



**CHESS
BY
LAWS**



2024

***AIC BY LAWS ARE DEVELOPED IN ADDITION TO
THOSE OF THE STATE AND NATIONAL
GOVERNING BODY, EXCEPT STATED OTHERWISE.
THE BY LAWS ARE REVISED ANNUALLY.***

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RULES PERTAINING TO ALL TEAMS

Clause 1 GRADES

- (a) Grades catered for shall be: 1st IV, Senior A, Senior B, Intermediate A, Intermediate B, Junior A and Junior B
- (b) Additional C teams may be entered where applicable

Clause 2 AGGREGATE

All teams except for the Junior A and Junior B shall count towards the AIC Aggregate.

Clause 3 COMPETITION POINTS

Win = 2 Loss = 0 Draw = 1

Clause 4 PLAYER RESTRICTIONS

- a) There will be four (4) players per team. Provisions shall exist for reserves
- b) The First IV team can be made up of students from Years 7-12
- c) The Senior A and Senior B teams shall only be made up of students from Years 10-12
- d) The Intermediate A and Intermediate B teams shall only be made up of students from Years 7-9
- e) The Junior A and Junior B teams shall only be made up of students from Years 5-6
- f) Teams must remain with the same players for both rounds. If reserves are used as replacements, that reserve must participate in the game as the player number he is replacing. Eg. If a player becomes ill during a game and he is Player 2, the reserve must play as Player 2 etc.

Clause 5 FIXTURE FORMAT

- a) Games shall begin at 4.00pm or by mutual agreement closest to this time
- b) Games will be played consecutively with a five (5) minute break between games
- c) Each player will play two (2) games in accord with the following table:

GAME 1		GAME 2	
Home	Away	Home	Away
Player 1	Player 1	Player 1	Player 2
Player 2	Player 2	Player 2	Player 1
Player 3	Player 3	Player 3	Player 4
Player 4	Player 4	Player 4	Player 3

Clause 6 GAME FORMAT

Timing

- a) Each player must make their moves within fifteen (15) minutes of the game clock with three (3) seconds increment added per move.
- b) If a player violates the "Touch Piece Rule" then the game clock is stopped by either player and the arbiter is called to the table

The Game Clock

- a) The game clock must have an indicator, marking the end of the time control period
- b) Before play begins the players should inspect the setting of the game clock and the position of the pieces. If the players have omitted to do this no claim shall be accepted after each player has made the first move
- c) The player of Black should stipulate at the beginning of the game the direction the game clock is to face
- d) During the game, neither player may pick up the game clock

To win a game

A game is won by the player who:

- a) Had mated his opponent's King
- b) Whose opponent declares that he resigns
- c) Whose opponent's time is completed at any time before the game is otherwise decided (subject to rules concerning the drawn game)
- d) A player must claim a win by himself by immediately stopping the clocks and notifying the arbiter
- e) To claim a win under c) above, the player's own time must not have lapsed and his opponent's clock indicates that time has lapsed before the clocks were stopped

Drawn game

- a) When a clearly drawn position is reached, either player may stop the game clock and appeal to the arbiter for a draw. If the arbiter allows the draw then the game is ended. If the appeal is rejected the appellant is penalized five (5) minutes and the game continues. The appellant must, however, be left with at least two (2) minutes on his clock (except where he had less than two before the appeal, then the time will remain unchanged).
- b) A game is drawn when:
 - i. One of the King's is stalemated
 - ii. Both players to agree to a draw during the course of the game. To offer a draw to an opponent, the procedure is as follows: play your move, offer your opponent a draw then press your clock
 - iii. If the time of both players have lapsed but a win has not been claimed
 - iv. A player can demonstrate a perpetual check or a threefold repetition of position
 - v. Both players have sufficient material for a possible checkmate
 - vi. One player has insufficient material for mate and his opponent's time has lapsed

- vii. If each player has made the last 50 consecutive moves without the movement of a pawn and without the capture of any piece

Touch Move Rule

- if you touch a piece and can legally move it, you must do so*
 - if you touch one of your opponent's pieces and can legally capture it, you must do so*
 - when you move a piece to a new square and take your hand off it, that is the square your piece is now on
- *if the touching of a piece is obviously accidental, this is waived

Additional rules

- The spirit of the game should be one of goodwill and the rules are not intended to refute that
- Results should be reported to the arbiter by the winner immediately after the game has finished
- A player who has played an illegal move must retract it and make the legal move in his own time provided that his opponent has not yet made a move. No other penalty is to be applied. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they lead to a claim of a won game.

Clause 7 VENUE AND EQUIPMENT

- a) The home team is White on all boards for the first round and Black on all boards for the second round
- b) The home team will provide all clocks, game boards and pieces for all teams (28 boards, set of pieces and clocks)
- c) All clocks are to be digital to provide standardization
- d) In cases where there are no junior teams available, the Junior A team will play the Junior B team and provide their own boards, pieces, and clocks

Clause 8 OFFICIALS AND STAFF

- a) Each college must provide at least two (2) arbiters
- b) The arbiter shall not handle the clock except in the case of a dispute or when both players ask him/her to do so
- c) The arbiter is prohibited from calling attention to a time lapse or an illegal move, as this is entirely the responsibility of the players concerned
- d) Each school must have a supervising adult present to look after their students
- e) Teachers will be required to assist with a supervision on the duty roster

Clause 9 INTERFERENCE

Interference by parents, teachers, spectators OR OTHER PLAYERS will not be accepted under any circumstances – this includes trying to help players by correcting illegal moves or pointing out a player has forgotten to press their clock. Parents or teachers may be asked to leave the area immediately. For repeated or continued interference parents, teachers or spectators may be asked to leave the playing hall completely. If the offence is made by another player, that player maybe asked to sit out the next round. Mobile phones must be on silent and not handled throughout any part of the game.