

English Primary Schools' Chess Association

National Primary Schools' Chess Championships

Notes for Guidance of Board Stewards

- 1 **Where you are not certain of your answer to a question.** You should approach the chief steward, the controller or, at a qualifying zone only, the EPSCA arbiter on the matter. A player has the right to ask you to call their team manager, the controller or, at a qualifying zone only, the EPSCA arbiter, if they are not happy with a decision you have taken.
- 2 **Before each round begins.** Make sure on the boards where your team is playing that (a) all the clocks are set at the appropriate time. (b) each board is correctly set up. (c) each table has a result sheet.
- 3 **At the start of the round.** Check that the players sit at the correct board, and have the correct colour.
- 4 **During the round.** Only step in if requested by one of the players. Do not show how a player may get out of check, even if asked. Do not answer the question "Is this checkmate?" If one player accuses the other of touching a piece without intending to move it, unless you saw the offence, you must give the benefit of the doubt to the player who denies touching a piece. Keep some record of the alleged offender in case it happens again. Stalemate ends the game and a player thinking the game lost may be advised that it is a draw. If you have agreed a player's claim for an illegal move during the game, then an "x" should be marked on the result sheet. Three illegal moves during the game by the same player means that the player is defaulted. If either player has less than five minutes left on the clock and an illegal move is made, the arbiter may award the opponent two minutes for the first offence, and two minutes for the second offence. A player who is short of time (i.e. in the last two minutes) may ask you to verify repetition or the 50 move rule.
- 5 **At the end of the game.** Record the result agreed between the players on the results sheet provided. See that the board is set up for the next round. Reset the clock.
- 6 **When digital clocks with increments are not being used, players who are short of time** (i.e with only two minutes on the clock) may ask you to watch their game because they think their opponent is not trying to win or cannot win by normal means. You must be satisfied that there have been enough moves to decide whether progress is being made. If you have any doubt about making a decision, call the EPSCA arbiter. Do not step in unless requested to do so by one of the players except in the case of pointing out flag fall. The team manager should point out flag fall. If both flags are down, the game is drawn.
- 7 Managers should make the rules clear to their players before the first round.
- 8 Litter must be placed in the bins or bags provided.