

Rules for the Schoolyear 2021-22

Virginia Scholastic 4-Board Online Team Tournament

Saturday and Sunday, February 19-20, 2022

1. Purpose.

This document provides event-specific rules for the Virginia Scholastic 4-Board Online Team Tournament, referred to hereafter as “*the tournament*” or “*the event*”. These rules supplement the specifications for online chess found in Chapter 10 of the [US Chess Official Rules of Chess](#) (7th Edition) and in Section 26 of the [US Chess Schoolyear 2021-22 Scholastic Regulations](#).

2. Event Overview.

- 2.1. **Does this Tournament replace the Over-the-Board State Scholastic Championships?** No, it does not. This is a new event we are trying in 2022 to allow schools across the state to compete and to “warm-up” for the over-the-board state championships in March.
- 2.2. **Is this Tournament for the State Team Championship?** No, this event awards state titles to 4-Board Team Champions. The title of Team State Champion will continue to be awarded as part of the over-the-board Virginia Scholastic K-12 Championships held in March 2022.
- 2.3. **Who Can Play?** This tournament is open only to players currently enrolled in Pre-K through 12th Grade in a public, private, or home school in the Commonwealth of Virginia. Specific eligibility requirements for schools and players are detailed in [Section 8](#) and [Section 9](#) of this document.

3. Format.

- 3.1. **Team vs. Team.** This is a “4-Board” Team Tournament (see picture below) organized by the Virginia Chess Federation (VCF), the US Chess official state-level chapter. See [Section 7](#) for what defines “a Team.” In this event teams of 3 or 4 players from Virginia schools are paired against 3 or 4 player teams from other Virginia schools. In other words, the pairings for each round are “school vs. school” (see [Pairings](#) below). In each round every school’s team(s) shall:
 - 3.1.1. Play on up to four (4) boards, designated Board 1, Board 2, Board 3, and Board 4. Team Rosters, including up to one (1) Alternate Player and the sequencing of Unrated Players, are discussed later in this document.
 - 3.1.2. Be assigned alternate colors among their 4 players—two with White and two with Black. For example, if Board 1 has White, then Board 2 has Black, Board 3 has White, and Board 4 has Black.



This is a picture of a 4-Board Team Tournament. The players on the left are from one team (India), the players across from them are from another team. While our tournament will be played on-line using Chesskid.com, the format for each round is the same – e.g., team vs. team.



3.2. **Number of Rounds and Time Control.**

3.2.1. **Number of Rounds.** There will be *six (6) rounds of play* as shown in the [Event Schedule](#). When players finish the current game, their next game starts at the time shown in the [Event Schedule](#).

3.2.2. **Time Control.** The time control for all rounds is *Game-30 with 5 seconds of increment* (abbreviated as G/30 + 5). This means each player has up 30 minutes to make all his/her moves, plus each player gets 5 seconds added to his/her clock after each move in the game. In theory, a game could last a little more than one hour.

3.2.3. **Default (Forfeit) Time.** The *forfeit time is 30 minutes* for players who do not show up for a round.

3.2.3.1. ***What happens if a Player on a Team gets Forfeited?*** The forfeited player will be withdrawn from the Tournament for subsequent rounds unless the Team Captain notifies the Chief TD by email at least 20 minutes before the start of the next round. If the Captain fails to notify the Chief TD, that player’s seat will remain vacant for the next round. If the team has an Alternate on its Team Roster, the Team Captain can substitute-in the Alternate for the forfeited player. See [Section 12](#) for the rules and procedures governing a team’s optional Alternate player. If the team has no Alternate on its official roster, then that team either continues in the tournament with 3 players or the Team Captain receives the Chief TD’s permission to re-instate the forfeited player for the next round.

3.2.3.2. ***What if Two or More Players are Forfeited in the Same Round.*** If two or more players on the same team do not show up for a round that team will be dropped from the remainder of the tournament with no possibility of re-entry unless there is a discussion with the Chief TD at least 30 minutes before the start of the next round.

3.3. **Games Played Online.** All games will be played online using the Chesskid.com platform.

3.4. **Pairings.** The tournament staff will create the Pairings for each round using US Chess-compliant pairing software (e.g., SwissSys), with players paired as “School A vs. School B” in a Swiss System format.¹

3.5. **Scoring.** The tournament will be scored using “Match Scoring.” A team that scores 2.5 or more “game points” receives 1 Match Points, and the opposing team receives 0 Match Points. In a round where two opposing teams each score 2 game points, they will each receive ½ Match Point for the round (e.g., the team match is a draw). Here are some example scenarios:

Johnson Middle A	Jacobsen Jr. High	Game Scores	Match Pts	Remarks
4 players	4 players	3-1	1-Johnson, 0-Jacobsen	
4 players	4 players	2-2	0.5-Johnson, 0.5-Jacobsen	
4 players	3 players	2-1-F	1-Johnson, 0-Jacobsen	Forfeit on Board 4
4 players	3 players	1.5-1.5-F	1-Johnson, 0-Jacobsen	Forfeit on Board 4
3 players	3 players	1.5-1.5-2F	0.5-Johnson, 0.5 Jacobsen	Double Forfeit on Board 4

3.6. **Tie Breaks.** To break ties among teams with the same number of total Match Points the Chief TD will apply the following Tie-Breaks in the order listed: 1) Total Game Points, 2) Head-to-Head, 3) Board 1 Game Points, 4) Board 2 Game Points, 5) Board 3 Game Points, 6) Board 4 Game Points, and 7) Coin Flip.

3.7. **Team Byes.** An entire team can request one Half-Point Bye for any Round of the tournament except Round 1. Taking a “Team Bye” is optional, it means the team is officially absent for a specific round

¹ In a Swiss System team tournament, teams are paired using the average rating of all 4 players on the team. If, for example, there are 30 teams in a section, then in Round 1, the team with the highest team average rating (Team 1) would play Team 16, Team 2 would play Team 17, etc. In Round 2, all teams that won their first match would be paired against other teams that won. Teams that lost in Round 1 would be paired against others who lost their first match.

of the event and will not be paired for that round. The team earns one-half of a match point for that round. Team Byes must be declared during Registration and cannot be changed after 6 PM the day before the tournament begins.

- 3.8. **Byes for Players on a Team.** There are no Byes for individuals on a team. Only the Team can take a Bye. Here are three examples of the consequences of one player on a team deciding to not play in Round 3 of the tournament.
- 3.8.1. ***Example 1 – A 4 Player Team:*** If a Team with four players decides that their player on Board 2 is not going to play in Round 3, then the two players on Boards 3 and 4 “move up” in the board order to play on Boards 2 and 3 for their team. Board 4 becomes a “forfeit loss” because the board is vacant.
- 3.8.2. ***Example 2 – A 5 Player Team:*** If a Team with five players decides that their player on Board 2 is not going to play in Round 3, then the Team Captain can have their Alternate player compete Board 4. The two players who “normally” play on Boards 3 and 4 move up to play on Boards 2 and 3. Compared to the 4-player team, this team still has 4 players competing in the round.
- 3.8.3. ***Example 3 – A 3 Player Team:*** If a Team with three players decides that their player on Board 2 is not going to Play in Round 3, then the entire team ***no longer meets the minimum number of team players to participate in the tournament.*** This team not only “forfeits the team point” for Round 3, but also they are disqualifying themselves from further participation in the tournament. This is why it is so important to have at least 4 players on your team!

4. Event Schedule.

- 4.1. **Town Hall Meetings.** 5-10 days before the tournament begins the VA Chess Federation will hold at least two (2) Town Hall-style meetings using Zoom. In these meetings the tournament staff and Chesskid.com will provide valuable information and instructions about the tournament. There also will be an opportunity for players, parents, and coaches to ask questions. Plan on each meeting lasting about 1.5 hours to be sure peoples’ questions get answered. We will record one of the meetings so players who were unable to attend one of the Zoom meetings have a chance to hear what was discussed. Notification of the dates and times of these Zoom Town Hall Meetings will be sent to all registered players by email and will be posted on the VCF website (www.vachess.org).
- 4.2. **Saturday, February 12th at Midnight.** Registration CLOSES for this tournament.
- 4.3. **Wednesday, February 16th at 6:00 pm.** This is the deadline for teams to:
- 4.3.1. Substitute a player who is unable to attend the tournament (see Section 7.1 of this document).
- 4.3.2. Make changes to the sequence of players on their Team Roster in accordance with the rules in Section 7.2.
- 4.4. **Friday, February 18th at 6:00 pm.** This is the cut-off time to:
- 4.4.1. Add, remove, or change Half-Point Bye requests. Requests received by the Chief TD after 6:00 pm on Friday will not be honored.
- 4.4.2. Replace a player on a team’s roster. (See Section 6.4.)
- 4.5. **Day 1: Saturday, February 19th.** Rounds 1 through 4 at 9:00 am, 11:30 am, 2:00 pm and 4:30 pm. Also, 6:00 pm Saturday is the deadline to declare use of any Alternate players for Round 5 and/or Round 6. (See Section 11.1.)
- 4.6. **Day 2: Sunday, February 20th.** Rounds 5 and 6 at 12-noon and 2:30 pm.
- 4.7. **Awards Ceremony.** The VCF will distribute awards from the Online Team Tournament at the annual State Scholastic Championships (being held over-the-board) in March 2022. Schools unable to attend the state championships in March can have their trophies sent to them, or they can arrange to have someone who is attending retrieve their trophy(ies) on their behalf.



5. Sections of Play.

Teams compete in one of four (4) sections based on their players' grades in school as follows:

- 5.1. **K-3.** For teams with players grades in Pre-K through 3.
- 5.2. **K-5.** Primarily for grades 4 and 5, but teams with players in Pre-K through 3rd Grade may play in this section.
- 5.3. **K-8.** Primarily for grades 6 to 8, but teams with players in Pre-K through 5th Grade may play in this section.
- 5.4. **K-12.** Primarily for grades 9 to 12, but teams with players in Pre-K through 8th Grade may play in this section.
- 5.5. **NOTE:** Any section with 6 or fewer teams will be paired as part of the next higher section of the tournament. For example, if the K-3 Section has only 5 teams, the Chief TD will pair the K-3 teams as part of the K-5 Section, with the teams rank-ordered according to their Team Average Rating (see Section [7.2.4](#) below). Awards, however, will remain segregated by Section so that K-3 teams receive the awards originally set aside for the K-3 Section. (See the section on Awards at the end of this document.)

6. Tournament Registration and Fees.

- 6.1. **Registration.** The VA Chess Federation will provide a tournament home page at www.vachess.org. **Registration will be a TWO-STEP PROCESS**—Player Registration and Team Roster Declaration—as described in Sections 6.2. and 6.3 below.
- 6.2. **Step 1: Player Registration.** All players will use that page to register for the tournament, pay the required entry fee, get event information, and see what schools/teams have registered. The VCF will need the following information from each player at the time they register:
 - First and last name
 - US Chess ID number: This is the 8-digit number assigned to every US Chess member; all players must have a valid US Chess membership through Feb 2022; US Chess memberships can be created or renewed at www.uschess.org
 - Address, phone number, and email address (of the parents or player)
 - School name (e.g., Smithfield High School, Johnson Home School)
 - School District name
 - Current grade in school (this is the grade in which the player is currently enrolled)
 - Name, email, and phone number of the Team's Captain. For K-8 and lower teams, the Team Captain must be an Adult (e.g., parent, coach, teacher). For a team of High School players, the Team Captain can be any player on the team or a parent, coach, or teacher.
 - **NOTE:** If the school is entering more than one team in the same section, the person registering the player will be asked to provide the name of the Team on which that player is playing (e.g., Johnson Middle A, or Johnson Middle B)
- 6.3. **Step 2: Team Roster Declaration.** Step 2 is a separate step performed by the Team Captain to provide a team's Team Roster. Each team can declare up to 5 players (4 primary players and one alternate) as described in [Section 7](#) below.

NOTE: A Team is not fully registered until Step 1 and Step 2 are complete—e.g., the team's players have registered and paid their entry fees **AND** the Team Captain has completed the Team Roster.
- 6.4. **Entry Fee. \$35 per player.** Payment must be completed at the time of entry. If a player withdraws before Round 1 the VCF will retain \$10 from that player's entry. Most refunds will be issued through PayPal by reversing a portion of the player's original entry fee.
- 6.5. **Registration Deadline.** Players and Teams must register **by midnight on Saturday, Feb. 12th**. No player or team entries will be allowed after midnight on February 12th—the Registration website will be closed.



- 6.6. **Replacement Player(s).** A team registered for the tournament can replace a player until 6PM on Friday evening before Day 1 of the event. The information about the replacement player must be provided to the Chief TD by email. Replacements will not be allowed AFTER 6PM on Friday evening.

7. Definition of a “Team” and Team Rosters.

- 7.1. **A Team** is three (3) to five (5) players who attend the same Virginia-based public, private, or home school.

7.1.1. The ***minimum team size is 3 players***. A team with only 3 players receives an automatic “loss” on Board 4 for each round of the tournament. Players unable to be part of a team from their school ARE NOT ALLOWED to play as part of another school’s team.

7.1.2. The ***maximum team size is 5 players***, but only 4 players compete during a round. The 5th player is an “Alternate.”

7.1.3. For a team with 5 players, the lowest-rated player (or the unrated player) is automatically the Alternate for the team. If a team has more than one unrated player, the team must provide the Chief TD with the name of the player who will be the Alternate. If the team fails to inform the Chief TD, then the Chief TD automatically selects the player whose name is last in an alphabetized list of the team’s unrated players. Use of the Alternate player is discussed later in these event rules.

7.1.4. **Important Notes:**

7.1.4.1. A team whose strength drops below the 3-player minimum ***after 6 pm on Wednesday, February 16th*** will be declared “ineligible” by the Chief TD and the team will not be paired for Round 1 of the tournament. The team can make a correction to their Team Roster issue by substituting another player if this action is done by 6 pm on Wednesday February 16th. The substitute player will be issued a Player ID and password.

7.1.4.2. After Round 1 begins if a team’s strength drops below 3 players the Chief TD will either declare the team ineligible for the next round or the remainder of the tournament, depending on how long the team’s strength will be below 3 players. If a team of 3 players loses their third player, then the whole team becomes ineligible to continue.

7.2. **Team Roster, Player Ratings, and Team’s Average Rating**

7.2.1. **Team Roster.** The Team Roster (or Board Order) is the team’s official list of players and approved by the Chief Tournament Director. Players are sequenced according to their US Chess official rating, with the highest rated player on Board 1 and the lowest rated player on Board 4 (or Board 3 if the team only has 3 players). See Section 7.2.3 below for how Unrated players are sequenced on the Team Roster.

7.2.1.1. When Registration ends on Feb. 12th, the Chief TD will review each school’s Team Roster to ensure the players are sequenced according to their US Chess ratings. Team Captains usually place their unrated players at the end of the Team Roster, but they also have the option to place them anywhere in the sequence (see 7.2.3 below). The Chief TD will assume each Team Roster shall be in rating sequence unless the Team Captain (or a responsible adult overseeing the team) notifies the Chief TD in writing (by email).

7.2.1.2. ***The deadline to update Team Rosters is 6 pm Wednesday Feb. 16th.*** Once approved by the Chief TD, each school’s Team Roster is FIXED and cannot change unless authorized by the Chief TD—this would be an unusual occurrence. The final, approved Team Rosters will be posted on the VCF website (www.vachess.org) on February 16th after 6 pm.

7.2.1.3. Teams comprised entirely of unrated players must occupy their boards in the sequence listed on their approved Team Roster. In other words, the players on an unrated team cannot play different boards than the boards listed on their approved Team Roster. If an



unrated team has an Alternate, that player must play on Board 4 always, even if s/he is being substituted for someone on a higher board.²

- 7.2.2. **Player Ratings.** The ratings used for the tournament will be ***the higher*** of a player’s over-the-board regular rating and online regular rating found in the ***January 2022*** US Chess Rating Supplement.
 - 7.2.2.1. A provisional rating higher than an established rating will be used only when the provisional rating reflects 15 or more games.
 - 7.2.2.2. For a player who does not have a Regular Over-the-Board or a Regular Online rating, but who does have an established or provisional Quick Rating, the Chief TD will use that rating for the purposes of the Team Roster as long as the provisional rating reflects at least 15 rated games.
 - 7.2.2.3. A player who has no rating by any system defined in this section is considered “unrated.” See next section. Blitz ratings will not be used to “rate” an otherwise unrated player.
- 7.2.3. **Unrated Players.** Unrated players normally fill the lowest boards on a Team’s Roster, but an unrated player can play on a higher board as described below.
 - 7.2.3.1. If the unrated player is on Board 4 (or Board 3 if the team has 3 players), the unrated player will be assigned a rating ***100 points lower*** than the Board 3 player’s US Chess rating. (See *Examples 2 and 4 in the table below.*)
 - 7.2.3.2. If the unrated player’s assigned board is between the boards for two rated players—e.g., a Team Roster with the rating sequence 1251, 1180, Unr, 927. The unrated player’s rating is assigned a value at the midpoint between the higher and lower rated team members. A team structured this way cannot later decide to put their unrated player on any other Board. (See *Example 3 in the table below.*)
 - 7.2.3.3. If the unrated player is Board 1 of the Team Roster, that player will be assigned a rating that is ***150 points higher*** than the Board 2 player’s US Chess rating. (See *Example 6 in the table below.*)
 - 7.2.3.4. A team comprised entirely of unrated players is considered Unrated. Such teams do not have an average team rating. (See *Example 8 in the table below.*)
- 7.2.4. **Team’s Average Rating (TAR).** The TAR for a team is calculated using the average of the US Chess ratings for the players on Boards 1-4 as listed on the Team Roster. If a team has an Alternate player, that player’s rating does not affect the TAR calculation. The formula to calculate TAR is: ***TAR = (Bd 1 + Bd 2 + Bd 3 + Bd 4) / 4***

Table showing examples of TARs for teams with different constructs.

Example #: School / Team	Team Roster (Rating Sequence) for Boards 1-4	TAR
Ex 1: JLM Middle (No Unr players)	1301, 1199, 1102, 998	1150
Ex 2: Sampson Elementary (One Unr player on Board 4)	1052, 970, 868, Unr (Assigned rating is 768)	915
Ex 3: Breckenridge High (One Unr player on Board 3)	1251, 1180, Unr, 927 (Assigned rating is 1054)	1103
Ex 4: Foster Middle (Unr players on Boards 3 & 4)	1610, 1499, Unr 1, Unr 2 (Assigned ratings of 1399 and 1299)	1452
Ex 5: Jacobiwicz Home School (Three Unr players)	1350, Unr 1, Unr 2, Unr 3 (Assigned ratings 1250, 1150, 1050)	1200
Ex 6: Delilah K-6 Academy (One Unr player on Board 1)	Unr, 1650, 1490, 1277 (Assigned rating is 1800)	1555

² For example, consider a team of all unrated players sequenced on their approved Team Roster as ***Smith, Jones, Rogers, and Johnson*** playing on Boards 1-4, respectively, with Sampson as their Alternate. Now, if Sampson is ‘activated’ for the upcoming round to replace Jones (who was on Board 2), the team’s new sequence for the round will be ***Smith, Rogers, Johnson, and Sampson***. In other words, Rogers and Johnson ‘move up’ from Boards 3 and 4 to play on Boards 2 and 3 in the upcoming round.



Example #: School / Team	Team Roster (Rating Sequence) for Boards 1-4	TAR
Ex 7: Jerryville Middle (<i>Unr players on Boards 1 & 3</i>)	Unr 1, 1140, 985, Unr 2 (Assigned ratings 1290 and 885)	1075
Ex 8: Liseki Lower Elementary (<i>All players are Unrated</i>)	All players are Unrated	<i>Unr</i>

7.3. **Number of Teams from a School.**

- 7.3.1. A school may field **more than one team in a section**, but only their two (2) top-finishing teams are eligible for team awards. When a school has more than one team in the same section, the players on those teams are not required to be structured so that the 4-highest-rated are on “Team A” and the next 4 highest-rated on “Team B.”
- 7.3.2. A school **may field teams in more than one section** if all players on the team meet the eligibility requirements for those sections of the tournament.
- 7.3.3. A Team **can play only in one section**, no Team is allowed to play in more than one section.
Examples: A K-3 school can field 2 teams in the K-3 Section, or it can enter 1 team in the K-3 Section and 1 team in the K-5 Section. By comparison, teams whose players are all in High School may compete only in the K-12 Section. (See also [Player Eligibility](#) below.)
- 7.3.4. **A Team’s section eligibility** is defined by the most senior member of the team. For instance, if George Washington Academy (a fictitious private K-12 school) creates a team with players who are in grades 4, 7, 8 and 12, that team **MUST** play in the K-12 Section because of the 12th grader on the team.

8. School Eligibility.

- 8.1. The only schools eligible to participate are public, private, and home schools based in the Commonwealth of Virginia for students in grades Pre-K through 12.
- 8.2. A school **does not** need to have an active or official “chess club” for players from that school to play as a team. For this tournament, a “team” is simply 3 to 5 players in the tournament who are attending the same public, private, or home school in Virginia.
- 8.3. Anyone with questions about “school eligibility” should contact the VA Chess Federation by emailing the Chief Organizer, Mike Hoffpauir, at mhoffpauir@aol.com at least 1 week before Registration ends. Registration ends at midnight on Saturday, February 12th, so get your questions in by Saturday, Feb 5th.

9. Player Eligibility.

- 9.1. Any player attending an eligible school in grades Kindergarten through 12th Grade can participate in the tournament, but they can only do so as part of a team from that school.
 - 9.1.1. A player who does not have at least two other schoolmates to play on his/her team is ineligible for the tournament—in other words, there are no “individual” players allowed, all players must be on a team of 3 to 5 players.
 - 9.1.2. **Pre-School players** are allowed to play for the school (public, private, or home) they plan to attend once they reach Kindergarten age.
- 9.2. A player whose school cannot field a team is NOT allowed to be part of the team for another school.
- 9.3. Players who live across the state boundary (MD, DC, etc.) are eligible to play if they attend an eligible school in Virginia as defined in the previous Section 8 above.
- 9.4. Players who attend more than one eligible school must designate their chosen school at the time of registration. Such players cannot “change schools” after Registration ends on Feb. 12th.
- 9.5. **Home Schools.**
 - 9.5.1. Homeschooled players can form a team **if they meet one of the following criteria:** 1) they are in the same family; 2) they attend the same homeschool co-op; or, 3) they would attend the same local public school if they were not being homeschooled. In options 2 and 3, the players

do not need to be in the same family, but their ‘local public school’ must be in the same school zone where the players reside. **Note:** A school zone is a subregion of a single school district.

- 9.5.2. Homeschooled players also can **play as part of their local public school’s team** with a letter from the school administration authorizing them to do so. In such cases it is the responsibility of the players/parents to obtain this authorization. With this option there is a presumption that the players are participating in chess activities at the school throughout the year (or at least since the start of the Spring Term), and not solely for the purposes of this tournament.
- 9.6. Anyone with questions about “player eligibility” should contact the VA Chess Federation by emailing the Chief Organizer, Mike Hoffpauir, at mhoffpauir@aol.com at least 2 weeks before Registration ends (e.g., by Saturday, Feb. 5th).

10. Specific Equipment and a Chesskid.com Account are Needed to Play.

10.1. Required Equipment for All Players.

- 10.1.1. ***Laptop or Desktop Computer.*** Every player MUST use a laptop or desktop computer to play in the tournament. Players are not allowed to “share” the same laptop or desktop to play at the same time. Players also need a mouse or other pointing device (e.g., trackball, stylus, etc.) to make their moves.
- 10.1.1.1. ***Browser Windows.*** When playing a game, a player is not allowed to have any other browser window open other than the game window generated in the player’s browser by Chesskid.com. ANY EXCEPTIONS to this rule will be distributed by the Chief TD and tournament staff as part of the pre-event Zoom Town Hall Meeting.
- 10.1.1.2. ***Other Software.*** When playing a game, a player is not allowed to have any chess playing, chess analysis, chat window, email, music, or video software running other than the computer’s operating system. ***The only exceptions are programs approved for the Tournament*** such as Zoom or Slack. These details will be announced in the pre-tournament Town Hall Meetings.
- 10.1.1.3. ***Violations.*** Violation of the rules for browser window and other software can result in immediate loss of game or expulsion from the tournament, both of which can have serious consequences for the offending player’s team score and eligibility to continue in the tournament. (See “[Disqualification](#)” in Section 13.3 below.)
- 10.1.2. ***Reliable Internet Connection.*** You need a good internet connection to play. The “status” of a player’s internet connection is the player’s responsibility, not the VA Chess Federation or Chesskid.com. (See also Section 11 on “Disconnections”.)
- 10.1.3. ***Tablet computers (including iPads) or Cell Phones*** CANNOT BE USED to play in the event—there are no exceptions to this rule!
- 10.1.4. Use of a dual monitor or an additional screen via direct connection, Bluetooth, or other wireless capability ***is not permitted.***
- 10.2. **Chess Clock / Official Game Time.** The game time shown on each player’s game window is the official game time for both players. Players do not need a separate chess clock to play, the game window will keep time for every player. The proper time control is automatically set when a game begins.
- 10.3. **Chesskid.com Account, UserNames, and Passwords.**
- 10.3.1. ***Player’s UserName.*** Every player will be ASSIGNED a unique UserName and password for the tournament. Even if you have your own Chesskid.com account, ***you will be assigned a UserName for this tournament.*** Your UserName will be of the form “VAK12-12345678” (or VAK5-12345678), where “K12” or “K5” is your section, and the 8 digits are your US Chess ID number. ***YOU CANNOT CHANGE YOUR USERNAME.***
- 10.3.2. ***Player’s Password.*** All players will receive their password and UserName by email several days before the tournament begins. After receiving these, players should try-out their

UserName and Password by attempting to log-on to Chesskid.com. NOTE: *If you change your password, it is your responsibility to remember it.* The UserName / Password email also will contain instructions on what to do if you are not able to log-in. **DO NOT WAIT until the first day of the tournament to test out our log-in credentials!!**

10.4. **Games Start Automatically.**

- 10.4.1. *Players will not issue ‘manual challenges’ to their opponents at the start of a round.* Instead, every player’s game will begin automatically at the scheduled start time for the round.
- 10.4.2. When a player’s game ends, *the Chesskid.com platform automatically records the game result*—e.g., players do not need to report their results to the Section Chief or anyone else.
- 10.4.3. After their “tournament game” finishes, some players decide to challenge their opponent to one or more additional games before the end of the round. While the Chesskid.com platform will allow this to occur, *only the result of the first game counts.*

10.5. **Cameras for Fair Play Monitoring.** Cameras for monitoring players *are not required* to participate in this tournament. (See also the section below on Fair Play.)

10.6. **A Real Chess Set.** The only chessboard players may use is the game window generated by Chesskid.com. No one is allowed to use another (separate) chessboard except players with disabilities as covered in Section 14 of Chapter 10 in the US Chess **Official Rules of Chess.**

11. Disconnections—Loss of Internet Connection.

- 11.1. **A stable internet connection** is each player’s responsibility.
- 11.2. **Player loses internet connection.** If a player loses internet connectivity the player’s Game Clock *continues to run*—the time lost due to disconnection cannot be given back to the player.
 - 11.2.1. When a player becomes disconnected, the player should immediately take all actions necessary to reestablish their connection as quickly as possible. The pre-event “Town Hall Meeting” will cover these procedures in detail.
 - 11.2.2. Players who lose their internet connection are likely to draw scrutiny from the tournament staff for potential violations of fair play.
- 11.3. **Disconnection due to Server Malfunction.** It is possible that a general disconnection may occur affecting many players due to a problem with the ChessKid.com game server. If this happens, the Chief TD will take appropriate action in the best interest of the affected players and issue appropriate instructions to everyone affected.

12. Rules for Use of Alternate Players.

- 12.1. **When can a Team’s Alternate Play?** A team desiring to insert its Alternate player must adhere to the following rules:
 - 12.1.1. The Alternate must play on Board 4.
 - 12.1.2. A team must officially declare its intent to use their Alternate ***by 6:00 pm the day before the round when the Alternate shall play.*** The Team Captain (or responsible adult) does this by providing a written request by email directly to the Chief TD and Section Chief.
 - 12.1.3. Below is an example of an email or text from a Team Captain to the Chief TD and Section Chief informing that their Alternate will play. Note that the words specify the Alternate is playing only in Round 2. Requests to use the Alternate must be written carefully because if a team inserts its Alternate in Round 2 and then fails to inform the Chief TD that the Alternate is playing only in that round, then the Chief TD and Section Chief **will** assume the substituted player is no longer in the tournament and the Alternate is playing in all remaining rounds.

“For Round 2 on Saturday, Jones Middle School’s Alternate (Sara Smith) will play on Board 4, our Board 2 player (Jonny Jameson) will not play. For Round 2 our two players who played on Boards 3 and 4 in Round 1 (Jamal and Connie) will move up to Boards 2 and 3, respectively. Our Alternate

(Sara) will only play in Round 2. After Round 2, Jonny will re-join the team for Rounds 3-5 and our team will return to its official Team Roster sequence of players.”

13. Fair Play and Fair Play Analysis of All Games.

- 13.1. **What is Fair Play?** Fair play means playing games without any external assistance of any kind!
- 13.1.1. *All players will be monitored* for fair play move-by-move and game-by-game throughout the tournament. Then, after the tournament, Chesskid.com and the VA Chess Federation will conduct a deeper analysis of all games.
- 13.1.2. *Toggling or switching between tabs/windows or monitors is not permitted.* All programs in the Desktop/Laptop must be closed except the Browser window (single tab) and the Slack/Zoom/Other support channel authorized for use by the Chief Tournament Director. (These details will be addressed in the Town Hall Meeting.)
- 13.2. **Role of Parents or Guardians in Fair Play.** Parents play an indispensable role in ensuring their players play fairly. Before the start of each round, parents need to *remove from their player's possession* any cell phones, other computers, and other devices the player could possibly use to calculate moves, receive moves, or to otherwise obtain move advice from an external party (human or machine).
- 13.3. **What Happens if We Detect a Fair Play Issue?** If the tournament staff identifies a possible fair play problem with a player, our first action is *contact the player's parents or guardians to discuss the matter.* We will present our evidence and have a discussion with the parents/guardians *before* the Chief Tournament Director makes a ruling on the player's (and team's) continuation in the tournament.
- 13.4. **Disqualification.** A fair play violation acted upon by the Chief TD is likely to mean immediate disqualification of the player from the tournament. It also may have significant consequences on the player's team. The Chief TD will adjust Game Results for disqualified players in accordance with Section 20.4 of the US Chess *Scholastic Regulations.*
- 13.4.1. If a player is disqualified while the tournament is in progress, then:
- 13.4.1.1. A team that began the tournament *with 5 players* (e.g., 4 primary players and an Alternate) *cannot replace their disqualified player* with their Alternate. For the remaining rounds the team will play only on Boards 1 through 3, and all remaining games on Board 4 will be forfeited to the opposing team (if the opposing team has 4 players). The team's Alternate can be used, but not on Board 4—the Alternate can only be used to substitute for a player on Boards 1-3.
- 13.4.1.2. A team that began the tournament *with 4 players* will continue in the tournament with only 3 players. A fourth player cannot be added.
- 13.4.1.3. A team that began the tournament *with 3 players* will be dropped from the tournament. A replacement cannot be added.
- 13.4.2. If the disqualification happens after the tournament (e.g., because of post-event fair play analysis), then the game scores for that player will be adjusted in accordance with Section 20.4 of the US Chess *Scholastic Regulations.*
- 13.4.3. Any player disqualified from the tournament WILL NOT BE ELIGIBLE to play in the 2021-22 over-the-board Virginia Scholastic Chess Championships being held in March 2022.

14. Results.

- 14.1. **Preliminary Results.** When the tournament ends the tournament staff will post “preliminary” results. These results are subject to change in the event of disqualifications due to fair play. The fair play analysis process could take up to 3 weeks to complete.
- 14.2. **Final Results.** The tournament's Final Results will be posted as soon as post-event Fair Play Analysis is complete.



15. Awards.

- 15.1. **Place Awards.** 1st to 5th place in all four Sections.
- 15.2. **Board Awards.** 1st to 3rd “Top Board” for Boards 1-4. Board scores will be determined using each player’s total game points, head-to-head results, then by applying US Chess standard tie breaks according to the US Chess ***Official Rules of Chess***. Players who play on more than one board (because an Alternate was used) are eligible only for an award on the lowest board played. The player’s points on all boards combined are credited toward the board prize on the lowest board.
- 15.3. **Top Mixed Team.** Each section will have one (1) award for the Top Mixed Team.
 - 15.3.1. A mixed team is defined as a team that has at least two girls and at least one boy. All girl teams are not mixed teams.
 - 15.3.2. To be eligible for this award the team’s girls must play at the same time in 4 of 6 rounds. Teams with only 3 players must have at least two girls on the team. A team can win this award and a place prize.
 - 15.3.3. If a team receives a “computer-generated bye” then the team only is required play 3 out of 5 rounds with at least two girls on the boards.
- 15.4. The VCF will present awards to players and representatives of school teams at the Virginia Scholastic Chess Championships in March. The VCF wants to minimize the amount of award mailings.