

# Interscholastic Chess League

## Rules for the 2011-2012 Season

All specifics of the Official Rules of Chess, a publication by the US Chess Federation, apply except as clarified here. Team play dictates that the best player plays on Board 1, second best on Board 2, etc. Players are not required to be USCF members or have ratings. Teams that have players with USCF ratings must use those players in the order of their ratings.

1. Schedule: There will be a meeting prior to the start of each season to arrange the participating schools into leagues and schedule all league meets. Teams should expect to play twice at each meet. [NOTE: Occasionally there may be instances when a team plays one or three games instead of the standard two games] In regions where there are multiple leagues, all schools will qualify for playoffs with seeding to be determined by regular season results. Those playoffs will likely be large, single day tournaments.

2. Match Arrangement: The host school is responsible for the arrangement of a playing space. Teams will play a minimum of five players per game. Teams are encouraged to play more players when possible. Teams with larger rosters should communicate with their scheduled opponents ahead of time to coordinate the number of boards that will be played in a given game. Coaches have the option of allowing boards -- beyond the minimum five -- to be contested but have those result not count in the official scoring.

3. Time Control: A chess clock will be provided and must be used on each of the top five boards of each game. If extra clocks are available, they may be used for any extra boards that are being played. Coaches should agree prior to the start of each game on the rules for any boards being played without clocks. Time limit for each game is 30 minutes per player. All games will therefore finish in less than an hour.

4. Disagreements: Each team should have an advisor present for any meet. Advisors or captains will handle game arrangements and disputes. If an agreement cannot be reached, the coaches must call the League Director who will make the final decision. Notation, while encouraged but not required, may be used to help resolve disputes.

5. Results: Results of each board will be recorded on a game sheet. Full players names should be printed legibly and proper points awarded for wins, losses and ties. Coaches should sign the game sheet once all boards have finished unless there is a dispute. Results sheets should be kept with the equipment bags at the completion of each meet.

6. Standings: League standings and playoff seedings will be determined by win/loss record. A tie in a game will be recorded in the win/loss record as .5 win and .5 loss. Board points will be used to break ties among teams with identical records. Board points are also used to determine game results. The point value for the first board is equal to the number of boards being played and doubling that number. The second board is worth one less point; the third board worth one less than the second, etc.

| For example:      | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th... |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|--------|
| Five board match  | 10  | 9   | 8   | 7   | 6   | n/a | n/a | n/a | n/a    |
| Six board match   | 12  | 11  | 10  | 9   | 8   | 7   | n/a | n/a | n/a    |
| Seven board match | 14  | 13  | 12  | 11  | 10  | 9   | 8   | n/a | n/a    |
| Eight board match | 16  | 15  | 14  | 13  | 12  | 11  | 10  | 9   | n/a    |
| Nine board match  | 18  | 17  | 16  | 15  | 14  | 13  | 12  | 11  | 10     |