



2022 CAWA School Chess League

Northern Zonal Online Tournament

Sunday 20th March

A Rapid Chess Online Tournament presented on behalf of Chess Association of Western Australia Inc.
This event is part of the CAWA School Chess League: <http://www.cawa.org.au>

Rules and Regulations

- Format:** Swiss with 7 rounds. Where possible, players from the same school will not be paired with each other.
- Half-point byes:** Up to 2 half-point byes are available, for Rounds 1-5 only. At least 1 round notice must be given of intent to take a half-point bye.
- Schedule:** 12 noon – 6:00pm.
- Closing Date:** Thursday 17th March. Late entries may be accepted until 1:00pm on Saturday 19th March, but will be subject to a \$10 late entry fee.
- Entry Fee:** \$20 (on or before Thursday 17th March)
- Prize Allocation:** Trophies for the top 4 players for the 1st, 2nd, 3rd placed teams, and for the 3 highest-scoring individual players and highest-scoring female in each division (Primary and Secondary). Merit awards may be awarded to other high-scoring teams and individuals. Individual standings will be determined by the players' individual scores. Within each score bracket, players will be ranked as follows (in order of decreasing priority): Buchholz Cut 1, Buchholz Total, Direct Encounter, ARO1.
- SCL Points:** A team's total score is calculated by summing the scores of their 4 highest-scoring players. E.g. if a school has 5 participants, with individual scores 6.0/7, 4.5/7, 3.5/7, 3.0/7 and 2.0/7, then the team total score is 6.0 + 4.5 + 3.5 + 3.0 = 17.0. Teams are then ranked by total score, with SCL points allocated to teams as follows: 1st: 10 points, 2nd: 8 points, 3rd: 6 points, 4th: 4 points, 5th: 3 points, 6th: 2 points, 7th and below: 1 point. If two or more teams finish with the same total score, then the points for the tied places will be shared equally. E.g. if two teams tie for 1st, they will each receive 9 points (compared to 10 points for 1st, and 8 points for 2nd).
- Time Control:** 15 minutes initial time, with 2 seconds increment per move starting from move 1.
- Default Time:** Any player who fails to arrive at their game before a flag has fallen shall forfeit their game.
- Entries:** All entries must be paid through Trybooking: <https://www.trybooking.com/BXKGH>
- Enquiries:** IA Lim Poay Sim (Chief Arbiter – Kuala Lumpur)
Whatsapp/Phone: +60 12 490 1822
FA Andrew Hardegen (Local Chief Arbiter – Perth)
Email: chessassociationwa@gmail.com Phone: 0407 421 084
Faith Tee (Local Chief Organiser – Perth)
Email: chessassociationwa@gmail.com Phone: 0413 113 002
- Technical Issues:** In the event of disrupted internet connection, players must reconnect to lichess.com immediately. Game clocks will not be stopped due to a disconnection. If it is discovered that a player's Zoom video stream is lost, an official will alert the player. On receiving such advice, the player must then fix the problem (they may seek the help of a parent or non-playing sibling to do so) before making any more moves in their game.



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Fair Play Rules

- 1.1 Players may only play on a laptop or desktop, and must not use a physical board for any purpose.
- 1.2 Only players are permitted to access the playing area while games are in progress. It is forbidden for two players to share a playing area, except in the case of siblings who are both participating (if this applies to you, seek advice from the organiser for the necessary setup).
- 1.3 While playing tournament games, players are not permitted to leave the playing area. Bathroom breaks can only be taken between rounds, and not during play. Any player who disappears from view without the arbiter's permission will be defaulted.
- 1.4 Each player's surrounding area will be monitored by cameras. The camera setup will be tested for approval during a trial run. Only players with an approved Front Camera and Side Camera will be permitted to play.
- 1.5 In each playing venue, fair play measures will be applied in accordance with the FIDE Anti-Cheating Regulations and the FIDE Anti-Cheating Protection Measures. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication or electronic device in the playing area.
- 1.6 The audio on the player's device should be open. Players are not permitted to use headphones or earphones. Virtual Zoom background cannot be used. The playing area should be well-lighted. There should be no external noise.
- 1.7 The lichess.com chessboard and chessclock shall be the definitive record of the game.
- 1.8 All participants shall comply and cooperate with the Fair Play rules. Players may be removed from the tournament at any time, on final decision of the Chief Arbiter, based on an apparent Fair Play violation.
- 1.9 All participants agree that they have no right to appeal the aforementioned actions in 1.8, either through arbitration, consultation, or in a court of law within any jurisdiction.
- 1.10 Participants may not appeal any pairings made during the tournament.
- 1.11 By entering the tournament, participants will not have the right to claim any financial compensation or redress relating to the tournament.
- 1.12 CAWA retains the right to change the format, the schedule, update the regulations, or decide on any matter that is not governed by the regulations.

Arbiters

2.1 List of Arbiters:

- IA Lim Poay Sim (Chief Arbiter)
- Tan Eng Siong (Chief Technical Advisor)
- FA Andrew Hardegen (Chief Local Arbiter – Perth, Zoom Arbiter)
- Faith Tee (Chief Local Organiser – Perth, Zoom Arbiter)
- Alan Wolstencroft (Zoom Arbiter)
- Dylan Gough (Zoom Arbiter)
- Sri Dharmapuri (Zoom Arbiter)
- Devi Dharmapuri (Zoom Arbiter)

2.2 Shortly before the commencement of play, the participants shall be assigned to breakout rooms within the Zoom call. Each breakout room will contain 1 Zoom Arbiter, and 10-15 players. The Zoom Arbiters are responsible for supervising the players within their respective breakout rooms.

2.3 Before play, the Zoom Arbiter shall ensure that all players' cameras are functional, and that all players have a microphone switched on.

2.4 During play, the Zoom Arbiter shall observe that the players remain present at the board, and that they are not communicating with anyone else, nor accessing information of any kind. The Zoom Arbiter will take steps to reduce disturbance (e.g. asking players to close doors or remove sources of noise) and shall also monitor the players' shared screens to ensure that Task Manager is set to 'On Top' and that there are no unnecessary apps or browser tabs open.

2.5 The Zoom Arbiter shall report any irregularities (e.g. players not arriving, or disconnecting, or any suspicious behaviour) to the Chief Arbiter and the Chief Technical Advisor.