



## EuroSchool Thane INTER-HOUSE ONLINE SPORTS TOURNAMENT



### PLAYER GUIDELINES

#### **Tournament Details:**

<b>Date</b>	20 <sup>th</sup> February, 2021.
<b>Format</b>	Swiss League, as per the FIDE (World Chess Body)
<b>Categories</b>	U-11 and U-15 (Mixed)
<b>Time control</b>	5 mins per player (10 mins/game) – <b>No Increment</b>
<b>Rounds</b>	U-11 – 5 rounds. U-15 – 6 rounds.
<b>Platform</b>	Lichess

#### **Category schedule below:**

<b>Age Group</b>	<b>Schedule</b>
U-11	10:00am (IST) on 20 <sup>th</sup> February, 2021
U-15	10:00am (IST) on 20 <sup>th</sup> February, 2021

#### **Eligibility Criteria:**

<b>Age Group</b>	<b>Cut Off Dates</b>
U-11	From 1st January 2011 to 31st December 2014
U-15	From 1st January 2007 to 31st December 2010
U-19	From 1st January 2003 to 31st December 2006

**Note: All the information regarding the tournament will be sent on your registered email ID. Kindly check all the tournament related communication sent by SFAPLAY.COM for updates.**

#### **Registration:**

##### **Steps to follow, for tournament registration:**

All players MUST follow the steps below to play the tournament:

##### **Step 1: Join Team**

- **Click on the Team link** sent on your registered email ID and
- Click on **“Join Team”** and you will be notified on your screen about successfully joining of the team.



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### Step 2: Join Tournament

- After successfully joining the team **click on the Tournament link** sent on your registered email ID.
- Join in the Tournament **by entering the password** sent on your registered email ID.

Once you have completed the above-mentioned steps, you will receive an email confirming your participation.

- All Participants must complete the registration process of the tournament.
- Participants will be considered as successfully registered only once he/she receives an SMS/email from SFA confirming the same.
- All Participants must have a Lichess ID.

### Live Rounds:

#### Important things to note:

- **Using a Laptop/desktop browser provides the best, hassle-free user experience. In absence of both, please use mobile browser (Google Chrome) for a smooth experience.**
- **Do not use the Lichess Mobile Application to play the tournament.**
- **Ensure you have a stable internet connection.**
- **Please click on the Team and Tournament link provided on your registered Email ID. In case a player is found playing in another tournament within the Euro School Thane Chess Tournament then he / she will be disqualified from the tournament.**
- Participants are supposed to log in 15 minutes prior to their match schedule, if any player fails to log in within 10 minutes after the schedule time, then he or she will not be eligible to play the tournament.
- Staying connected to the internet is extremely important during the tournament, **do not press the back button**, else you might be logged out of the tournament.
- Once the tournament has started, **do not refresh your page.**
- Once you finish the current match, click on "**Back to Tournament**" and wait for the next match to start automatically. **DO NOT CLICK ANYWHERE ELSE.**
- After your round, **please wait patiently for your next round to begin.** The countdown will notify you as to how many minutes / seconds are still remaining for your next round.
- Use the SFAPLAY.COM forum to raise any query / questions and patiently wait for the arbiters to get back to you.
- Do not use abusive/aggressive/ foul language in the forum or in any communication with anyone, one should maintain the decorum of the tournament. **Organizer's decision would be final.** Usage of any abusive/aggressive/ foul language may result in disqualification.



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#### **Rules and Regulations:**

- Having a stable and decent Internet connection is the sole responsibility of all Participants. Lichess or the organizers cannot be held responsible for any disconnections, lag or forfeits.
- Participants are advised to remain logged into the tournament at all times. If you visit any other page or close the tournament window, you risk being forfeited from the event.
- If any participant is found over age or with any manipulation in his/her documents, he/she will be disqualified without any kind of prior intimation.
- Kindly note, anti-cheating mechanism is not applicable for this tournament. In case any player is found guilty of unfair play in matches, the tournament committee holds the right to disqualify the player.
- The Tournament Organizing Committee has the right to postpone or cancel the tournament in the case of unavoidable circumstances. The participants are requested to co- operate in any such case.
- The top-3 will be declared as winners in each category.
- The results will be declared by 1<sup>st</sup> March, 2021.

#### - **How to win a chess game?**

- When you checkmate your opponent king
- When your opponent loses his/her time
- When opponent resigns the game

#### - **When is a game drawn?**

##### *Stalemate:*

- When you don't have any legal move left on the board and there is no check to your king, the position is called Stalemate.
- It usually occurs in the endgame as the number of pieces on the board are mostly less; mostly when only king and some pawns are left on the board and there is no move left.
- When you are on the winning side you should avoid doing Stalemate to your opponent as it leads to a draw and you score only ½ point instead of 1. On the other hand if you in a losing position you should try to get stalemated as you get to score ½ point instead of 0, which is like a bonus point.

##### *3 Fold repetition:*

- When both the sides play same set of moves three times consecutively it is called 3 – Fold Repetition. This leads to a draw.
- It can also be said that if an identical position appears on the board in succession three times then it is said to be a 3- Fold Repetition.



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*Mutual agreement:*

- If both the players agree to draw the game then they can mutually agree to settle the game for a draw.
- A player may offer a draw to his opponent at any stage of a game, if the opponent accepts, the game is a draw.

*50 moves Rule:*

- It states that a player can claim a draw if no capture has been made and no pawn has been moved in the last fifty moves. The purpose of this rule is to prevent a player with no chance of winning from continuing to play indefinitely or seek a win by tiring the opponent.
- It can also be said that if one side is left with only one king on the board then the player can start counting 50 moves at every step. The other player has to checkmate the king within these 50 moves or else the game ends in a draw.

*Insufficient winning material:*

- When one player is left with only a king and the other player has a King and atleast one of the following pieces: 1 Queen, 1 Rook, 1 Pawn, 2 Bishops or 1 Bishop & 1 Knight; only then a checkmate is possible on the board

**Results and point system:**

- Points System: Win – 1 point, Draw – 0.5-point, Loss – 0 point.
- Final standings will be declared within 1 week after completion of the tournament.

**Prizes:**

- Winners E-Certificate.
- Participation E-Certificate.
- SFA Training Club voucher of ₹99.

For queries please contact: 022 49558095 or email us at [info@sfaplay.com](mailto:info@sfaplay.com)

**SUBJECT TO CHANGE\***