

CHICAGO PUBLIC SCHOOLS
DEPARTMENT OF SPORTS ADMINISTRATION AND FACILITIES
MANAGEMENT

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2012-2013
Co-Ed Chess

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2012 – 2013

Chess Calendar

August 6/Sept. 4, 2012	Activity Chess Begins with the start of the school year
December 1, 2012	Formal Start to the CPS Sport Season for Chess Registration Deadline for IHSA Series (Optional)
December 7, 2012	Central Office Rosters Due
Dec 1 – Jan 24, 2013	Tournament Play
Jan 7 – Jan 18, 2013	Tournament/Match Play
January 26, 2013	CPS Championships: 8 person and 5 person tournaments @ TAMS
February 1, 2013	IHSA Online list of participants due (for those registered)
February 3, 2013	IHSA Seed Meeting
February 8-9, 2013	IHSA Tournament

Chess Rules and Regulations

1. Terms, Descriptions, and General Conditions

- a. All head coaches must be formal employees of the Chicago Public Schools.
- b. The rules of Chess will be governed by the U.S. Chess Federation Rules, 5th edition and/or covered by the IHSA or CPHSAA Rules and Regulations.
- c. Every recognized Varsity team shall consist of at least eight (8) eligible players (boys or girls).
- d. Every recognized Jr. Varsity team shall consist of at least five (5) eligible players (boys and girls).
- e. Four (4) Meets are required for teams to qualify for the Varsity CPS Championships and three (3) meets are required for teams to qualify for the Junior Varsity CPS Championships. (Note: 6 meets are required for the entry to the IHSA Series)
1 tournament is the equivalent to two meets.
Dual and Internet matches count as one meet.
Proof of matches held since the beginning of the school year will be honored.
- f. Varsity Championships: (Grades 9 – 12) will consist of eight (8) player teams (IHSA format).
- g. Junior Varsity Championships: (Grades 9-12) will consist of five (5) player teams (Modified format).
- h. The championship tournament director will have the authority to determine the final format at the site of the championships.
- i. As minimum instruction, players should be taught the rules of the game and CPS regulations.
- j. Players must be able to take either algebraic or descriptive notation during the championship tournament.
- k. CPS K-12 Chess Season Time Control: G/25 {Game per player: 22 minutes with 5 second delay} unless coaches agree to other time controls.
- l. The Central Office Chess Coordinator will resolve any disputes that arise during the chess season.
- m. All decisions are to be governed by the rules and regulations of the Chicago Public High School Athletic Association.
- n. The coach or faculty representative from each school MUST be present at the beginning of a match and remain throughout the match.
- o. One (1) eligibility certificate will be needed for the City Championship tournament.

2. General Conditions of Play

a. Player Eligibility (Age):

A high school player shall not have reached his 20th birthday before the CPS Championship date. (January 26, 2013)

Other affiliations:

While a member of a school team, a player shall not be allowed to represent any other organization in that sport. This rule applies only during the time of the officially declared season is completed.

Amateur Standing:

A player cannot use his knowledge of the game for money.

Scholastic Standing:

A player shall be doing passing work in at least twenty (20) credit hours of high school work per week. Also, in the previous semester, (s)he shall have passed twenty (20) credit hours. If a high school chess player has a grade point average below a C (2.0), then that player must have an ISP (Individual Study Plan) on file with Sports Administration in order to be eligible for competition.

b. Duties and Responsibilities of the Chess Coach

- All coaches must be certified under the provisions of IHSA Bylaw 2.070.
- Coaches must participate in 5 matches since the start of the school year in order to qualify for the winter stipend assigned to chess coaches. An individual meet or tournament consisting of 4 or more teams is equal to 2 matches.
- Teams should have regular practice sessions. As minimum instruction, players should be taught the rules of the game and the general tournament rules, especially those of the CPS Championships.
- Make sure that the Athletic Director at the school submits a Central Office Record Sheet of eligible players to Sports Administration prior to the start of the CPS season.
- Exchange eligibility sheets with opposing coaches which indicate the name of eligible players and the lineup for the match.
- Coaches or a faculty representative from each school must be present at the beginning of a match and remain throughout the match.

- After the score of the match is recorded on the certificates, please sign them and promptly sent to the Department of Sports Administration, 54 N. Hermitage 60612, or GSR #38, or by FAX at 773-534-0706.

Whenever teams play a match, coaches are to exchange properly filled out official eligibility certificates. Please note that the forms need:

- Signatures of the coach or faculty representative.
- Signatures of the principal and the board of control member (AD) from the home school.

The certificate must also indicate the name of the eligible players that will be playing in the given match, identified by the board number they will be playing. The strongest player of the eight (8) (or five) must play on board one (1). The second strongest player must play on board two (2) . . . etc.

3. Season Play

- Teams should consist of 8 players during dual meets.
- One player may be named captain, and each player shall play only one game during a match.
- The home team will play white on boards 2, 3, 5, and 8, and black on boards 1, 4, 6, and 7.
- The match will be scored as follows:

Board	Win	Draw	Lost
1	12	6	0
2	11	5.5	0
3	10	5	0
4	9	4.5	0
5	8	4	0
6	7	3.5	0
7	6	3	0
8	5	2.5	0

The points listed here are called game points. There are a total of 68 game points in a match. Do not confuse these with match points when establishing team standings at the end of the season. You need at least 34.5 game points to win a match. 34 game points will be a drawn match. (Unless the total score is less than 68 points. . then a draw is 50% of the new total).

- The time control period shall be whole game, 25 minutes per player. (If both coaches agree upon a different time control for their match, they may use it).

- Any team not having eight (8) players on hand shall forfeit on all those boards not played. (If both teams default on a board, both players' score will be 0-0. The team that scores the most game points will win the match.)

4. The Chess Season

- a. Schools are free to schedule matches and participate in tournaments.
- b. Concerning dual meets, when a visiting team has not arrived at the scheduled time, clocks should be started at 30 minutes after that time. If the visiting team has contacted representatives of the home team informing them of inclement weather or travel difficulty, clocks can be delayed.
- c. When players from the visiting team start to arrive, they will make their first move and/or punch their clocks.
- d. If the visiting team has not arrived 30 minutes after the start time, the home team will be the winner of the match. If the home team is unavailable to play prior to the 30 minute grace period, the visiting team, if they arrive during this time will be declared the winner of the match.
- e. The player of Black supplies the equipment. Therefore, the home team supplies:
 - Equipment of boards 1, 4, 6, and 7 while the visiting supplies equipment for boards 2, 3, 5, and 8.
 - By mutual agreement one (1) team may supply all the equipment. Clocks must be used if supplied by either team.
- f. In case any team drops out from competition before the third match has been played, all match points scored against them shall be dropped.
- g. If a team drops out after the third match, the remainder of its matches shall be counted as forfeits.
- h. Any team playing an ineligible player shall forfeit that board.

5. Championship Tournament Rules

- a. The time controls for the City Championship will be decided by the Chess Coordinator in conjunction with the Coaches' Committee.
- b. Once the first round begins – ALL CLOCKS START
 - When the time control passes, the flag falls (real or by wall clock)
 - If a team does not show up, the match will be recorded as a loss
 - When the late team appears, the clocks will be set, as per time left for the round
- c. During the Championships, players must play on the same board level for all rounds.
- d. Should a player miss a round, substitutes can be used.
- e. Substitutes may play different boards during the championship.
However: a substitute can only play any board once. If a substitute plays the same board twice, then that substitute can only play that board.

- f. Players must be able to take either algebraic or descriptive notation.
- g. Once the match begins, there is NO COMMUNICATION between players and anyone else. During the match the only communication is to call over a “designated” steward to address a dispute. The penalty for illegal communication can vary to awarded game time minutes for the opponent to a defaulted game. (More specific championship rules will be distributed prior to the championships.)
- h. Touch and Move.
Once a piece is touched, and it is a legal move, the Player must move that piece. If he/she does not move that piece, the Opponent player can contact a Steward and with the Steward watching, the Player must make the legal move.

2012-2013 Sectional Assignments

*For 2012-2013 the Sectional Assignments serve more as an informal grouping of teams. As a league we will work towards formal conferences with conference championship recognition.

*Schools not originally listed will be added to a section.

North

Black

Northside College Prep

Lincoln Park

Lake View

Steinmetz

Rickover

White

Marshall

Westinghouse

Whitney Young

Lane

Clemente

South

Black

Jones

Kelly

Hubbard

Noble Street

White

Brooks

CMA

King

ACE Tech

South Shore Int.

Teams are required to participate in 5 matches in order to participate in the city championships.

A 4 or more school tournament counts as 2 matches.