

English Primary Schools' Chess Association

National Primary Schools' Chess Championship

Regulations

- 1 The competition will be organised as a team Swiss tournament, provided that there are sufficient teams to do so. Any variation must be approved by the national controller
- 2 A team is five players and one reserve. Teams with fewer than four players will not be accepted as a team in its own right. The children who turn up may form part of a mixed reserve team, if one is required.
- 3 The laws of chess and EPSCA rules will apply.
- 4 Each school may enter as many under 11 teams and under 9 teams as it wishes. In order to be eligible to play for a school, a player must be a member of the school on the date of the first zonal, or on a date at the controller's discretion.
- 5 The under 9 team players must have their ninth birthday on or after 1st September of the current school year.
- 6 The under 11 team players must have their eleventh birthday on or after 1st September of the current school year.
- 7 Tie breaks are to be applied in order when teams are tied with equal points for medals at the zone stage, for a qualification place at the semi-final, and for placings in the final, subject to rule 8. (a) if the two teams have played each other; (1) result of the match played (2) board count in the match (3) board elimination from the bottom board (4) toss of a coin. (b) if three or more teams have all played each other; (1) sums of scores against opponents in the tie break (2) board elimination from the bottom board (3) by lot. (c) if two or more of the teams have not played each other; (1) sum of opponents (2) if only two teams remain who have played each other, apply 7a (3) sum of progressive scores (4) by lot.
- 8 If teams are tied with equal points for first place in the final, the title will be shared.
- 9 A list of players in strength order must be handed to the arbiter before the draw is made.
- 10 The reserve may substitute in any round. The team must still play in order of strength.
- 11 If a team is drawn to play White, the board 1 of that team plays White, board 2 plays Black and so on. If a team is drawn to play Black, the board 1 of that team plays Black, board 2 plays White and so on.
- 12 The player acting as the reserve for the team will play the reserve of the opposing team in each round, if possible.
- 13 The arbiter must approve of any change of board order before the round begins unless substituting board 5 for the reserve.
- 14 Each school must provide a room steward.
- 15 Only EPSCA officials, the team manager and players involved in a game may remain in the playing area while a round is in progress.

- 16 Players must play all their moves in 25 minutes plus 10 seconds per move from the start. If digital clocks with increments are not available, players must play all their moves in 35 minutes. Any variation must be approved by the National Controller.
- 17 Players do not have to score, but, except in the last five minutes on their clock, will not be able to claim a draw by repetition of position or the 50 move rule, unless they are keeping the score. A player who is short of time (i.e. in the last two minutes) may ask the arbiter to verify repetition or the 50 move rule. Players who record moves must write the move down only after it has been made on the board.
- 18 Before each round the team manager should fill in the names of the players on the result sheet.
- 19 Clocks will be started at the appointed time whether both players are present or not.
- 20 Only the EPSCA arbiter will answer questions or give rulings on the game unless the arbiter has delegated the responsibility.
- 21 If there is a dispute, the player should stop the clock and call the team manager. This must be done before any further move is made in the game.
- 22 Only the team managers involved may discuss a disputed decision with the arbiter. Where there is still disagreement, the officially appointed EPSCA arbiter's decision will be final and binding.
- 23 A player offered a draw may not consult anyone before deciding whether to accept or reject the offer.
- 24 The arbiter will not answer the question "Is it checkmate?" If the game continues, the arbiter may point out an illegal move, if it is noticed.
- 25 If digital clocks with increments are not being used, it is each player's responsibility to claim that their opponent is not trying to win, or cannot win by normal means, and players who are short of time may ask the arbiter to arrange for someone to watch their game because they think their opponent is not trying to win, or because they think their opponent cannot win by normal means. The arbiter will need to watch the game for long enough to decide whether progress is being made. The arbiter will not step in unless requested to do so by one of the players. It is each player's responsibility to claim a win on time. When analogue clocks are being, the arbiter will point out flag fall, and if both flags are down, the game is drawn.
- 26 Team managers should point out an illegal move, if they notice it.
- 27 At the end of the game, the players having agreed a result, should raise their hands and check that it is correctly recorded on the result sheet.
- 28 No claim about a position can be made after the board has been reset, unless an accurate record of the game agreed by both players is available.
- 29 After the game both players should reset the board and leave the playing area.
- 30 Players should not re-enter the playing area until the beginning of the next round.
- 31 Mobile phones are forbidden in the playing area. If a player ignores this, and their phone goes off, they shall lose their game. Should an adult's phone go off, their team shall be defaulted one point in the competition. This rule is to be confirmed at the beginning of each event.
- 32 Throughout these rules "arbiter" means either the officially EPSCA appointed arbiter or anyone authorised by the officially appointed EPSCA arbiter.