

Warwickshire Primary Schools Team Championship Rules

Non-Technical Rules

Please read those rules prior to reading these. This document covers the technical elements of the tournament only.

Tournament Rules

1. The adult in charge of the team (hereinafter referred to as a “captain”), must provide a teamlist to the organiser before the start of the tournament. The team should be arranged so that, in the opinion of the captain, the best player in the team is on board 1, and the rest of the players are allocated in descending order of chess ability on boards 2, 3 and 4. This order is fixed for the duration of the Zonal.
2. The tournament referee (hereinafter referred to as the “arbiter”), will conduct a drawing of lots prior to the tournament to determine the fixture sequence for the tournament.
3. In each match between two schools, the two players allocated to board 1 play each other, and so on for boards 2, 3 and 4. One team will be white on boards 1 and 3; the other team will be white on boards 2 and 4. This is determined by the drawing of lots in rule 2.
4. For each game in the match, a player who wins will score 1 gamepoint, a player who draws will score ½ gamepoint, and a player who loses will score 0 gamepoints. The team that scores the most gamepoints in the match will win the match. A team winning a match scores 2 matchpoints, a team drawing a match scores 1 matchpoint, and a team losing a match scores 0 matchpoints.
5. The final ranking of the tournament is determined by:
 - a. Matchpoints (descending)
 - b. Gamepoints (descending)
 - c. Matchpoints in the match(es) between the tied teams (descending)
 - d. Gamepoints in the match(es) between the tied teams (descending)
 - e. If exactly two teams remain tied, board count in the match between the tied teams; add up the board number of the games that each team wins; the team whose total is lower is ranked higher
 - f. If exactly two teams remain tied, board elimination in the match between the tied teams; remove the board 4 result, and if the team with the most Gamepoints remaining shall be ranked higher
 - g. If exactly two teams remain tied, repeat f. with board 3, and then if necessary board 2, until the Gamepoint totals first become unequal.
 - h. Drawing of lots
6. All games will be played using chessclocks. The time limit for each game will be 10 minutes plus 5 seconds per move.
7. The results of all games will be submitted to the English Chess Federation for national rating. This will either allow your children to have their own national chess rating, or play games to improve it if they already have one. This process includes submitting data to the English Chess Federation, including the children’s name, gender, date of birth, and school. All of these will be public, with the exception of the date of birth.

Rules for the Final

1. The winning team from each zone will qualify for the Final. The Organiser reserves the right to include additional teams in the Final, for reasons including but not limited to:
 - a. The school that hosts the Final
 - b. A school that was the runner up in a Zonal, if the number of teams in the Final would otherwise be odd
 - c. A replacement team from the same Zonal where the winning team is unable to participate in the Final
2. Schools may change their team from the team who represented them in the Zonal.
3. The expectation is that all of the Tournament Rules will apply to the Final. Any amendments will be communicated to the schools who qualify for the Final in advance of the Final.