Barnet Junior Chess

Chairman – Robin Vicary Secretary – Heather Blackmore Treasurer – Jason Bennett



Primary Schools Chess League Rules

- 1. The league organiser shall prepare the draw for each round.
- 2. In each match 2 points shall be awarded to the winning school and 0 points to the losing school. If the match is drawn each school scores 1 point.
- 3. The school winning a division shall be the school gaining the most points. In case of a tie the match(es) between the schools concerned shall be the tie-breaker. If this does not break the tie the schools shall share the title.
- 4. A team consists of 12 players (Division 1) or 8 players (Division 2)
- 5. The team shall play in order of playing strength, i.e. the strongest player on Board 1 etc. irrespective of age.
- 6. Where there are two rounds at the same meeting, it is permitted to substitute a reserve in the second round providing that the strength order is not disrupted.
- 7. If the players agree checkmate they must stop the clock and ask their managers to verify the position. If the position is not checkmate, the game resumes with the instruction to the players to play on (no other advice must be given).
- 8. In the case of any dispute between the players, the two managers should arbitrate. If the managers do not agree they should call for the League Organiser. If the matter cannot be resolved promptly the League Organiser should record the position and refer it for independent adjudication after the fixture.
- 9. Where clocks are used the time control shall be all moves in 25 minutes unless exceptional circumstances prevent this being possible.
- 10. Where clocks are used the games shall be played according to EPSCA Quickplay Rules with the exception of rules 7 and 8 above.
- 11. In all other respects the laws of chess shall apply. In particular, 'touch move, touch take'. Please remember that castling is a move of the king so if a player wishes to castle they must touch the king first.

12. In all matters the decision of the League Organiser shall be final.