

SPORT. EDUCATION. PRIDE.



G M A A

Greater Montreal Athletic Association – 5925 Monkland Ave, Suite 101, H4A 1G7  
Phone: 514-482-8555 Fax: 514-487-0121 Email: [gmaa@gmaa.ca](mailto:gmaa@gmaa.ca) Website: [www.gmaa.ca](http://www.gmaa.ca)

## GMAA Virtual Chess League

**Team Registration Deadline:** November 9th

**Player Registration Deadline:** 48hrs prior to the 1<sup>st</sup> tournament

All Registration is due through S1

**Scheduling Meeting:** November 15th

**League Format:** Single round robin based on number of teams registered

**Season start:** November 27th

**Season end:** March 11th

**Playoffs:** The week of March 18<sup>th</sup> (semi-final and finals)

**Estimated Pre-Season payment:** 265.00\$

**Category:** Boys and Girls, Open age category

**Location:** All games will be played through chess.com

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

**League Format:** A team consists of 4 players. Schools will schedule round robin tournaments against opponents. All players will participate in four matches during each tournament, 2 as white and 2 as black. All players will be present either at the school or on zoom for their tournaments supervised by their coach.

### Player Registration & Eligibility

All students at GMAA member schools are eligible to participate in GMAA Chess games, there are no specific eligibility requirements.

Registration is due 48hrs prior to your first tournament, on S1 and on the google doc provided (with chess.com usernames)

### Staff Member

Staff Member - (Governing Rules: Rule VI, Section 4) There must be a staff member responsible for each school who is present with the team for the duration of each chess tournament.

### Regular Season Tournaments

A school must enter a complete team, of 4 players, in a classification. 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. Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first tournament.

Substitutes are permitted if they are registered before playing with GMAA. Coaches are to inform the GMAA 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.

Coaches of the home team must report the results of the games on S1 within 48 hours. Failure



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to do so will result in a \$10 fine.

### **Software Requirements**

All players must be registered on chess.com (site is free)

All coaches must create a recurring zoom link for all home tournaments. This will be sent out to all opposing schools. At the start time of the tournament, both coaches and all players will log onto zoom for the duration of the tournament. Any communication can be done through the chat feature.

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.

### **Leaving and Rejoining Games**

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

### **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 (suspension from the league, team suspension, etc). This will be decided on by the Chess Discipline Committee.

### **Tournaments**

All tournaments, including playoffs, will consist of a round robin schedule between two teams. Each player will play once versus each opponent (4 matches each), each player will play 2 of their matches as white and 2 as black.

### **Tournament Scheduling**

The designated home team will complete the tournament bracket 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.

### **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.

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

The final score for the tournament will be reported on S1 by the home coach

Team standings: 3 points for a win / 1 point for a tie / 0 points for a loss

Individual standings will not be kept

**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



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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.

#### **Awards:**

Gold and silver medals will be awarded to the 1st and 2nd placed teams.

Championship banner will be presented to the winning team.

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

#### **Before the first tournament**

All players:

- Must be registered on chess.com (the site is free)
- Must be registered on S1

All coaches:

- Must create a recurring zoom link for their home tournaments and send the link to the GMAA 48hrs prior to your first tournament.
- Must send the GMAA each registered player's chess.com username 48hrs prior to your first tournament.

**\*NB usernames on chess.com are CASE SENSITIVE and must be appropriate\***

#### **Before each tournament**

- Both coaches must fill out scoresheet at least 60 minutes prior to their tournament on the google doc provided.
- Both teams must log onto the Zoom at the scheduled start time.
- Home team players will create the games on chess.com and invite opponents to play.
- Home coach must report final score only on S1 the night of the tournament and upload official scoresheet.

#### **Players must 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](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.

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- No outside assistance during games is allowed

## **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, 2<sup>nd</sup> 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.

**June 2023**

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