



## CHRISTIAN SCHOOLS EVENTS NETWORK – CHESS CHAMPIONSHIPS

### LOCATION & DATE OF EVENT -

Primary Chess -	Wednesday 13 <sup>th</sup> March –	Belgrave Heights Christian School Wattle Valley Road Belgrave Heights
Secondary Chess -	Tuesday 12 <sup>th</sup> March –	Belgrave Heights Christian School Wattle Valley Road Belgrave Heights
Country Chess -	Friday 15 <sup>th</sup> March –	Ballarat Christian College 11 Yarrowee Street Sebastopol

OPENING PRAYER - 9:30am

COST PER STUDENT - \$25.00 + GST per student per day. Schools may bring up to 15 students to CSEN Chess. Further students may be considered at the discretion of CSEN.

### CHILD SAFETY

This Code of Conduct has a specific focus on safeguarding children and young people at CSEN Events against sexual, physical, psychological and emotional abuse or neglect. It is intended to complement other professional and/or occupational codes.

All staff, volunteers, contractors, and board/school council members at CSEN are expected to actively contribute to a school events association culture that respects the dignity of its members and affirms the Gospel values of love, care for others, compassion and justice. They are required to observe child safe principles and expectations for appropriate behaviour towards and in the company of children, as per information distributed to schools.

### AWARDS

All participants will receive a certificate. The top two ranked players from each school will receive a medal.

The school that wins the overall competition will be awarded the Chess shield. Each student in the winning team will receive a First Place certificate.

The CSEN Chess Championship is an accredited Chess Victoria Tournament, with the first placed team from the Chess Championship progressing to the State Chess Final in October.

### RULES

1. Schools enter teams of up to 15 students in Primary and / or Secondary Chess.
2. The intention of the day is for schools / students to compete to the best of their ability in a friendly, encouraging Christian setting.
3. Electronic equipment must not be accessed during the competitions. It is preferred that these devices are not brought to CSEN Chess.
4. All competing teams must have a teacher / staff member with them.



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## Chess Tournament Rules

1. No electronic devices are allowed.
2. Listen carefully to the arbiter
3. Talking is not permitted during the game
4. Before the game, shake hands with your opponent and wish them 'Good Luck'
5. If you need help you must put your hand up and wait for an arbiter
6. If you touch a chess piece, you MUST move it
7. If you touch an opponent's piece & you can take it, you MUST
8. After the game, shake the hand of your opponent and thank them for the game
9. When a game has finished and the results recorded by the arbiter, the board must be set up ready for the next game
10. Do not comment on other games
11. Do not start your game without permission

## Game Format

The "Swiss Format" played ensures that all students will play against players of a similar standard as both beginners and experts need to enjoy a fun, learning and social experience.

If a player wins a game, they score 1 point. If a player draws a game, they score 0.5 points. If a player loses a game, they score 0 points.

(Where possible) students from the same school will not compete against each other.

Each game will be timed, with a maximum of 15 minutes per player, per game, with a 10 minute break between games.

## Divisions

Primary competitions are open to all players from Prep – Grade 6.

Secondary competitions are available to all players from Year 7 – Year 12.

## Player Guidelines

The arbiter for each day will clearly explain all rules before the start of play. It is expected that there will be a significant proportion of players in every event who have minimal or zero tournament experience.

At any time if a player has a question they should immediately raise their hand and an arbiter will come and assist them.

If your time counts down to 0:00 then you automatically lose the game. This means you need to pace yourself. The best strategy is to play slowly at the start and then sprint for the finish line once you have a winning position, or plenty more pieces.

## Touch Move

If a player touches a piece the "Touch Move" rule states that the piece Must Be Moved. While the player is still holding the piece it can be changed to a different square, but the first piece touched must be moved.

Touch move works on opponents' pieces (called Touch Take). If you touch an enemy piece with your hand and it can be captured you Must Take It.

The only time during a game when it is NOT touch move is when your King is in check.



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## **Check**

If your King is in check you must get out of check.

If a player makes a move which leaves the King in check you MUST allow your opponent to retract that move, and give them the opportunity to get their King to safety.

The King is never 'killed', but only checkmated.

Checkmate is when the King is under attack and no matter what move is played there is no way out of check. This is when the game is won.

## **When a game concludes.**

If both players are in agreement that the game is over they should shake hands, reset the board ready for the next game and report the score to the score table.

If one player is not 100% sure that the game is over then they should raise their hands to attract an arbiter. The arbiter may provide advice about how to get out of check, or declare the game over.

## **Interference**

Players may watch their team mates playing games, but must be very careful not to interfere in any way by communicating either verbally or non-verbally. Players who interfere in tournament games may be forfeited a point.

## **Appeals**

Schools who are not satisfied with an arbiter's decision on the day may lodge a formal appeal. This must be done immediately and come from the staff member in charge of the school team.

When lodging an appeal please include a description of the situation, the decision that was made and what you would like done to resolve the situation. The CSEN representative will consult other (non – involved) coordinators to resolve the dispute.

All decisions after appeal are final.

## **PROCEDURES FOR THE COMPETITION**

### **Start of the day**

All students will meet at the beginning of the day for a briefing on rules as well as prayer.

### **Scoring Procedure**

1. Individuals that win a game of Chess will score 1 point, a draw scores 0.5 points and a loss scores 0 points.
2. The aggregate of the top four students from each school will determine the schools score for the day. The school with the most points will be declared the winner of CSEN Chess.
3. In the event of a tie, the result will stand and the schools will share the Championship.

### **Final Procedures**

It is expected that at the conclusion of the heat / finals, all schools will remain for presentations and a closing prayer.



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### OTHER INFORMATION

1. CSA will provide lunch for staff on the day. Unfortunately, food allergies / intolerances cannot be catered for.
2. Students are expected to provide their own lunch / snacks for the day. Belgrave Heights has an on – site canteen that students may access.
3. All schools are expected to leave the facilities at Belgrave Heights / Ballarat neat and tidy. Excess cleaning costs will be passed onto the schools that leave their area in an unacceptable state.
4. If you require other information, please contact Karen Davidson on [cse@csa.edu.au](mailto:cse@csa.edu.au) or 0425 701 182.