

AIC CHESS BY LAWS 2015

RULES PERTAINING TO ALL TEAMS

Clause 1: GRADES AND AIC AGGREGATE

a) Grades catered for shall be:

1st IV, Senior A, Senior B, Intermediate A, Intermediate B, Junior A and Junior B

b) All teams except for the Junior A and Junior B teams shall count towards to the AIC Aggregate

Clause 2: COMPETITION POINTS

a) At the conclusion of the round points for each particular team are added and the team with the most points wins that round.

Win	=	2
Loss	=	0
Draw	=	1

Clause 3: PLAYER RESTRICTIONS

a) There will be four (4) players per team. Provisions shall exist for reserves

b) The First IV team can be made up of students from Years 7-12

c) The Senior A and Senior B teams shall only be made up of students from Years 10-12

d) The Intermediate A and Intermediate B teams shall only be made up students from Years 7-9

e) The Junior A and Junior B teams shall only be made up students from Years 5-6

f) Teams must remain with the same players for both rounds

Clause 4: FORMAT OF FIXTURES

a) The home team for Chess will be the away college listed as per the AIC Rugby and Football draw in that year of competition

b) Games shall begin at 4.00pm or by mutual agreement closest to this time

c) Games will be played consecutively with a five (5) minute break between games

d) Each player will play two (2) games in accord with the following table:

GAME 1		GAME 2	
Home	Away	Home	Away
Player 1	Player 1	Player 1	Player 2
Player 2	Player 2	Player 2	Player 1
Player 3	Player 3	Player 3	Player 4
Player 4	Player 4	Player 4	Player 3

Clause 5: FORMAT OF GAMES

a) Timing

i. Each player must make all his moves within twenty (20) minutes of the game clock

- ii. If a player violates the "Touch Piece Rule" then the game clock is stopped by either player and the arbiter is called to the table
- b) The Game Clock
- i. The game clock must have an indicator, marking the end of the time control period
 - ii. Before play begins the players should inspect the setting of the game clock and the position of the pieces. If the players have omitted to do this no claim shall be accepted after each player has made the first move
 - iii. The player of Black should stipulate at the beginning of the game the direction the game clock is to face
 - iv. During the game, neither player may pick up the game clock

c) To win a game

A game is won by the player who:

- i. Had mated his opponent's King
- ii. Whose opponent declares that he resigns
- iii. Whose opponent's time is completed at any time before the game is otherwise decided (subject to rules concerning the drawn game)
- iv. A player must claim a win by himself by immediately stopping the clocks and notifying the arbiter
- v. To claim a win under 'c3' the player's own time must not have lapsed and his opponent's clock indicates that time has lapsed before the clocks were stopped.

d) Drawn game

- i. When a clearly drawn position is reached, either player may stop the game clock and appeal to the arbiter for a draw. If the arbiter allows the draw then the game is ended. If the appeal is rejected the appellant is penalised five (5) minutes and the game continues. The appellant must, however, be left with at least two (2) minutes on his clock (except where he had less than two before the appeal, then the time will remain unchanged).
- ii. A game is drawn when:
 - 1) One of the King's is stalemated
 - 2) Both players agree to a draw during the course of the game
 - 3) If the time of both players have lapsed but a win has not been claimed
 - 4) A player can demonstrate a perceptual check or a threefold repetition of position
 - 5) Both players have insufficient material for a possible checkmate
 - 6) One player has insufficient material for mate and his opponent's time has lapsed
 - 7) If each player has made the last 50 consecutive moves without the movement of a pawn and without the capture of any piece.

e) Additional rules

- i. If a player accidentally displaces one or more pieces, he shall replace them in his own time. If necessary, the game clock is to be stopped and the arbiter is to be called to the table.
- ii. A player who has played an illegal move must retract it and make a legal move in his own time provided that his opponent has not yet made move. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they lead to a claim of a won game.
- iii. The FIDE Laws of Chess shall govern play, where they are not inconsistent with these rules
- iv. The spirit of the game should be one of goodwill and the rules are not intended to refute that.

Clause 6: VENUES AND EQUIPMENT

- a) The home team is White on all boards for the first round and Black on all boards for the second round
- b) The home team will provide all clocks, game boards and pieces for all teams (24 boards, set of pieces and clocks)
- c) All clocks are to be digital to provide standardisation
- d) In cases where there are no junior teams available, the Junior A team will play the Junior B team and provide their own boards, pieces and clocks

Clause 7: OFFICIALS

- a) Each college must provide at least two (2) arbiters
- b) The arbiter shall no handle the clock except in the case of a dispute or when both players ask him/her to do so
- c) The arbiter is prohibited from calling attention to a time lapse or an illegal move, as this is entirely the responsibility of the players concerned

Clause 8: SPECTATORS

- a) Spectators or participants in another game are not to speak or otherwise interfere with any game in progress. If a spectator or participant interferes in any way, such as calling attention to a time lapse or to an illegal move, the arbiter may cancel the game or take any other action that he/she deems just. For example, the player from the offending team may lose time on his clock or even forfeit the game if a spectator has been interfering in the game.