



TOURNAMENT REGULATIONS

1. NAMING CONVENTION

- 1.1 The official name of the competition is **ALEXFORBES BATTLEBOARDS CHESS CHAMPIONSHIP**.
- 1.2 Please request local and school media to use the entire name as much as possible.
- 1.3 Please read more on the website about Alexforbes and their purpose for being involved with School Chess in South Africa.
- 1.4 Official website www.battleboards.co.za

2. TOURNAMENT DETAILS

- 2.1 Playing Platform: www.chess.com
- 2.2 League Spot Host platform: <https://go.battleboards.co.za/league>
- 2.3 Tournament website: <https://go.battleboards.co.za/league>
- 2.4 **Compulsory Friendly**
Sunday 4 February 15:00 - 18:00
- 2.5 **Qualifier Stage**
Provincial Championships: Saturday, 10 February 2024 08:00 - 16:00
- 2.6 **Final Stage**
Inter Provincial Championships: Saturday 24 February 2024 08:00 - 16:00
- 2.7 This tournament is not Chess SA Rated.

3. TOURNAMENT FORMAT

- 3.1 High school teams.
- 3.2 Team competition - Individuals play as one team.
- 3.3 Online, playing from your school.
- 3.4 Time control: 10 minutes with no increment
- 3.5 Team sizes: 10 players plus 1 reserve per team.

4. ELIGIBILITY

- 4.1 High Schools
- 4.2 Gauteng, Western Cape, North West and Kwazulu Natal only.
- 4.3 Players must be born on or after 1 January 2005. (May turn 19 in 2024)
- 4.4 Each school may only enter one team.
- 4.5 Team may only comprise of registered full-time learners of the school. No external players are allowed.
- 4.6 All players must have a good standing chess.com account. The same account must be used for the duration of the event. See Annexure A for step-by-step instructions on creating a new chess.com account.
- 4.7 All players must have played at least 5 rated rapid games on chess.com prior to 27 January 2024. (This is used for player ratings and eventual team ratings for the compilation of pools.)
- 4.8 All players must have a playing device (personal computer, laptop, mobile or tablet) with reliable internet connection. Schools must see to it that each player has a device.
- 4.9 Each school must specify their ranking of their players from 1 - 11 by Monday 5 February 2024. Link will be provided.
- 4.10 All players will play according to the ranking given through by the school.
Example: The 1 ranked player will always play the opponents 1 ranked player, regardless of player rating.
- 4.11 In the event a reserve player is used, they will take the match up assigned to the original player, regardless of rating
- 4.12 A late reserve change must be e-mailed to Leaguespot, and only once it was confirmed in writing will it be accepted.
- 4.13 If it is found that a player played under someone else's name the school will be disqualified and most probably be banned from Battleboards for a substantial period.
- 4.14 Teams are expected to play in team clothes. This can be school clothes. Schools are requested to consider to getting 'team clothes' for the chess team.

5. QUALIFICATION STAGE – PROVINCIAL CHAMPIONSHIPS

- 5.1 Provincial Championships shall comprise of 4 qualification tournaments in Gauteng, Western Cape, North West and KwaZulu Natal respectively.
- 5.2 The qualifier stage shall comprise of 32 teams competing in 8 pools of 4 teams each, per province.
- 5.3 Pool Stage: 4 teams in each pool will compete in a round robin over 3 rounds, giving each team a minimum of 3 matches.
- 5.4 Teams will be seeded based on the average chess.com rapid rating of the team on 27 January 2024.

- 5.5 Top 2 teams in each pool will advance to the Knockout stage, round of 16.
- 5.6 Bottom 2 teams of each pool are done with the competition after the pool matches.
- 5.7 Fixtures with specific indication of the placing in pool matches will be on the Battleboards website one week prior to the competition.
- 5.8 The winners of the Quarter final will progress to the semi-final.
- 5.9 The winners of the semi-final will progress to the final. The losing semi-finalists will compete for the 3rd place.
- 5.10 Top 3 teams will receive medals, as Alexforbes Battleboards Chess Provincial Champions 2024.
- 5.11 Top 8 teams will qualify for the Inter Provincials Championships, two weeks later.

6. FINAL STAGE – INTER PROVINCIAL CHAMPIONSHIPS

- 6.1 The quarter finalists from each Provincial Championship will qualify for the Final Stage or Inter Provincial Championship.
- 6.2 The final stage shall comprise 32 teams competing in 8 pools, exactly the same as the Provincial Championships.
- 6.3 Pool Stage: 4 teams in each pool will compete in a round robin over 3 rounds.
- 6.4 Teams will be seeded based on their performance in the Qualifier stage or Provincial Championships.
- 6.5 Top 2 teams in each pool will advance to the Knockout stage round of 16.
- 6.6 The winners of the Quarter final will progress to the semi-final.
- 6.7 The winners of the semi-final will progress to the final. The losing semi-finalists will compete for the 3rd place.
- 6.8 Top 3 teams will receive medals as the Alexforbes Battleboards Chess Inter Provincial Champions 2024.
- 6.9 A school can change their team or their rankings for the 2nd day but must submit their player lists (all registered) before Saturday 17 February 2024.
Link will be provided.
- 6.10 If nothing is received from the school and confirmed from Leaguespot, it will be accepted that the team and the rankings are the same for the Inter Provincial Championships as it was for the Provincial Championships.

7. TEAM RANKING AND BOARD ORDERS

- 7.1 Teams will be ranked for pairings based on the average chess.com rapid rating of their 11 players at 27 January 2024.
- 7.2 Board orders will be made by the schools prior to the event.

8. REGISTRATION

- 8.1 Schools will be required to register on the Alexforbes Battleboard Chess Championship website from 30 November 2023 to 23:59 31 January 2024.
- 8.2 No entry fees.

- 8.3 'No fee schools' will, upon application by email to info@battleboards.co.za, be provided with data bundles to play from their schools.
- 8.4 All players must be registered before by the 23:59 31st of January 2024 on the same website.

9. DATA PROTECTION

- 9.1 Processing of any personal information shall take place in accordance with the Protection of Personal Information Act (POPIA) as per our [Privacy Policy](#).
- 9.2. **IMPORTANT:** It is your obligation to obtain the necessary consent before submission of any personal information to the Organisers.
- 9.3. Users account and the management thereof:
 - 9.3.1. The Team Managers/ School must ensure that the login details of the School are kept secure. You **MUST** treat such information as confidential. You **MUST** not disclose it to any third party.
 - 9.3.2. The Individual who creates a profile (Team Manager) on behalf of the School must be 18 years and older.
 - 9.3.3. It is the responsibility of the School/ Team manager to maintain accurate, complete and up-to-date information.
 - 9.3.4. Submission of the information as per the as per the registration form does not automatically give the user (School, Team Manager, or Learner) the right to access the portal. Battle Boards has the right not to grant the data user access to the user account/ portal or to revoke such right and disable any user identification code, whether chosen by you or allocated by us, at any time, if in our reasonable opinion you have failed to comply with any of the provisions of the Tournament Regulations. By entering the information for the purpose of creating an account, you warrant that the individual using the account is you and/or you have the legal authority to act on behalf of a juristic person (the School) requesting an Account.

10. CREATION OF PROFILE ON LEAGUESPOT PLATFORM

- 10.1 Each school will have a profile on LeagueSpot, which is the service provider for Battleboards regarding the technical needs to execute our competition model online.
- 10.2 The team manager registering the team will be assigned as administrator of the school.
- 10.3 The organisers will be entitled to add administrators for the school.
- 10.4 All players must create a profile at LeagueSpot and link their chess.com profile by 31st January 2024. Players not registered will not be eligible to comp etc.

11. TOURNAMENT PROCEDURE

- 11.1 All players will be required to check in at least 1 hour before the start of the 1st matches on match day.
- 11.2 For all subsequent rounds players must be logged in and “checked in” by no later than 15 minutes before the scheduled start time.
- 11.3 Rounds will not be accelerated.
- 11.4 All players are expected to be present for the entire duration of the tournament. Once a team is eliminated, they may leave the tournament.
- 11.5 A reserve is entitled to play on behalf of another player for a game.
- 11.6 The playing schedule for each tournament day will be as follows:

TIME	ACTIVITY	COMMENTS
07:30 to 08:00	Competition site check in	www.battleboards.co.za/league
08:00 to 08:30	Player arrival and setup/login	
08:30 to 09:00	Welcome address and anthem	Via Zoom & Streamer
09:00 to 09:30	Round 1	
10:00 to 10:30	Round 2	
11:00 to 11:30	Round 3	
12:00 to 12:30	Round of 16	
13:00 to 13:30	Quarters	
14:00 to 14:30	Semi-finals	
15:00 to 15:30	Finals & 3rd place play off	
15:45	Prizegiving	Via Zoom & Streamer

12. SCORING AND TIEBREAKS

- 12.1 Game points per individual: 2 points for a win, one point for a draw and zero points for loss.
- 12.2 Defaults: For each board defaulted, the opposing team will receive 4 game points.
- 12.3 Minimum number of players allowed is 8.
- 12.4 10 x individuals results are accumulated to determine the match result.
- 12.5 Log points: A school receives 2 log points for a win against another school. 0 for a loss and 1 for a draw.
- 12.6 If teams have the same log points after 3 rounds: Pool stage:
 - 12.6.1 Match Points - The team that won the match between these specific two teams will advance.
 - 12.6.2 Wins - If still the same the team with the most wins across all 3 pool matches will advance.
 - 12.6.3 Lowest Ranking - If still the same the team with the lowest ranking entering the specific match day will advance.

- 12.7 Tiebreak: Knockout stage: Team with lowest average rating entering that specific match day will advance to the next stage.

13. FAIR PLAY REGULATIONS

- 13.1 Players MAY NOT RECEIVE ANY ASSISTANCE whatsoever including from computers/ chess engines or from any other persons (i.e. parents, coaches, friends or siblings).
- 13.2 Players may not communicate in the playing venue during the match.
- 13.3 Players may only leave the playing venue once their games are completed.
- 13.4 Players are not permitted to wear hoodies, headphones or earbuds during a Match.
- 13.5 Playing hubs will be monitored by Zoom. The meeting participant ID must be changed to the school name. Details will be shared with the team managers ahead of time.
- 13.6 Playing venue must have adequate light to be able to see all players.
- 13.7 The arbiters will ask the team manager to show the playing hub via the Zoom portal.
- 13.8 Each school will be required to position a ZOOM camera to oversee all 10 players. (This can be camera of a tablet or laptop)
- 13.9 Each participant per school and the organiser will sign the Code of Conduct for participation.
- 13.10 Each Player's desk or table must be free of clutter or visual obstructions. Phones, tablets, and/or smart devices not used for playing or monitoring are not allowed in a Player's immediate surroundings.
- 13.11 Cheating will be monitored by chess.com and arbiters.
- 13.12 Nobody allowed to message the player or comment in the tournament chat.
- 13.13 If you suspect cheating, you must first report it to your teacher at school who will have a process to deal with it.
- 13.14 Random games will be monitored by the arbiter.
- 13.15 Players are required to close all programs, browsers, browser tabs, and chats prior to a Match except the specific browser and browser tab being used to play on Chess.com
- 13.16 Where possible, the arbiter reserves the right to via the team manager ask the player to join a Zoom meeting and share his screen.
- 13.17 Players are strictly prohibited from using chess analysis software at any time during a Match, including such functionality on Chess.com

14. TEAM MANAGERS

- 14.1 Every team shall appoint a team manager who will be present at the playing hub on the day.
- 14.2 Team managers are responsible to invite and onboard all players to the competition site, including having player Chess.com ID's linked.
- 14.3 It is the responsibility of the team manager to ensure that his players are ready and logged in at at least 1 hour prior to the first match on match day, and at least 15

minutes prior to other matches.

- 14.4 The team manager is responsible for fair play at the playing hub and shall assist the arbiters and organisers as required.
- 14.5 The team manager is responsible to ensure that the team remains in the Zoom meeting and that all his players are clearly visible. If necessary, multiple cameras may be used.
- 14.6 The team manager may not communicate with his players during the match.
- 14.7 The team manager must join WhatsApp groups and if necessary attend technical meetings prior to the event.
- 14.8 Team manager must see to it that all players have read and accepted the Code of conduct as contained in this document.
- 14.9 Team managers must assist with content (i.e. pictures of players, interviews, etc.) as requested from Battleboards from time to time via direct email.
- 14.10 Team managers must see to it that all participants sign an Indemnity form regarding Popia and other risks as they are competing on behalf of the school. Because these teams are entered as school teams it is expected from the team manager to make sure all participants have granted the organisers the right to use their images and names on social media coverage of the event.
Please read [Privacy Policy](#) also on website, and specifically points 2B.
- 14.11 Team managers will be remunerated R 500 once-off each at the conclusion of the tournament for their services. (Process to be agreed).
- 14.12 Team managers will be requested to assist with branding material provided to each participating school for the hub where the players will play.
- 14.13 Team managers will be requested to assist with elevation of recognition of players as different element of recognition were prepared by Alexforbes Battleboards.
- 14.14 Team managers will be requested to amplify the school's chess team taking part in this competition on the school's social media pages and ideally other forms of local marketing.

15. PLAYING HUBS

- 15.1 Each school plays at their own school/venue.
- 15.2 All players including reserves must be present at the playing hub on the day.
- 15.3 Each playing hub must join the Zoom link at least 30 minutes before the start and ensure that all players are visible on the video.
- 15.4 No spectators are allowed in the playing hub, only the 10 player and team manager. If needed, you may include a technical support person to make sure all connections are working well.
- 15.5 It is the responsibility of the team managers to ensure that they remain connected in the zoom meeting covering the match. Failure to reconnect may result in the default loss of the team for that match and the points being awarded to the opposing team.
- 15.6 Teams will have specific timelines to adhere to, to be ready on the match day.

- 15.7 A manager is not allowed to talk to a player during a match, except if the arbiter asked him/her to convey a specific message to a player.

16. TECHNICAL AND OTHER REGULATIONS

- 16.1 It is the schools and player's responsibility to ensure that they have a reliable internet connection. If you disconnect and lose time or the game that is unfortunate, but nothing can and will be done by the organisers.
- 16.2 Tournament will continue regardless of loadshedding. It is the school's responsibility to attend to those risks.
- 16.3 Technical issues are the responsibility of the player/teacher. Limit this by understanding the processes required to be able to play on this platform.
- 16.4 If a Player disconnects during a Game, that Player's clock will continue to run until it expires or until a move is made.
- 16.5 No games or matches will be replayed as a result of technical issues.
- 16.6 The player responsible for the technical issue will lose the match.
- 16.7 Photographs and video recordings may be taken during the event and the award ceremony. All players are deemed to allow publication of photographs of them taken at the event by the organisers for publicity purposes unless they inform the organisers otherwise. Player names and details may be published online including but not limited to the tournament website, social media and www.chess-results.com
- 16.8 The organisers reserve the right to cancel or reschedule this event should they consider this necessary.
- 16.9 The organiser reserves the right to record and/or and live stream, broadcast or exhibit any Matches of the Competition, at its sole discretion.
- 16.10 Appeal Procedure
- 16.10.1 Only the manager of a team may lodge an appeal against the result of a game or a decision.
- 16.10.2. Notice of an appeal must be lodged with the Tournament Director via whatsapp following the match or decision appealed against.
- 16.10.3. The appeal must be filed via email at the address info@battleboards.co.za to the Tournament Director of Battle Boards within 5 minutes of the decision appealed against or the last game of the round which is the subject of the appeal.
- 16.10.4. The appeal committee may (if necessary) give the other party involved in the decision or match the opportunity to respond to the appeal. This must be done within 5 minutes of being given notice of the appeal.
- 16.10.5. The appeals committee will have 5 minutes to consider the appeal and give their decision.
- 16.10.6. The decision of the appeal committee is final.
- 16.10.7. The appeal committee will consist of the Tournament Director, an Arbiter and one member of the LOC.

17. COMPULSORY FRIENDLY MATCHES

- 17.1 The purpose of this event is to expose the team manager and the biggest part of the team to all the requirements of the competition. We are trying to eliminate 'growing pains' with new systems and therefore it is compulsory for all teams to participate in this competition.
- 17.2 Only 6 players will be required as they can convey and teach the other players about the platforms prior to the 1st official event.
- 17.3 The names of your 6 registered players used for this event must be provided by 31 January 2024. A link for this will be provided.
- 17.4 Battleboards Compulsory Friendly will be played Sunday 4 Feb 2024 15:00 - 18:00
- 17.5 It is compulsory for all participating teams must play in this competition.
- 17.6 Competition format:
- 4 teams per pool. (Randomly placed, no rating and no geographical limitations.)
 - 3 x games each.
 - Final and 3rd play off match.
 - Each team will be playing 4 matches on the day.
- 17.7 It is ideal that players play from the venue where they will be competing from the next week to understand all possible challenges, albeit that it is not compulsory for this friendly competition.
- 17.8 The ZOOM monitor will also be tested on the day to attend to possible growing pains in that regard. Ideally from the venue the team will play from, but if that is not possible just for the manager to understand it from their venue. All managers must be available.
- 17.9 Pools will be on the website on Saturday 3 February 2024.

18. DATE AND TIMELINES

Alexforbes Battleboards Chess Championship - **Dates and timelines**

1	5 Dec 2023 - 25 Jan 2024	Registration of teams/schools
2	15 Jan 2024 - 25 Jan 2024	Registration of players
3	27-Jan-24	All players to have played at least 5 matches on Chess.Com
4	30-Jan-24	Media Launch of competition
5	31-Jan-24	Provide names and ranking of 6 players for Compulsory Friendly matches.
6	03-Feb-24	Pools provided for Compulsory Friendly
7	04-Feb-24	Compulsory Friendly Match for all schools.
8	05-Feb-24	Ranking of players per school to be provided.
9	10-Feb-24	Provincial Championships
10	17-Feb-24	Team announcements and ranking of players provided for the Inter Provincial Championship.
11	24-Feb-24	Inter Provincial Championships

19. THEATRE

- 19.1 It is real drive of Alexforbes to provide chess players with platforms and opportunities to receive more recognition for their unique skill set than normally.
- 19.2 The Opening Ceremony on the first day of the event will entail amongst other the following:
- Some important welcome messages conveyed via online connection.
 - All teams singing the National Anthem simultaneously.
- 19.3 Sponsorship Branding and forms of recognition to optimised by each school.
- 19.4 Local social media and local media to be optimised.
- 19.5 Team announcement and acknowledgement in front of the entire school will be appreciated.
- 19.6 Schools are encouraged to use the following hashtags when referring to this competition on their social pages:
- #battleboards
#alexforbes
#alexforbesbattleboardschesschampionship

20. CODE OF CONDUCT

- 20.1 Teachers managers and players will respect the position of the sponsors of the competition.
- 20.2 Teachers, managers and players will all play according to the rules provided in this document.
- 20.3 All teachers, managers and players make themselves eligible to be challenged with a disciplinary hearing if they transgress any of the given rules in this document.
- 20.4 The Battleboards Executive Committee will provide the procedure in which a disciplinary hearing will be held when necessary.
- 20.5 Once a team take part in the competition it is expected that all players and all teachers/managers took note of the rules and regulations provided in this document.

21. BATTLEBOARDS EXECUTIVE COMMITTEE

21.1 This committee consists of the following people:

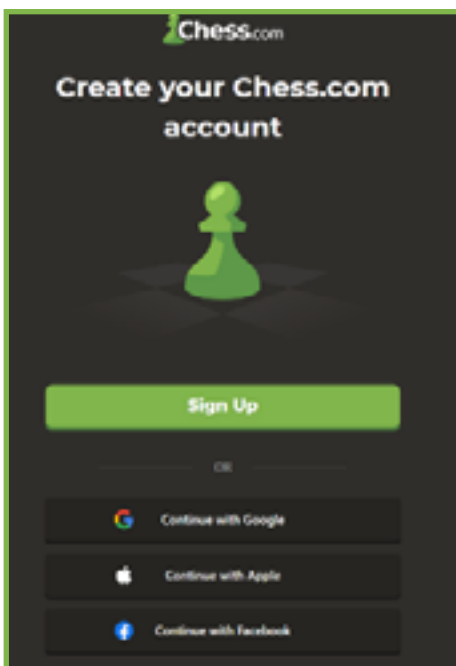
- Andre Lewaks - Chairperson of the Exco
- Freek Geysers
- Gloria Ncube
- Arnold Mei
- Vicky Magu
- Paul Wilson
- Carol Lefyedi
- Lindokhule Ngubane
- Duitser Bosman - Tournament Director

22. CONTACT DETAILS

For any assistance with any matter please contact info@battleboards.co.za or your provincial manager.

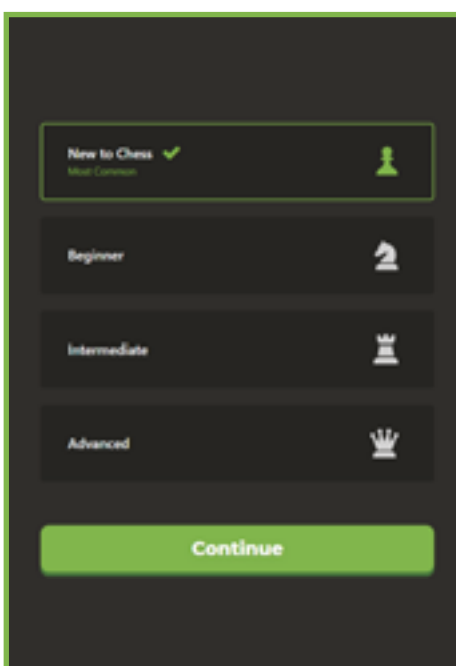
ANNEXURE 1 – CREATING A CHESS.COM ACCOUNT

To create a chess.com user account go to: <https://www.chess.com/register>



Sign up using Email

Click the “sign up” button to sign up using your email address, or alternatively, you can sign up with Facebook, Google or Apple, where you will be asked to sign into your social media account.

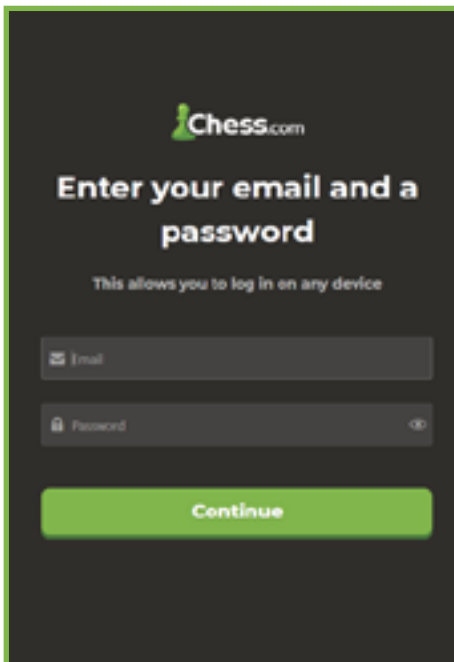


Next, choose your skill level! How experienced are you at chess? This determines what your rating will start as. These are the options:

- New to chess: 400
- Beginner: 800
- Intermediate: 1200
- Advanced: 1600

Click continue, and next you’ll be asked to choose your email and password:

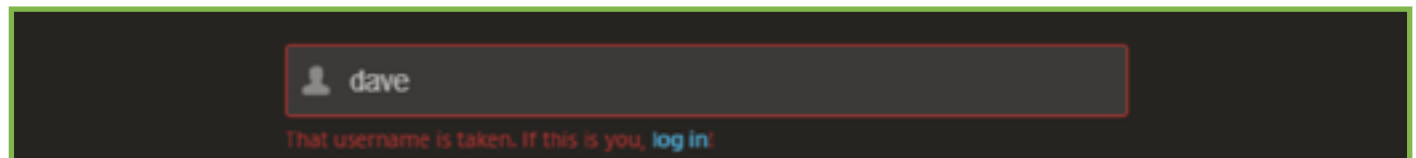
NOTE: If you chose to create your account using social media, you won’t have to complete this step.



Enter your email. This must be an email that you have access to, or you won't be able to receive the activation email to activate your account! So be sure to pick a real email that you can log into! Your email is not publicly visible, and can only be seen by you!

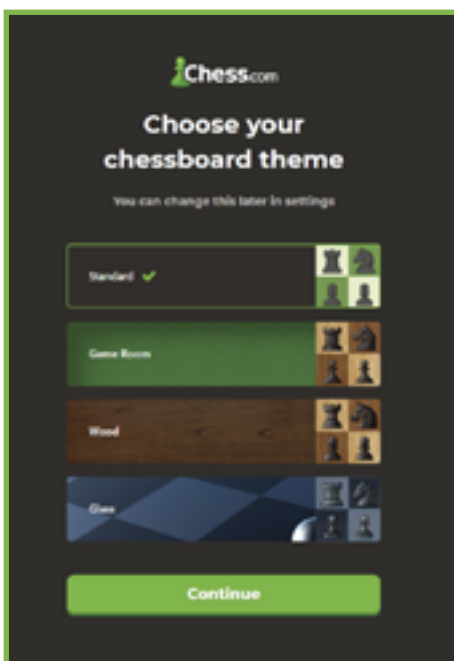
Choose a strong password! Passwords must be at least six characters, and good passwords use letters and numbers. To be really secure, you can mix in some capital letters or even put in some special characters! If your password is too weak (such as 123456) it won't be allowed.

Click **Continue** to **Pick your username!** This is the name others will see when playing chess. This must be your name and surname, for all to be sure they play against the correct person.



Sign up using Facebook, Google or Apple

Once you've signed in to your social media account, the sign in info from your chosen account will be used for your new Chess.com account. The account will be linked to your Chess.com account, and you won't need to create a password for the account. You will sign in by logging into your chosen social media account!



You're almost there! Next, choose a theme:

How do you want your chessboard and pieces to look? This can be changed or customized further after you finish creating your account!

Choose an option and click '**Continue**'