

Instructions For Coaches/Sponsors

Northern Schools Chess League

2009 Santa Fe Elementary School Division

1. Be sure you have gone over the written **Player Instructions** with your players before the start of the first round.
2. **Rules of Competition.** Remember that we will follow the rules of chess according to the **U.S. Chess Federation's Official Rules of Chess, 5th edition, 2003**. You are not expected to know these rules until you've been in the program for a while. The tournament directors (TDs) know these rules and can explain them to you. Copies of the rulebook will be for sale. We will not be strict with the requirement that only players can make claims (such as touch move, illegal move, etc.) Coaches can make claims to the TD on behalf of players or TDs may call attention to the players when observing an irregularity. For the most part, once a game starts, each player is on his/her own.
3. **Intervening In Games.** *It's especially important for parents to be aware of this rule.* Coaches, sponsors, or parents are to refrain from intervening in games or talking to players except in the presence of a TD. Only a TD may intervene in a game. **Exception:** if a coach sees an irregularity, he/she may instruct the players to stop the game while calling a TD.
4. **Player Seating.** Players must be seated in order of strength as determined by the club's challenge ladder. Strongest player on Board 1, next strongest on Board 2, and so on until all boards are filled.
5. **Coach/Sponsor Responsibility.** Make sure that YOU as the coach/sponsor are in charge of your team(s), not the parents. It is wise to enlist parents to help, but make sure they go through you if there are problems. In most circumstances, it's easier for the chief TD to deal directly with coaches/sponsors rather than parents.
6. **Please ensure proper behavior of your players.** The organizers are not responsible for player behavior but we will remind players to be respectful of one another and the site. Most of your players will be finished early. Be sure to keep them entertained and out of mischief between rounds.
7. **Late Arriving Participants.** Only participants that are physically present by 15 min before the announced start time will be paired into the first round. Late arriving participants may forfeit their first game.
8. **Sets and Boards.** Your school must bring its own sets. If your team is short a set, you may need to borrow one from another school. Sets and boards will be for sale at each meet.
9. **Club Ladder.** Please be sure to establish a club ladder (or rating system) to determine player strength. If your club is small, you may not need the formality of a ladder to determine player strength.
10. **Match Pairing Sheet.** As soon as the match starts, please list your players on the provided Match Pairing Sheet (MPS). There will only one MPS per match.
11. **Chess Notation.** Required as follows: Grades 5 and 6 at least the first 25 moves. Grades 3 and 4 at least the first 15 moves. Grades K-2 need not keep notation. The TD may make exceptions for inexperienced players. Algebraic notation is the preferred format.
12. **Extra Players And Partial Teams.** If your school is short players, the TD will fill the empty boards with extras from other schools. These games don't count for your school's total score. A House team is sometimes needed and will be formed from extra players.
13. **Recording Match Results.** When one of your players is finished, make sure to mark the result on the Match Pairing Sheet (MPS): 1 point for a win, 0.5 point for a draw or stalemate, 0 for a loss. When the last game is over, add up the scores for a final match score. The White team is responsible for completion of the MPS and turning it into the results table.
14. **Team alternates** may be rotated into your school's team at your discretion for the second round. The team's board order must be adjusted to ensure players are arranged in correct order of strength. For example, an extra player can be placed in the lineup for Round 2.
15. **Rules of Play.** Please be sure your players know the basic rules of play, including castling. If your younger players are still having trouble with knight moves, they can still play. But they need to know how the pieces move by the next meet. It would be very useful if players also learned how to execute the fundamental check mates such as two rooks v. king, rook v. king and queen v king. These are very important to know.
16. **Sale Of Sets.** Sets, clocks and books will be for sale at the meet.