rook to the Queen's square (moving the King two squares indicates the castling move).

3.2. Castling by moving the Rook first is an infringement. The player must then move his rook and may no longer castle.

3.3. A player may not castle if -

- ☐ He has previously moved the King
- ☐ He has previously moved the Rook
- ☐ He is in check on that move
- ☐ The King passes through "check" whilst castling, or lands on a square where it would be in check.

(That is: A player may castle if he has previously been in check, but has not moved the King.

Also, the Rook may move through an attacked square if the King does not.)

4. ILLEGAL MOVES

These are divided into the occurrences where the illegality is noticed before further moves have been made and where a move or moves have been made subsequent to the offence. Again, a move may be illegal because -

- ☐ The King is exposed to check
- ☐ The piece moved cannot legally move to that square, because it is impossible

4.1 If the illegality is noticed immediately, it must be retracted and a legal move made with the same piece, if possible.

4.2 If some moves have been made subsequently, the issue is clouded. The person in charge should try to assist the players to set up the position before the illegality on a separate board. If this proves to be impossible, then -

- ☐ Replay the game if time permits - Either from any earlier position on which agreement can be reached, or
- ☐ If that is not possible, from commencement
- ☐ If time does not permit any replay, then the game shall be drawn.

- 4.3 Despite any of the above, a result reached shall stand, if some moves have been made illegally and gone unnoticed.

5. DRAWS

5.1 Automatically:

- 5.1.1 If one player has a bare King and the opponent has only a King, or King and Bishop, or King and Knight.

- 5.1.2 By agreement between the team captains or players.

- 5.1.3 By stalemate where the player who is “on move” has no legal move and is not in check.

5.2 By Proposal:

Of one player to the other and accepted by that player before making his next move. A proposal of a draw may not be withdrawn before the opponent has made his next move, but is automatically void once the opponent, to whom the proposal is made, has moved.

5.3 By a Claim (by a player who has the move):

- 5.3.1 If 50 moves have been made by each player since the last capture or pawn move.

- 5.3.2 If the same position has occurred three times with the same player on move. It is not necessary that it should occur three times in succession.

Note: If the players do not agree as to the course of such events then the arbiter should attempt to establish (with the help of notation sheets and bystanders - if available) the exact occurrence, and if the balance of probabilities supports the claim it should be allowed.

6. INTERFERENCE FROM BYSTANDERS

- 6.1 Any bystander, whether player, teacher, coach, parent or scholar, who offers advice on the play of a game whilst it is in progress, shall be barred from the playing area for the duration of the match in progress.

- 6.2 If the offender is a player, then any game he has in progress or has yet to play, shall be forfeited.

- 6.3 The player who received the advice shall be entitled to act upon that advice and shall not be penalized unless he sought out the advice (in which case he shall be subject to the penalties as set out in 6.1 and 6.2 above).

Note: The above does not, of course, apply to a player seeking clarification of rules, or a person responding to such request - but see item “7” below.

7. RESULTS

If the players have agreed on a result it shall be so recorded irrespective of whether that is a correct or reasonable result. The arbiter must record such result even if it is clear that checkmate has not been delivered or that stalemate has occurred and the players believe it be checkmate, etc. **Any person who points out that a contrary result has been reached or could be reached shall be penalized under item "6" above.**

8. INCORRECT COMMENCING POSITION

If the board has been set up incorrectly at the outset and the players have played four moves each, the game must be continued from the position reached. If the irregularity is noticed before four moves are completed, then the game shall be recommenced unless a result has already been reached. If a board is rotated the wrong way, pieces should be transferred to a board which is correctly set up. In this case, neither player may castle.

9. RECORDING OF GAMES

A player must keep a record of his game whilst it is in progress. A player is allowed to stop notating inside the last five minutes of the game.