



THIRD EUROPEAN SCHOOL TEAM CHESS OPEN INTERNET CHAMPIONSHIPS 2019

for school chess teams in age categories
U11 and U17

November 8 – 20, 2019

www.ecuschoolsinternet2019.org

GENERAL REGULATIONS

1. INVITATION

The European Chess Union (ECU), the Education Committee of ECU (EC), and the International School Chess Union (ISCU) have the honour of inviting all National Chess Federations of the ECU and schools in Europe to the **Third ECU School Team Open Internet Championships 2019** from **November 9 to November 21, 2019**.

2. PARTICIPATION – AGE LIMITS

- 2.1. Any school from a European country can field one team for each of the **2 age groups**.
- 2.2. School team composition is 4 players, 2 boys and 2 girl; **all players must be students of the same school**.
- 2.3. Entitled to participate are players, who shall not have reached the age:

Group A (1st Group Players U11- Primary Schools - Grades 1-6), **date of birth January 1st, 2008 and after;**

Group B (2nd Group Players U17 - High Schools - Grades 7-12), **date of birth January 1st, 2002 - January 1st, 2008.**

- 2.4. Application form must be signed by the Teacher (Coach), the Principal of the School.

3. REGISTRATION FEES

No registration fee

4. REGISTRATION

4.1 Entry forms must be filled in by the schools to submitted to the Organizing Committee by e-mail chesskingweb@gmail.com no later than **Friday November 8, 2019**.

4.2 The complete registration form must include the surname/s, first name/s, FIDE ID number (if have), FIDE rating (if have) and date of birth of each player. It must also include the name and telephone/e-mail **of the Teacher (Coach) of Team**. The registration form template is in Appendix 1.

4.3. By November 11, 2019, the teams for each school will be created based on the submitted entry forms and login data will be sent to the team manager listed in the entry. If the team manager doesn't receive the usernames and passwords for all players by the end of November 11, he or she should notify the organizers by email: chesskingweb@gmail.com.

Each team must have 2 (two) male and 2 (two) female players.

5. RULES AND REGULATIONS

5.1. Each tournament will be played in one day according to the Swiss System in 7 rounds. National ratings will not be taken into consideration for the pairings. Rate of play will be according to FIDE regulations 10 minutes for the rest of the game with an increment of 3 seconds per move starting from move 1.

5.2. All players of the school team must be located in the school computer classroom under the supervision of school coach/teacher.

5.3. Team structure is numbers 1, 2 – boys; 3, 4 – girls; boards not changes.

5.4. Each tournament (group U11 and group U17) will have not more 100 teams.

5.6. Start of each tournament will be at 15:00 on the Central European Time.

5.7. The team's manager can not play in the tournament, and must perform the team's organizing and coordinating functions, including:

5.7.1. fill in and submit the entry form;

5.7.2. for the time of the tournament, provide the team's access to the computer room with access to the Internet;

5.7.3. make sure in advance that the computers in the classroom are connected to the Internet and have the latest version of web browser installed (Google Chrome is preferable);

5.7.4. make sure that the team shows up to the tournament in time. Teams with less than 3 players logged in and on line at the start of the tournament will be disqualified;

5.7.5. submit any needed entries and notifications to the Organizing Committee;

5.7.6. make sure that the team's members play on their own, with no outside help;

The players, including the team's captain, only need to be logged in to the chessking.com playing zone using the usernames and passwords provided for the sake of this tournament, 5 minutes before the start of the tournament. No other actions are needed. As soon as the tournament starts, the screen with the first game will open automatically, and this will continue for each consecutive round as soon as they start. Teams with less than 3 players logged in and on line at the start of the tournament will be disqualified.

5.8. The tournament table, current status and game archive will be available in the chessking.com playing zone, under Tournaments -> Team.

5.9. The players must play from the computer classrooms of their schools.

5.10. Teams play matches on 4 virtual chessboards. The boards numbers are locked to their respective players and cannot be changed:

- board 1 – the team's first player (male);
- board 2 – the team's second player (male);
- board 3 – the team's third player (female);
- board 4 – the team's fourth player (female).

5.11. Within one round, each player plays one game against his or her opponent – the color of pieces is determined automatically, so that the number of games played for each color is equal or only differs by one for each player.

5.11.2. Players have individual scores, receiving 3 points for a win, 2 for a draw and 1 for a loss.

5.11.3. After each round, team score is calculated as follows::

- 3 team points if the team has won 9 or more individual points in the current match;
- 2 team point if the team has won 8 individual points;
- 1 team points if the team has won 7 individual points or less.

5.12. The break between the rounds is 1 (one) minute since the end of the last game of the previous round.

5.13. All on-line tournaments will be host on the Chess King playing zone on the platform **www.chessking.com**.

5.14. All tournaments will be displayed online.

5.15. Chess King is easy to use yet very functional; it can host any tournaments, including team and individual-and-team tournaments. It also has an option to broadcast video from web cameras in each playing location – for remote referee control.

5.16. Chess King Play is available on all popular platforms: you can play in browser on PC or MAC, or use IOS and Android.

5.17. The interface is translated in English. Possible translation into 10 major European languages (on applications).

5.18. Chess King Platform can be used for preliminary selection of teams if a National chess federation wants.

5.19. Instruction "How to use Chess King playing zone" will be published on the official site.

NOTE: – training competitions (if needed) can be provided on Chess King playing zone or at whatever playing platform and using its own system.

6. PLAYING SCHEDULE

Wednesday	November 13, 15:00 on the Central European Time	Tournament for schools under 11 years old
Wednesday	November 20, 15:00 on the Central European Time	Tournament for schools under 17 years old

7. TITLES AND DIPLOMAS

7.1. The second ECU team-winner in each age category is the ECU School Team Open Internet Champion for 2018 and each player of team-winner in age category is the ECU School Team Open Internet Champion for 2018. Team-winners (1, 2, 3 places in each age categories) and their players will be awarded with ECU special diplomas and cups.

8. CONTACT THE ORGANISING COMMITTEE

Tournament Director:

Alexander Kostyev, President of the International School Chess Union, IO

Tel: +7 903 796 41 76 Email: iscu1999@gmail.com

Technical Support:

Kirill Pronin

Email: chesskingweb@gmail.com

Skype: kirill.pronin

Secretariat:

Olga Alferova

Email: chessassistantshop@gmail.com

Skype: alferova_olga

Basic language is English

Official site: www.ecuschoolsinternet2019.org

ENTRY APPLICATION
SECOND EUROPEAN SCHOOL TEAM CHESS OPEN INTERNET CHAMPIONSHIPS 2018

Full name of the school

School address (incl. country and city) and phone number

Preferred team name

TEAM COMPOSITION

Board No.	Name	Surname	Year of Birth	FIDE ID / Rating
Board 1 (male)				
Board 2 (male)				
Board 3 (female)				
Board 4 (female)				

School team manager

/Full name, position held/

School head

/Full name/

/Team manager's contacts (phone, e-mail)/

The school is willing to take part in the competition and agrees to follow the following rules:

- All players shall play without any outside assistance, such as chess playing programs, databases, books or other people's advice;
- The school shall provide its players with everything required to play in the tournament, as specified in Section 5 of the Regulations document;
- Players agree to accept any judgment by the Panel of Judges as final.

