



Online National Under-14 Open Chess Championships - 2021

From 16th June to 18th June, 2021

Organized By :

ALL INDIA CHESS FEDERATION

1. Tournament Schedule

Inauguration	Tuesday	15 th June 2021	10:00 Hrs.
Managers' Meeting	Tuesday	15 th June 2021	10:30 Hrs.
Practice Round	Tuesday	15 th June 2021	11:30 Hrs.
Round1	Wednesday	16 th June 2021	13:30 Hrs.
Round2	Wednesday	16 th June 2021	15:00 Hrs.
Round3	Wednesday	16 th June 2021	16:30 Hrs.
Round4	Thursday	17 th June 2021	13:30 Hrs.
Round5	Thursday	17 th June 2021	15:00 Hrs.
Round6	Thursday	17 th June 2021	16:30 Hrs.
Round7	Thursday	17 th June 2021	18:00 Hrs.
Round8	Friday	18 th June 2021	13:30 Hrs.
Round9	Friday	18 th June 2021	15:00 Hrs.
Round10	Friday	18 th June 2021	16:30 Hrs.
Round11	Friday	18 th June 2021	18:00 Hrs.
Closing Ceremony	Friday	18 th June 2021	20:00 Hrs.

1.Age Limit: Players should be born on or after 1.1.2007

Age Proof: Each participant must produce a valid certificate to prove his/her age.

Certificates from School are not valid. Certificates shall be from the Panchayat, Municipality or Corporation obtained soon after birth. Players without date of birth certificates will not be allowed to participate.

****The date of birth certificates registered within one year of the birth of the child alone will be recognized and allowed to participate. No state association shall recommend any player who doesn't come under the above criterion**

2. Eligibility: Subject to age limit, the following players can participate:

1. Two players in each category from every affiliated State Association of AICF. If any Association fails to send its quota, the vacancies so caused will not be filled.
2. Any other player who remits the prescribed Special Entry Fee of Rs. 2,500/-. Such entries should come through the respective Affiliated State Association.
3. The AICF Secretary has a discretionary seat in each category in this Championship.
4. Two players in each category approved by AICF will be permitted from where no State Association exists.

Only Indian Nationals are eligible to participate in the championships.

All GMs / IMs and all WIMs /WGMs are eligible to participate in their respective category as seeded players subject to age stipulation.

3. Entry fee: NORMAL: Rs. 1000/- Special: Rs. 2500/-. Entry & Entry fee will be accepted strictly online through: <https://prs.aicf.in/entry> for clarification and guidance regarding submission of entries, please contact: aicfnationalentries@gmail.com

There will be a 50% concession in entry fee for participants from North Eastern States, Andaman & Nicobar Island. The entries will be accepted by only online, details as given above. Please include a scanned Copy of Birth Certificate with your entry.

Last date of entry: 12th June, 2021 5:00P.M

4. Playing platform : The Virtual playing venue of the championship is located on the online chess server at <https://www.tornelo.com>.

5. Video Conferencing System : Tournament shall be played under video supervision. We are using Zoom as Video Conferencing System (VCS) during the tournament . Players should log into Zoom with real names.

6. Session: The rate of play shall be 15 minutes with an increment of 10 seconds per move from move number one

7. Tournament type & System of Play: "Online Chess with supervision" (Part III a) of Fide Online Chess Regulation . The Championship will be played under Fide Online Chess Regulation and the Swiss system. Total eleven rounds shall be played.

8. Pairing / Results : Pairings will be made by Swiss Manager and published in www.chess-results.com

9. Prizes The cash prizes will be awarded to 25 players amounting to Rs.2,50,000 /- as below :

Prizes	Amount
1	27,000/-
2	21,000/-
3	15,000/-
4	12,000/-
5	10,000/-
6	7,000/-
7	5,000/-
8 to 10	3,000/- each
11 to 18	1,500/- each
19 to 25	1,000/- each

10. Tie Break: Following is the order of tie-break:

1. Buchholz Cut 1
2. Buchholz
3. Sonneborn-Berger
4. Direct encounter
5. The greater number of wins including forfeits
6. Number of wins with Black pieces

11. Tournament Committee: The All India Chess Federation will form a tournament committee for the smooth conduct of the National Championship.

12. Protest: Protest, if any, against the decision of the Chief Arbiter shall be made in writing with a protest fee of Rs.2000/- within 15 Minutes of the occurrence of the incident. The protest fee will be refunded if the appeal is upheld.

13. Appeals Committee: Before the commencement of the tournament, a five-member appeals committee shall be formed by the AICF . All the members and reserves shall be from different states / affiliated units. No member of the Committee can vote on a dispute in which a player from his own State is involved and, in such case,(s) the reserve member (s) shall take his / her place in the committee.

14. Withdrawal : If any player is absent for any round without intimation to Chief Arbiter in writing (Only to below mentioned mail), He/ She will be removed for all the remaining rounds without further notice.

Email to send the withdrawals : aicfwithdrawals2021@gmail.com

16. Interpretation: For interpretation of the rule(s) and deciding any point not covered by the above rules of the tournament, the decision of the Tournament Committee shall be final and binding on all. The Tournament Committee has every right to make any addition or amendment to the rules, without prior notice. However, such changes should be approved by the AICF. Such changes will, however, be communicated to all concerned.

17. Registration of Players: All participants in the National Championship shall be registered with AICF for the year 2021-2022 before the registration on AICF Online portal for National Entries. Online AICF registration can be done at the website <https://prs.aicf.in/players>

18. Arrears: All arrears of affiliation fee / tournament fee including those of current year must be cleared by the Affiliated Association at the time of submitting the entries; otherwise the entries are liable to be rejected.

19. Pre-move: Pre-move is not permitted and this feature will **be turned off from the setting**

20. 50 move rule and 3-fold repetition: 50 move rule and 3-fold repetition rule will be automatically enforced.

21. Overriding Online results: Be aware of the various positions that are automatically declared drawn by the server. In general, the result prescribed by Tornelo will stand (see the set list of drawn positions). However, there are positions such as the one in the diagram.



With black to play in this position, it is checkmate after h2, then Ng3 for white. With black to play, if black lets his or her time expire, then the server will automatically call this a draw. In the unlikely situation that this or a similar position happens, players may appeal to an Appeals Panel and appeal that they should be declared the winner of the game.

Positions Declared Drawn

The following combinations will result in draws for insufficient material and will be automatically claimed by the server:

K+N vs K+N

K+N vs. K

K+B vs K

K vs. K

K+B vs. K+B (even with opposite- colored bishops)

K+N+N vs K

The following combinations will result in a draw if the player with the pawn flags down. Note that this goes for any pawn including a and h pawns:

K+N vs. K+P K+B vs. K+P

These games will be scored as draws automatically by the server, and will be scored as such for our competition even though this is not in accordance with the FIDE Laws of Chess.

22. Playing Device: Only laptop or desktop computer (Only Windows OS will be allowed) are only allowed as playing device. (Mobile phones and tabs are strictly not allowed.)

23. web browser: Google Chrome web browser is highly recommended by the playing platform. Only tabs open in the web browser are for the platform being used i.e. Tornelo

24. Internet connection: Internet connectivity is the player's responsibility. Please ensure you have a reliable connection which you trust.

25. Webcam: A functioning webcam is mandatory so that arbiters can comfortably see you and your surroundings. Players must be able to scan their playing area using their webcam.

26. Lighting: Adequate and even lighting is required, including on the players' faces. Natural light can be sufficient but artificial lighting is highly recommended for consistency. Please ensure that you and your surroundings will be visible on camera at all times.

27. Microphone / Speakers: A working microphone & speakers are mandatory. You must be able to hear arbiters. Please make sure speakers are turned on before the start of competition so arbiters can communicate with you. The arbiter may request that you turn up your microphone in order to observe noise originating from your call. Players must comply with this request.

28. Headphones: During play, headphones will not be permitted during the course of play. You may use them before or after the games.

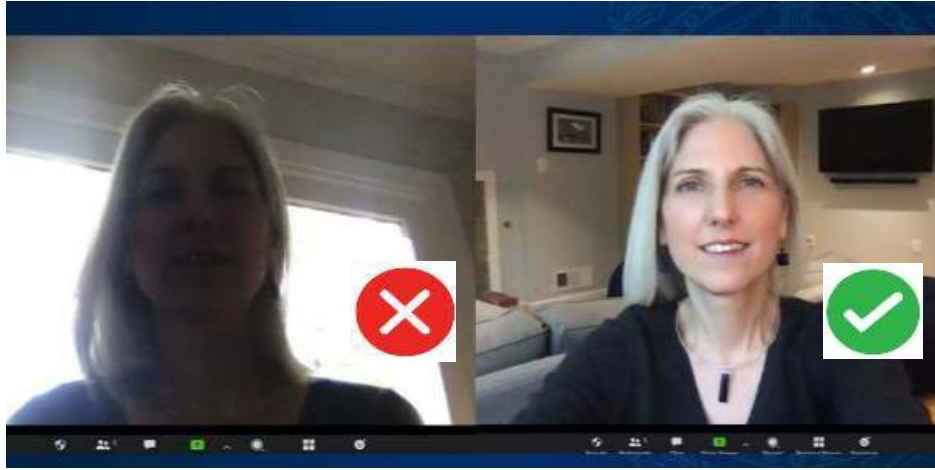
29. Playing area:

- a. Your playing area should be clear of all electronic devices except your playing computer.
- b. Cell phones and other handheld devices should be out of sight and out of reach. Players may be asked to have their belongings checked by an arbiter.
- c. All applications except for Zoom and web browser (Only Tornelo Website) must have their tasks ended in the task manager and they may not be opened during the course of play.
- d. We require that all the notifications / pop-ups be turned off during the time of match.
- e. You should be alone in your playing area, ideally in a location with limited foot traffic.
- f. Players should be facing a wall in their playing area and are prohibited from directly facing a window or door.
- g. Players should not have a second monitor connected to their playing computer
- h. Players should not have written notes or any reading material in their playing area
- i. The playing area will be checked by proctors and/or arbiters before the round begins. If a player leaves the playing area view, they may be subject to a truncated security check upon returning.
- j. Players are not permitted to leave the view of the camera at any time during the run of play. They may not leave the playing area for any reason and must always be visible on camera.

30. Zoom video call:

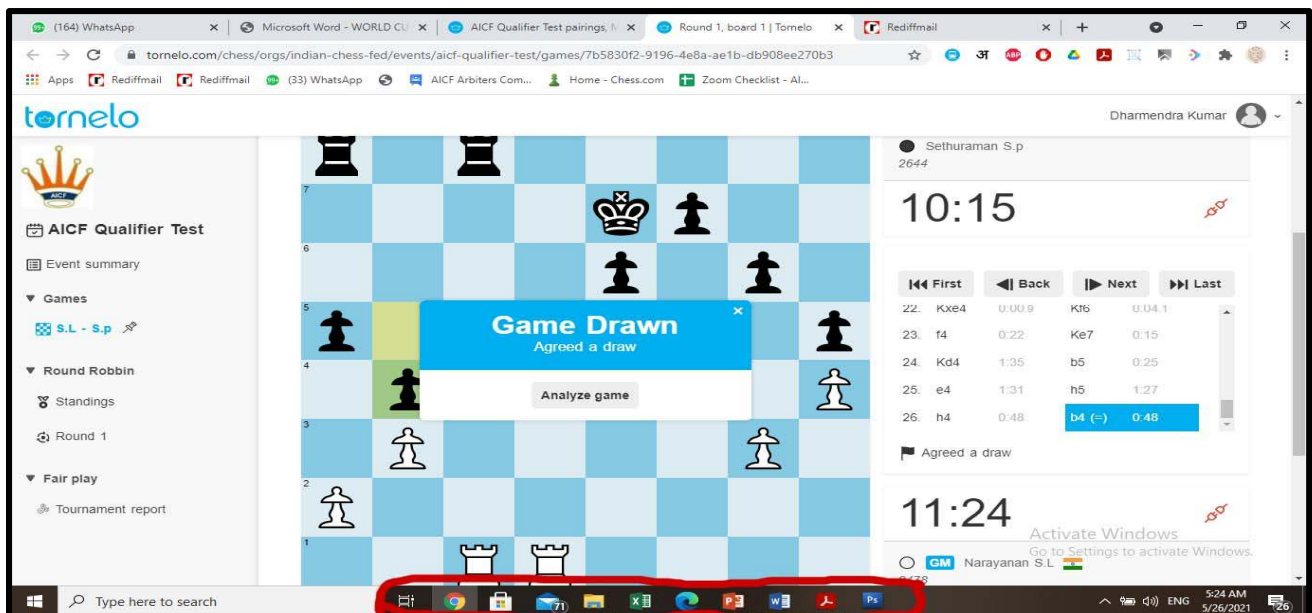
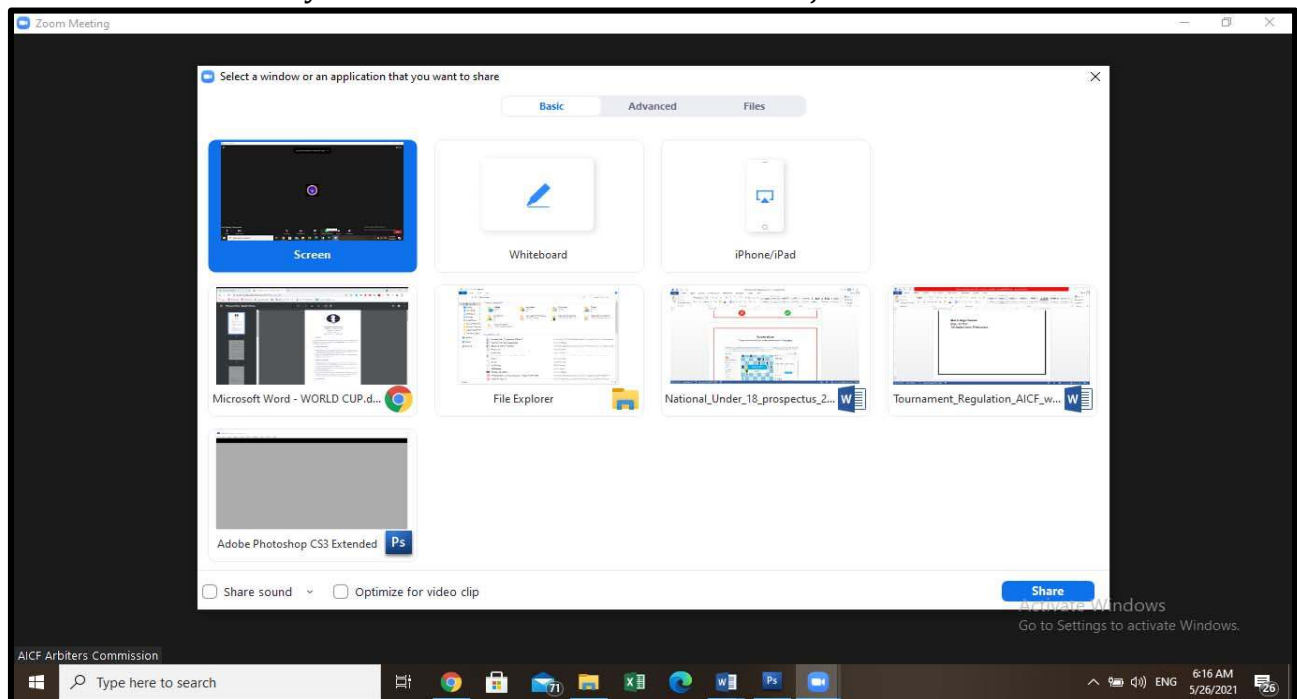
- a. Players must be present in the designated Zoom video call at least One hour before the beginning of first round and will be available throughout the last game of the day. In the event they are late, they will still be subject to a full fair play check at the arbiter's and proctor's discretion which may affect their starting clock times.
- b. If players are facing connectivity issues with Zoom, an arbiter must be notified by the players immediately through arbiters chat on tornelo.
- c. Players may not leave the Zoom call until their games have completed for the day. Once they have completed a round, they will be free to leave the view of the camera until they return for their pre-game fair play checks.
- d. Players may not turn off their cameras until their games have completed for the day.
- e. Players may not disrupt other players or make unnecessary noise during the run of play.
- f. Virtual Zoom background is not permitted.

Face view appearance on video call

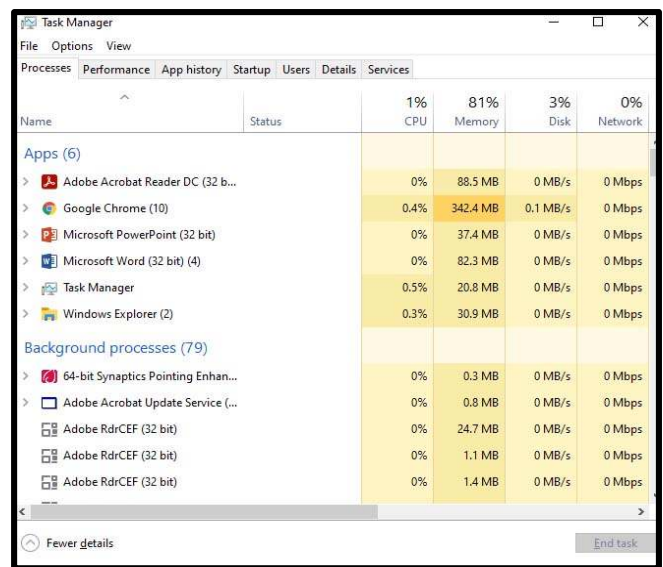
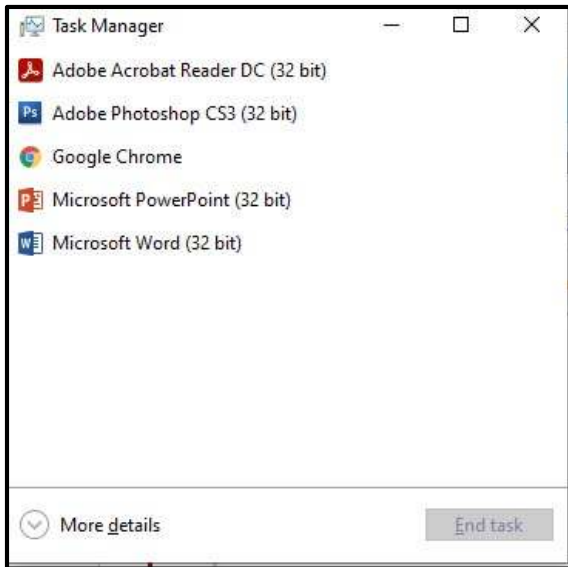


Screen share

Players must share their screen and not just the browser.



Arbiters should be able to see this taskbar that shows which programs are open.



They may also ask to see your computer's Task Manager for confirmation. For task manager, press [ctrl]+[shift]+[esc]

31. Tornelo :

- To avoid mouse slip , turn on move confirmation in Game Preferences setting. Instead of dragging the pieces, click the original square, then click the destination square.
- Do not share your Tornelo password with anyone. Simultaneous multiple connection is not allowed. This will result in fair play violation and immediate loss of the game.
- Players' tornelo.com username must match the username that was used during registration. You may not play on a private account or secret account.
- Player shall enter his FIDE ID as entered in Registration form while joining the event in Tornelo Player profile. If player doesn't have FIDE ID, he can put 0.

32. Disconnections

- It is the player's responsibility to be connected to the playing zone. This includes providing a stable internet connection and a working playing device.
- During a disconnection both players must not leave their places without the permission of the Arbiter.
- An internet disconnection for a duration of 3 minutes or more will be declared loss.

33. Communication:

- **Zoom Chat**
 - **Arbiters chat on tornelo (Arbiters call)**
- a. Players shall not be permitted to contact anyone during the course of play.
 - b. Players shall have a direct line of communication to their assigned arbiter during the course of play. This shall be done via the Zoom chat, with the Arbiter clearly identified by "Arbiter" in their Zoom name
 - c. Players shall notify the Arbiter immediately in the event they are facing a technical issue. If they are unable to contact the arbiter via Zoom due to connectivity issues, they must attempt to reconnect during the round but may not contact via other methods.

34. Penalties:

Cards awarded in a Game.

Warning:

- a. The following offences may result in a player receiving a first and final warning:
 - i. An internet disconnection for a duration of 2 minutes or less
 - ii. Any offence not listed that, in the opinion of the Chief Arbiter, merits the award of a first and final warning

Yellow card

- b. The following offences may result in a player receiving a yellow card:
 - i. Camera shutoff from Zoom via manual shutoff
 - ii. Disconnection from Zoom without disconnecting from Tornelo.
 - iii. An internet disconnection for a duration of over 2 minutes and less than 3 minutes
 - iv. Disruption of other players/talking
 - v. Not sharing their screen on the Zoom call
 - vi. Any offence requiring a player to be warned for a second time in that game
 - vii. Any offence not listed that, in the opinion of the Chief Arbiter, merits the award of a yellow card

Red card

- c. The following offences may result in the player receiving a red card:
 - i. Any offence that would result in a player being awarded a second yellow card

35. Bans and Disqualification:

- a. A player will be banned for their next round if they receive either:
 - ii. A red card in one game, or
 - iii. Two yellow cards in two different games
- b. Any serious offence may result in disqualification from the whole tournament, at the discretion of the AICF & Tournament Committee.

36. Additional Actions: In addition, any violations outlined in this section may be subject to additional fair play screening which may result in the player's clock running while the screening is taking place.

36. Fair Play Rules: The fair play measures should be applied in accordance with the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures. Any fairplay violation will be viewed seriously by AICF & a strict action will be taken to the player which shall be extended to over the board events also.

37. Selection : The top three players from the National will qualify as official entries for the FIDE Online Cadet & Youth Rapid World Cup 2021 and their entry fee will be taken care by AICF. Players finishing 4th to 10th will be allowed to participate in World event as Special Entries by paying their own entry fee through AICF. The deadline for submission of entries for the world events will be 21st June.

38. Direct Participation in World Event:

Considering the medal prospects, a maximum of 5 players in each category who are holding GM/IM/WGM/WIM titles will be allowed to participate in the World event as special entries even though they are not participate in the National event. Such players need to confirm their entry for FIDE Online Cadet & Youth Rapid World Cup 2021 by 10th June 2021 to AICF. In case any vacancy arises on this GM/IM/WGM/WIM quota, then chance will be given to players as per the standings in the National Championship.

IMPORTANT CONTACTS:

For Payment & AICF Registration related issues :

- 1. Sudip Mukharjee - 9999414358**
- 2. Aravind G - 9840776634**

For all technical matters (Regulation, Registration & Playing platform)

- 1. IA Swapnil Bansod (English, Hindi & Marathi) : 8000600077**
- 2. IA Vivek Sohani (English, Hindi & Marathi) : 9422474546**
- 3. IA Anandh Babu (English & Tamil): 9894278402**
- 4. IA Ganesh Babu (English & Tamil): 9944564728**
- 5. IA Vasanth BH (English & Kannada) : 9448622388**