

EPSCA Notes for Under 11 Team Managers

Managers should make those parts of the following notes that apply to players clear to their teams before the first round. Teams should not touch anything in their team rooms or write on the boards. Litter must be placed in the bins or bags provided.

1. A team is twenty players and four reserves
2. The laws of chess and EPSCA Tournament Rules and Inter-Association Regulations will apply.
3. In the qualifying competition, teams with equal points should be split in the following order (a) most number of wins (b) Board elimination of remaining teams using total score (c) lot.
4. The players must have their eleventh birthday on or after 1 September of the current school year.
5. A team list of players and four reserves in playing strength order and with the names of their schools must be submitted before the draw for team letters. The team means the named players from 1 to 20. The named reserves means only the four players named as reserves.
6. Once the team list is handed in a player named on the team list who is absent from the board for more than 30 minutes from the start of the round will be defaulted and the opponent will be awarded a win.
7. Once the team list is handed in the players must play on those boards in each round except:
 - a) A player who the Controller is satisfied has been taken ill while at the event may be substituted only by one of the four named reserves. If there are insufficient named reserves the player will be defaulted and the opponent will be awarded a win. It follows that you may not substitute one named team player for another named team player.
 - b) If players who have been substituted return to the team, they must return to their original board number
 - c) A player may not be substituted for any reason other than illness except at the Arbiter's discretion. A player who is unable to play for any other reason will be defaulted and the opponent will be awarded a win.
 - d) Players from boards 17 to 20 may be substituted by one of the named reserves in any round provided it does not result in a player playing the same player a second time in the event. This may happen where there are an odd number of teams.
 - e) In the case of boards 17 to 20, the reserve must substitute the player directly i.e. on the board that has been vacated, but the other players must keep to their original board numbers. e.g. if you want to substitute board 17 you cannot take out board 17, move 18, 19 and 20 up and put the reserve on board 20. The reserve goes on board 17.
 - f) If, exceptionally, the Controller has permitted more than the four named reserves from a team to take part in the reserve competition, the extra reserves may not be used as substitutes
8. The Controller must approve of any changes before the round begins.
9. Each team must provide a Board Steward and a Room Steward.
10. Only EPSCA officials, the Board Steward, the Team Manager and players actually involved in a game may remain in the Playing Area while the round is in progress. To avoid the embarrassment of being asked to leave, please wear the badge provided.
11. Reserves will play in a reserve tournament.
12. Clocks will be used on all boards. When digital clocks are used with increments for each move, the rate of play, is all moves in 40 minutes plus 10 seconds per move from the start. The rate of play without increments is all moves in 50 minutes,

13. Players do not have to score, but, except in the last five minutes on their clock, will not be able to claim repetition of position or use the 50 move rule. If a player, after a warning, continues to write moves down before making them on the board, they will be required to stop scoring
14. Clocks will be started at the appointed time whether both players are present or not.
15. If a player's mobile phone goes off during a game, then the player is defaulted. If a manager's mobile phone goes off during a game his team shall lose one game point
16. The Team Manager may not interfere with a game by word or gesture unless there is a dispute.
17. If there is a dispute, the player should stop the clock and call a Board Steward. This must be done before any further move is made in the game.
18. If a player disagrees with a decision of a Board Steward, they may ask to see their Team Manager.
19. Appeals against the decision by the Board Steward may only be made by the Team Manager to the Controller. Where there is still disagreement, the EPSCA Arbiter appointed for the event by the Chief Arbiter will be approached by the Team Manager and the Chief Steward. The arbiter's decision will be final and binding.
20. A player offered a draw may not consult anyone before deciding to accept or reject the offer.
21. Board Stewards should not answer the question, "Is it checkmate?" Note 21 applies if the game continues.
22. Board Stewards may point out an illegal move, if they notice it.
23. It is important that you make it clear to all players that Stewards will not normally step in unless requested to do so by a player. When digital clocks with increments are not being used, it is each player's responsibility to claim a win on time or to claim that their opponent is not trying to win, or cannot win by normal means. Players often misinterpret this phrase in the rules. The onus is on the player to win in the time limit. The arbiter will normally give the advantage to the player with time left. A player having a material advantage, whose flag falls first, does not automatically get a draw. A draw be awarded only if the arbiter considers that the player with time left does not have mating material, or is making no attempt to win, or is forced to defend with no possibility of attack, or the position is a normally accepted draw, or so blocked that which ever player tries to break out will loose. If the player with time left is able to attack that player will usually be awarded a win even if, had the game been able to continue, the player might have lost. The player who is short of time should make sufficient moves in the remaining time to allow the arbiter to judge the merits of the claim.
24. Board stewards should point out a flag falling on an analogue clock, and time running out on a digital clock. The points in No. 6 of the Board Stewards' notes should be made clear to your players.
25. At the end of the game, the players, having agreed a result, should raise their hands and the Board Steward will record the agreed result on the slips provided. Both players should check that it is correctly recorded on the result slip. Players are advised to study the position carefully before agreeing the result.
26. 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.
27. Both players should reset the board.
28. Board stewards should hand in the result slip and check that the result is correctly entered.
29. Players should not re-enter the Playing Area until the beginning of the next round.

Notes for the Guidance of Board Stewards

Come to the Stewards' Meeting promptly at 11.15am

1. **Where you are not certain of your answer to a question**, you should approach The Controller or Chief Steward on the matter. A player has the right to ask you to call their Team Manager, the Chief Steward or the Controller, if they are not happy with a decision you have taken.
2. **Before each round begins** make sure, on the boards for which you are responsible, that:
 - (a) all clocks are set correctly
 - (b) each board has two score sheets
 - (c) each board is correctly set up
 - (d) each board has a result slip
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 it 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.
5. **At the end of the game** record the result agreed between the players on the slip 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 2 minutes left on the clock) may ask you 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. 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 Chief Steward. Do not step in unless requested to do so by one of the players. 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. When analogue clocks are being used, a Board Steward should point out flag fall, and if both flags are down the game is drawn