



GMAA Virtual Chess Handbook

Section 1: Sports Committee

The Chess Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification:

- Open gender
- Open Age

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first tournament.

3.2) Players must be registered on chess.com (the site is free)

3.3) Team chess.com usernames and Meeting Links form (google doc) must be complete 48hrs prior to the teams' first tournament

Section 4: Scheduling & Starting Time

4.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6).

4.2) The regular season shall be a minimum of six matches and a maximum of eight matches.

Section 5: Governing Rules & Rule Modifications

5.1) No team shall be permitted to play any league tournament unless accompanied by a staff member, (see Rule VI, Section 4 of General Governing Rules for clarification) PENALTY: DEFAULT OF GAME

5.2) Team Composition: Each team consists of four players. Teams who are missing one (1) player, will forfeit the matches that player is scheduled for but will be permitted to play the remainder of the games. Teams not fielding at least 3 players will forfeit the entire tournament.

5.3) Substitutes are permitted if they are registered before playing with GMAA. Coaches are to inform the opposing coach of substitutions prior to the tournament. Substitutions cannot be made during the tournament. Once the first round begins, those are the four players who must complete all matches in the tournament.

5.4) Tournament Format: Schools will participate in round-robin tournaments against opponents.

Round 1		Round 2		Round 3		Round 4	
H1	V1	H1	V2	H1	V3	H1	V4

H2	V2	H2	V1	H2	V4	H2	V3
H3	V3	H3	V4	H3	V2	H3	V1
H4	V4	H4	V3	H4	V1	H4	V2

5.5) Player Participation:

Each player will play four matches per tournament.

Every player will play two matches as White and two as Black (to ensure fairness in color distribution).

5.6) Game Settings:

Matches: 20 minutes total, each player will have 10 minutes of playing time

Standard setting

Teams must arrive at the scheduled time, if they are not there within 5 minutes, they will default the match.

5.7) Scoring for each match: 2 points for win / 1 point for draw or stalemate / 0 points for a loss

5.8) Scoring for team standings: 3 points for a win / 1 point for a tie / 0 points for a loss

5.9) Ethical Points will be included in the standings. Teams are awarded 2 points for no incidents, and 0 points for an ejection or default.

5.10) Game Knowledge; Players should be able to do the following:

- Properly move all the chess pieces
- Understand pawn promotion.
- Understand rules for "advanced" moves: Castling and en passant capture (explained here: https://www.chess.com/blog/Win_Like_McEntee/en-passant-and-castling)
- Understand Check and the ways to get out of check (move, block, capture)
- Understand Checkmate
- Understand the "touch-move" rule
- Understand 50 moves draw rule i.e. the game can be claimed drawn after 50 moves if there are no pawn moves or no captures.
 - Understand 3-fold repetition rule. the game can be claimed drawn if the exact same position is repeated thrice.
- No outside assistance during games is allowed

Section 6: Regular Season Games

6.1) Regular season play - All season games will be played through chess.com and an online video meeting platform. (ex. Zoom, Teams, Google meets) All players must be visible on camera throughout the tournament.

6.2) Google scoresheet: Both coaches must fill out scoresheet at least 60 minutes prior to their tournament on the google doc provided.

6.2) Video Meeting:

Both teams must log onto the Zoom at the scheduled start time.

6.3) Game invites: Home team players will create the games on chess.com and invite opponents to play.

6.4) Software Requirements

Chess.com: All players must be registered on chess.com (site is free)
NB – students' and coaches' usernames on chess.com should reflect their actual name, include their school abbreviation and must not be offensive or inappropriate in nature.

6.5) Meeting Links:

All coaches must create a recurring video meeting link for all home tournaments. This must be input in the "Team Usernames and Meeting Links Google doc" 48hrs prior to your 1st tournament.

6.6) Video Requirements:

Both coaches and all players must log on and be visible on camera for the duration of the tournament. Any communication can be done through the chat feature.

6.7) Leaving and Rejoining Games

Players are not allowed to leave their game and then rejoin. Leaving the game will be counted as a forfeit.

Section 7: Championships & Playoffs (see Rule XI Secondary Governing Rules)

7.1) For playoffs only, all matches will be played in person at the home of the higher seed.

7.2) Breaking a Tie in Playoffs: In playoffs only, if the score is tied at the end of the 4 rounds. Each team will select 1 player to play an overtime match. Regular match parameters will apply, the home team will continue to be white. If the game remains tied, this will continue with different players until the tie is broken.

If at this point the game remains tied, this process will repeat with new selections until the tie is broken.

7.3) Awards:

Gold and silver medals will be awarded to the 1st and 2nd placed teams.
Championship banner will be presented to the winning team.

7.4) In Person Chess Handbook

All rules from the virtual chess handbook will be followed with the following adjustments

Playing Set Up:

The host school must provide an adequate playing area

4 playing areas in the same room (example: 4 tables, 2 chairs each table)

Four boards including all pieces

Four chess clocks (a digital app is permitted but if proper chess clocks are available, they must be used)

Clocks always placed on the left of the board (from the white point of view)

In person specific regulations:

Games will not be annotated

Touch-move will be enforced: If a student touches a piece, then they must move that piece.

The hand that moves the chess piece hits the clock

If the board is knocked over by one of the players, the player causing the board to fall will lose

the game by forfeit.

If a game finished while other games are still taking place the players may not interfere with the games in progress.

Protocol for questioning an illegal move:

Coaches will act as arbiters; coaches must come to a unanimous decision.

To question an illegal move. The player will pause the clock and raise their hand. Coaches will communicate with both players and rule on the play in question.

2 min bonus time for the opponent after the first illegal move, 2nd illegal move in the same game will result in a forfeit of the game.

Time expires: Players raise their hands to signal the coaches to check for flagging.

Cheating: No outside assistance during games is allowed. Any manipulation of gameplay during match time will be considered cheating. Any team or player caught cheating will be subject to forfeiture of the match and further sanctions.

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities:

Provide video meeting link

Complete the tournament scoresheet (google doc) and invite the opposing players to their matches at the scheduled date/time through chess.com.

For playoffs only, all matches will be played in person at the home of the higher seed. Provide an adequate playing facility.

Upload the results and scoresheet to S1 the night of the match. Failure to do so will result in a \$10 fine.

Section 10: Discipline of Players

No outside assistance during games is allowed. Any manipulation of gameplay during match time will be considered cheating. Any team or player caught cheating will be subject to forfeiture of the match and further sanctions (suspension from the league, team suspension, etc). This will be decided on by the Chess Discipline Committee.

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