



2013-14 Team Chess State Tournament

Terms and Conditions

In accordance with Section 1.450 of the IHSA Constitution, the Board of Directors has approved the Terms and Conditions governing the 2013-14 IHSA Team Chess State Tournament.

I. SCHOOL CLASSIFICATION

Competition in the IHSA Team Chess State Tournament will be held for all member schools without classification.

II. DATES AND SITES

The IHSA Team Chess State Tournament will be held on February 14-15, 2014, at the Peoria Civic Center, Peoria, Illinois.

III. ON-LINE ENTRIES, WITHDRAWAL PROCEDURES, ELIGIBILITY, AND ONLINE LIST OF PARTICIPANTS

The policy for Original Entry Deadlines, Late Entries, and Late Withdrawals shall be the policies and procedures regarding entry for all IHSA-sponsored sports and activities included in the 2013-14 Entry Policies and Procedures.

A. Online Entries

All member schools must enter their school into the state series competition through the IHSA School Center on the IHSA Website at www.ihsa.org. The deadline for entry is December 1, 2013. All member schools should have received in April, 2013, the 2013-14 Entry Policies and Procedures that outline the online entry procedures for all IHSA-sponsored tournaments.

B. Late Entries

Any attempt to enter a sport or activity online after the established deadlines will be denied. Schools that wish to enter after the deadline will be considered late. To be considered for late entry, the Principal or Official Representative must contact the IHSA administrative officer in charge of that sport or activity. The penalty for late entry shall be a payment of \$100.

C. Withdrawal Procedure

To withdraw without penalty, the Principal must notify the IHSA Office, in writing, of the school's withdrawal from the respective sport or activity prior to the date the List of Participants is due for that sport or activity.

If a school withdraws after the seeding meeting date but before the start of state final competition, the school will be charged a \$100 penalty.

If a school does not officially withdraw prior to the start of state final competition and does not appear for competition, the school will be charged a \$100 penalty.

D. Eligibility

All member schools in good standing may enter one team under the provisions of IHSA By-law 4.071.

E. Six-Contest Requirement

A school may enter and participate in the IHSA Team Chess State Tournament if the

school's chess team participates in at least six (6) chess meets/tournaments prior to the IHSA Team Chess State Tournament, counted as follows:

1. A school may count only varsity interscholastic chess contests in which the school's varsity chess team participates.
2. A school may count no more than two (2) contests on any one date or for any one tournament.
3. A school may count an "open" tournament when there is no team winner, if five (5) or more varsity players participate in the tournament.
4. If school A plays school B one varsity match on a single date, it is counted as one (1) contest.
5. If school A plays school B two or more varsity matches on a single date, it is counted as two (2) contests.
6. If a school participates in a four-team varsity quadrangular meet where there is round robin competition for all four schools, it is counted as two (2) contests for each school. (For example: A vs. B; A vs. C; A vs. D; C vs. D; B vs. D; and, B vs. C.)
7. If a school participates in a multi-school varsity team tournament where each team plays two or more rounds of competition (two or more matches), it is counted as two (2) contests.

F. Team Tournament Requirement

Because the IHSA Team Chess State Tournament has no qualifying tournament, teams qualify by participating in at least one "team tournament." A "team tournament" involves at least 6 teams of at least 5 players each, playing at least 3 rounds with a minimum of 30 minutes per player, and must be team-paired and not prescheduled (as would occur in a round robin).

Qualifying tournaments are expected to use IHSA rules.

G. Complete Participation Requirement

In accordance with IHSA By-law 6.041, a school shall not enter a team in the Team Chess State Tournament unless the team will compete in all rounds of competition.

H. Online List of Participants

Each school must complete the online List of Participants by Wednesday, February 5, 2014.

The List of Participants is located in the Schools Center of the IHSA Web site. It may include any number of eligible students but must include a minimum of six (6) players who are eligible in accordance with the Non-Athletic Activity By-laws of the Illinois High School Association. The List of Participants must also include the name(s) of the school's coach(es) (or school representatives).

Failure to fill out the List of Participants by the deadline constitutes withdrawal from the tournament.

I. Online Rules Presentation

A representative from each school must view the online video presentation covering the rules and procedures of the state tournament. The deadline for viewing the presentation is Wednesday, February 5, 2014. Failure to view the

online video presentation constitutes withdrawal from the tournament.

IV. HOST FINANCIAL ARRANGEMENTS

This section does not apply to the Team Chess Tournament.

V. TOURNAMENT ASSIGNMENTS AND SEEDING MEETINGS

A. Seeding Meeting

The Seeding Committee will meet on Sunday, February 9, 2014, to seed the teams entered in the state tournament. Each conference shall be invited to send one representative to the Seeding Meeting.

The Seeding Committee shall rank teams prior to Round 1, based upon the data supplied with the school's List of Participants and other related data. Tournament pairings will be completed prior after the Seeding Meeting. In the event of forfeit(s) for Round 1, teams without opponents may be re-paired.

B. Pairing Procedures

1. The Seeding Committee will use the following criteria and procedures to determine groupings and pairing numbers for Round 1:

a. If the number of teams entered is 128 or less, divide the first 56 teams into eight groups of seven.

b. If the number of teams entered is more than 128, divide the first 64 teams into eight groups of eight.

c. Rank-order the first two groups and draw by lot for a pairing number within the remaining groups.

d. Divide the remaining teams entered into four groups and draw by lot within each group for a pairing number.

2. Attempts will be made to minimize pairing of schools from the same conference.

a. Schools from the same conference will not be paired in the first two rounds.

b. Schools from the same conference will not be paired in rounds 3 through 7 except when:

i. it cannot be avoided;
ii. they have no losses or ties in rounds 3 and 4

c. Schools from the same conference will not be paired in rounds 5 through 7 except when both teams have 4 or more points.

3. If the number of teams entered is 128 or less, a standard non-accelerated Swiss system pairing will be used.

4. In the event that more than 128 teams are to be paired, modified accelerated Swiss pairings shall be used for Rounds 1 and 2. The acceleration break shall be set at 64.

a. Pair the top 64 teams so that 1 plays 33, 2 plays 34, etc.;

b. Pair the remaining teams so the teams in groups 9 and 10 play the teams in groups 11 and 12 in Round 1. (For example, if 130 teams are entered, 65 plays 98, 66 plays 99, etc.)

5. In the event of an odd number of teams the lowest team in the group 10 shall receive a first-round bye.

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6. The Harkness variation may be used to pair score groups with an odd number of teams.

7. If only one team remains in the highest score group entering the final round, it will be paired with the highest-seeded team that it is in the next pair group and that it has not already played.

8. A team receiving a bye in the first round or whose opponent withdraws before the first round will be re-paired at the pairing director's discretion.

VI. TOURNAMENT STRUCTURE AND PLAYING SCHEDULES

A. Team Rosters

A team may consist of up to twelve players (played eight at a time), but not fewer than six players. In the event a school enters fewer than eight team members, it will forfeit all matches on any empty board.

B. Complete Participation Requirement

All teams must compete in all seven rounds of competition.

C. Stacking

In accordance with the provisions of IHSA By-law 2.041, for Round 1, players shall be assigned to boards in order of their individual playing strengths with the best players assigned to Board 1, the next best to Board 2, etc.

Note: "Stacking" is not an acceptable or appropriate strategy in the IHSA Team Chess State Tournament.

1. "Stacking" is the practice of arranging a line-up that results in an advantage over opponents by placing a person of low playing strength on a high-value board to enable the remaining team members to play against opponents of a lower playing strength than they would have otherwise.

2. Stacking is unsportsmanlike conduct whose punishment is team disqualification. All team and individual wins and draws are scored as forfeits. All team and individual losses stand as recorded.

3. Special circumstances of switching players from their respective boards shall be brought to the Tournament Director prior to the beginning of the tournament during check-in.

4. A charge of stacking will not be considered after round 4 has been concluded for 30 minutes.

D. Time Schedule

Friday, February 14, 2014

| | |
|-----------------------|--|
| 8:15 a.m. - 9:15 a.m. | Registration |
| 8:45 a.m. | Meeting of Stewards |
| 9:15 a.m. | Doors Open to competition area |
| 9:30 a.m. | Opening Ceremony |
| 9:50 a.m. | Forfeit Time for Round 1 |
| 10:00 a.m. | Round 1 |
| 10:15 a.m. | Coaches Meeting (required for all coaches) |
| not before 1:00 p.m. | Round 2 |
| not before 3:45 p.m. | Round 3 |
| not before 6:30 p.m. | Round 4 |

Note: The clock for each player on a team shall be started at 10:00 a.m. for a team's Round 1. Any team failing to appear by 9:50 a.m. for its Round 1 match will receive a forfeit for Round 1.

Saturday, February 15, 2014

| | |
|-----------------------|--------------------|
| 9:00 a.m. | Round 5 |
| not before 12:00 noon | Round 6 |
| not before 2:45 p.m. | Round 7 |
| not before 5:30 p.m. | Awards Ceremony |

E. Time Control

In the Team Chess State Tournament, each player will be granted a time control of 55 minutes per player, plus a 5-second delay.

Note: A digital clock using time delay is the preferred clock. Digital clocks are not to be used without the time delay being correctly set. The Bronstein type time delay is not permitted.

F. Accommodation for Very Long Games

At the end of Round 3 and Round 6 only, a player who is involved in a very long game may ask the Head Steward for a 10-minute delay in starting his or her game in the next round. This request must be made before leaving the playing area.

VII. ADVANCEMENT OF WINNERS

This section does not apply to the Team Chess Tournament.

VIII. TOURNAMENT RULES

A. Playing Rules

The official playing rules for the IHSA Team Chess and State Tournament are those included in the 2013-14 IHSA Chess Rules Book, these Terms and Conditions and any printed instructions distributed from the IHSA Office. Enforcement of these rules will be the responsibility of the Tournament Manager, the Tournament Director, the Head Steward, and their assistants. The Tournament Director is responsible to assemble a Tournament Committee that consists of three people, including the Head Steward, at least one member of the IHSA Chess Advisory Committee, and at least one person who has experience pairing chess tournaments.

B. Official Representative

1. In accordance with IHSA By-law 2.020, all schools are required to have a coach or school representative, previously designated on the school's Entry Form, present at the state tournament site at all times during tournament play to assist the tournament manager, if needed. If a school does not have a designated coach or school representative present at the tournament site at all times during tournament play, that school's competitors will not be permitted to participate.

Note: If a school's competitors are not permitted to participate due to the designated coach or school representative not being present, those competitors will not be permitted to return to competition in the tournament and the team will be disqualified from the tournament.

2. A coach or designated school representative shall be present in the competition area at the beginning of each round to insure that everything is in order prior to the start of the match.

C. Team Roster, Participation, and Substitution

1. Prior to the beginning of Round 1, the coach or official representative of a competing team shall submit to the Tournament Director a Team Roster to include a maximum of twelve (12) eligible players. A school shall be limited to the use of the not more than twelve (12) players listed on the Team Roster.

2. A team is required to compete on the same number of boards (or more) in all rounds as the number of boards on which the team competes in Round 1. Only the IHSA Administrator may approve exceptions.

3. If a team does not compete in a round (excluding Round 1), the team will be disqualified from further participation in the tournament.

a. If a team arrives at a match more than 30 minutes after the beginning of the round but before the flag falls after one hour after the beginning of a round, the team shall forfeit that match to its opponent.

b. If a team arrives more than one hour after the beginning of the round (excluding Round 1), the team shall be disqualified from further participation in the tournament.

Note: A team that receives a bye is considered to have competed in a round.

4. A player who competes in Round 1 shall compete in all rounds of the competition unless an alternate is legally substituted for that player in a subsequent round(s).

a. If a player cannot continue to compete due to a disabling illness, injury or other emergency verified by the IHSA Administrator, and the only alternate available to substitute is one who has played on a different board in a prior round, an "abnormal substitution" will be permitted.

5. If a player does not compete in a round and no alternate is legally substituted for that player, the team shall forfeit that board for the round.

a. If a player arrives at a match more than 30 minutes after the beginning of a round but before the flag falls one hour after the beginning of the round, that player shall forfeit the match to his or her opponent.

b. If a player arrives more than one hour after the beginning of a round (excluding Round 1), the player shall be disqualified from further participation in the tournament.

c. If a player arrives at a match but is disqualified because of time expiring, the scores for that player (board) in prior rounds shall stand.

6. Beginning with Round 2, the coach is required to fill out a substitution card for each player not listed in the starting lineup, and submit it to the Scoring Clerk no later than 10 minutes after the start of the round.

7. Improper substitution or failure to follow correct substitution procedures will result in penalties that can include forfeiture and/or loss of team tie-break points.

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D. Scoring System

- The team assigned White shall be White on boards 1, 3, 6 and 8.
- The following weighted scoring system will be used in all matches: (Loss=0)

| | Win | Draw |
|-------------|------|------|
| Board No. 1 | 12.0 | 6.0 |
| Board No. 2 | 11.0 | 5.5 |
| Board No. 3 | 10.0 | 5.0 |
| Board No. 4 | 9.0 | 4.5 |
| Board No. 5 | 8.0 | 4.0 |
| Board No. 6 | 7.0 | 3.5 |
| Board No. 7 | 6.0 | 3.0 |
| Board No. 8 | 5.0 | 2.5 |

- In the case of teams tying with perfect match win scores, the tie shall stand.
- If one team has beaten all other teams they are tied with for an award, that team is awarded 1st in that score group.
- For purposes of tie breaks, byes and forfeits are considered as 48 to 20 wins.

E. Team Tie-Break System

- If two or more teams are tied on tournament points, the following tie-break is to be used to determine final place standings:

For each match played, multiply a team's match points plus ten (10), by one (1) plus the square of the opponent's tournament points, divided by one hundred (100); then add these points for each round played in the tournament. Example:

| Rnd. | Team's Match Opp. | Tournament Points of Opponent | Team's Tie-Breaks |
|-------------------------|-------------------|--------------------------------------|-------------------|
| 1 | A | (60+10) x (3 ² +1) / 100= | 7.00 |
| 2 | B | (35+10) x (3 ² +1) / 100= | 4.50 |
| 3 | C | (10+10) x (6 ² +1) / 100= | 7.40 |
| 4 | D | (50+10) x (4 ² +1) / 100= | 10.20 |
| 5 | E | (68+10) x (3 ² +1) / 100= | 7.80 |
| 6 | F | (33+10) x (5 ² +1) / 100= | 11.18 |
| 7 | G | (24+10) x (6 ² +1) / 100= | 12.58 |
| Team's Total Tie Breaks | | | 60.66 |

For tie-break calculations, each team's score is adjusted for unplayed matches (scored as draws for tie-break purposes).

F. Tie-Break Penalties

Violations of the rules may be penalized by the loss of team tie-break points as follows:

- Major violation – up to 5 tie-break points
Minor violation – 1 tie-break point

G. Official Scoresheet

Once the "Official Scoresheet" is signed, the individual match scores are official. It is the responsibility of each coach to ensure that the results are reported quickly and correctly. If a team does not follow the specified procedure for submitting scoresheets, it may be penalized by losing tie-break points.

H. Communication Cards

- A Communication Card may be obtained on request from any steward.
- A player may initiate communication with a coach or official representative by handing a Communication Card to a steward.

3. A coach or official representative may initiate communication with a player by handing a Communication Card to a steward, to inform the player of the match score and the player's ability to help win or draw the match, but only when no more than two games remain on the table.

4. Improper communication is considered kibitzing.

I. Equipment

1. Each school must provide four (4) chess boards, four (4) Staunton chess sets, and four (4) digital chess time delay/increment-capable clocks that comply with the rules published by IHSA. Bronstein delay clocks are not permitted. *Failure to provide the required equipment may result in the forfeiture of Boards which are without proper equipment.*

2. Each team must provide a stand and team placard, in good taste and of an appropriate size, to be placed on the table to identify the teams playing in each match.

J. Electronic Devices

1. The use of electronic devices in the competition is prohibited, except as specified in the IHSA Chess Rule Book.

2. A cell phone that goes off in the playing area will result in the following penalties:

a. Player's cell phone in use: minor violation and forfeiture of game.

b. Player's cell phone vibrating or ringing: minor violation, plus the loss of 10 minutes on the player's clock, or half the time on the clock, whichever is less.

c. Coach's cell phone ringing or in use: minor violation. (No violation for a phone vibrating.)

3. No headphones of any type may be worn in the playing area.

K. Apparel

1. Each participating team member must wear a uniform item of apparel (shirt, vest, or jacket) that clearly indicates the name of the school. *(This provision is recommended for 2014 and becomes mandatory in 2015.)*

2. Each coach must wear an item of apparel that clearly indicates the name of the school. *(This provision is recommended for 2014 and becomes mandatory in 2015.)*

3. Apparel worn by players and coaches should be in good taste, show good sportsmanship, and be appropriate for state final competition. The Head Steward has the authority to require that inappropriate apparel be corrected.

IX. TOURNAMENT POLICIES

A. Spectators

Spectators are permitted at the tournament; however, they are required to observe silence during all tournament play. Failure to observe proper decorum during tournament play will be considered unsportsmanlike conduct.

B. Damage to Property or Equipment

If contestants or people from any school entered in a state series are found guilty of carelessness or maliciously breaking, damaging or

destroying property or equipment belonging to the host school, such school shall be held responsible for costs incurred in replacing or repairing such property or equipment.

C. Tobacco Products

No coach, player or any other person connected with a team shall be permitted to use tobacco products in the competition area, either during practice or while a contest is in progress.

D. Use of Inhalers

A student with asthma may possess and use his/her medication during an IHSA competition, while under the supervision of school personnel, provided the school meets the outlined procedures of self administration in the Illinois school code.

E. Alcoholic Beverages and IHSA State Series

The possession, distribution, sale and/or consumption of alcoholic beverages are prohibited at the site and on any affiliated property of any IHSA state series contest. State series hosts are required to make all state series contest sites and any affiliated property, including parking lots, fan accommodation areas, and other school or event venue property, alcohol free zones on the date or dates of any IHSA event being held at the site. Violation of this policy by an event host will subject the host to a penalty for violation of IHSA By-law 2.020. Such penalty may include but not necessarily be limited to prohibition against subsequent event hosting assignments. Violation of this policy by a non-hosting member school will subject the school to penalty for violation of IHSA By-law 2.020. Patrons of any IHSA state series contest determined to be in violation of this policy will be removed from the premise, and law enforcement officials will be called as warranted. No ticket refunds will be granted in such cases.

F. Food and Drink

Food and drink are not permitted in the playing area at any time during the tournament, except for bottled water, which may be consumed, but not placed on the playing table.

X. AWARDS

An Awards Ceremony will take place immediately following the tabulation of results.

A. Team Awards

1. Trophies will be presented to the teams winning first, second and third places. Medallions will be presented to the members and head coach of the first three placing teams.

2. Plaques will be presented to teams that score six points in the tournament but do not finish in first, second or third place.

B. Individual Awards

1. Individual performance medallions will be awarded to all players who finish the tournament with six points or more. Players will not be ranked.

XI. OFFICIALS

This section does not apply to the Team Chess Tournament at this time.