

The Great Public Schools Association of Queensland

RULES OF COMPETITION

CHESS

Last Updated: June 2021

The Great Public Schools' (GPS) Association of Qld Inc,
PO Box 465, Spring Hill Qld 4004
49 214 069 890
Mail to: info@gpsqld.org.au

.....
www.gpsqld.org.au



1. ADOPTED RULES

GPS Chess competitions are conducted in accordance with the Laws of Chess as recognised by the Federation Internationale des Echecs (FIDE), except where these differ from the GPS competition Rules; in which case the latter shall take precedence. Reference should also be made to all GPS By-laws, Policies and Procedures. These rules are to be read in conjunction with information available on GPS Net.

2. ELIGIBILITY

To compete in a GPS competition, students must meet the eligibility criteria stated in the GPS Eligibility Rule.

- 2.1 Students enrolled in Years 5 to 12 of a GPS member school are eligible to participate in the competition.
- 2.2 Only students in Years 7 to 12 are eligible to compete in the Premier division. All competitors in the Premier division must first be registered with the GPS Office.
- 2.3 Only students in Years 10 to 12 are eligible to compete in the Senior division
- 2.4 Only students in Years 7 to 9 are eligible to compete in the Junior division.
- 2.5 No student may participate in more than one division in the same round.

3. BEHAVIOUR

All misconduct by participants or other personnel that occurs during the normal proceedings of a Sport or Activity will be actioned as according to the Governing body and the GPS Code of Conduct.

4. STRUCTURE

GPS competitions must have a minimum number of five (5) teams from five (5) member schools competing in a division.

- 4.1 The competition will follow the schedule as set by the GPS Calendar and the Competition Draw (refer to Chess Operations Manual).
- 4.2 The competition is comprised of a Premier division, Senior Division, Junior Division and multiple Open divisions (Year 5 to 12) as required.
- 4.3 Each Fixture will be comprised of the following games in each division:
 - School A Board 1 v School B Board 1
 - School A Board 2 v School B Board 2
 - School A Board 3 v School B Board 3
 - School A Board 4 v School B Board 4

5. OFFICIALS

- 5.1 Players adjudicate their own games and any disputes are resolved in consultation with the Home and Away Masters in Charge.

6. ADDITIONAL RULES

- 6.1 Uniforms of competitors and personnel must comply with the GPS Uniform Policy.
- 6.2 Each team will consist of four (4) players.
- 6.3 Players must not have a mobile phone or electronic device on their person or in their pocket at anytime during a chess game. A mobile phone or electronic device may be switched off and placed on the floor under the players chair the for the duration of the game. Any phone or electronic device that is found switched on or that rings during a game will result in an automatic forfeit of the game.

The following rules apply to Premier, Senior and Junior division only:

- 6.4 Players will receive fifty (50) minutes plus ten (10) seconds a move on their clock.
- 6.5 Premier players will play in order of merit, where the order is determined by the students' rating or a school Championship.
 - a) If a player listed in the order of merit cannot play in a fixture, his/her replacement in the team will compete at position number 4, with the order of merit maintained.
 - b) Each school is permitted to change their order of merit once during the season. The new order of merit must be submitted to the GPS Office no later than 12pm Wednesday prior to the fixture.

The following rules apply to the Open division only:

- 6.6 Players will receive sixty (60) minutes on their clock.
- 6.7 Chessclocks will be used when available.
- 6.8 When possible, players should record their moves for reference during disputes.
- 6.9 In each instance of an illegal move, two (2) minutes will be added to the opponent's clock. A game cannot be lost by illegal move.

7. RESULTS

- 7.1 Points, Premierships and Championships will be awarded in accordance with the GPS Championships & Premierships Policy.
 - a. Points are won in each game. A win, draw or loss by a team member counts for 1, 0.5 or 0 points respectively per board. At the conclusion of the fixture, points for each team member are added together to determine the result.
- 7.2 Senior A Premiership Points:

Result	Points
Win or Win on Forfeit	2 points
Draw	1 point
Loss / Bye or Forfeit	0 points

- 7.3 Reviews & Protests of results will be conducted in accordance with the GPS Reviews & Protest Policy.

8. CANCELLATIONS

When required, cancellations will be conducted in accordance with the Abandonment of GPS Competitions and Activities Policy.

9. AMENDMENTS

No amendment to these Rules of Competition is authorised unless such amendment is issued by the Executive Officer of the GPS.