

IAPS ONLINE CHESS 2026-2027

Teacher information pack

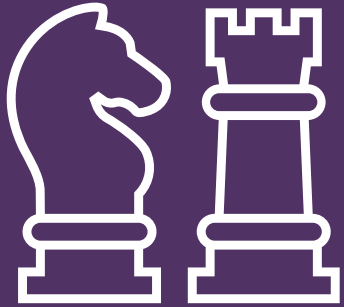


Bonus team qualifier – **Thursday 19th November, 3.30pm**

Team Qualifier and Individual Championship – **Thursday 4th March 2027, 3.30pm**

Team Final – **Thursday 18th March 2027, 3.30pm**

WHAT'S INCLUDED?



- Introduce the IAPS chess team
- Overview of the tournament(s) and who it's for
- Key dates
- Tournament format
- Expectations – pupils and teachers
- Online safety
- Setting up accounts/teams on Lichess
- Questions

INTRODUCING OUR CHESS EXPERTS – IAPSCHESS@GMAIL.COM



Nick Thomas (Organiser) is an International Chess Federation (FIDE) Master and a level 4 (top level) ECF registered chess coach. Nick has extensive experience working with school-age chess players, with notable successes as both a manager and coach.

Lichess username: Athomnick



Alex Holowczak (Technical Advisor) is an International Arbiter – a title awarded by FIDE. Alex will be assisting with the technical aspects of our IAPS tournament, ensuring the laws of chess are followed, ruling on disputes and ensuring a successful chess event.

Lichess username: alexholowczak

WHAT'S IT ALL ABOUT?

- We know chess is popular in our schools and is an ideal activity to compete in online.
- Pupils can compete in online chess battles against other IAPS schools. The winning schools and highest-scoring individuals will gain the title of IAPS Online Chess Champion.
- Battles will take place on [Lichess](#), which is a free online chess server.
- Led by chess experts – Nick and Alex.
- Pupils can win medals and awards.
- This championships allows pupils the opportunity to play against other IAPS pupils in the UK and around the world.



WHO IS IT FOR?

- For pupils normally in Yr3 - Yr8. Some schools may want to occasionally include particularly talented younger pupils.
- Teams - no minimum or maximum number so a team of one or one hundred is ok!
- Ideally for pupils with some chess playing experience.
- This tournament isn't for beginners – however, if you have pupils who are interested and haven't played before, then encourage them to join your chess club and work towards entering next year!



KEY DATES

Wednesday 23rd September 2026	Entries open
Thursday 12th Nov Thursday 25th Feb	<u>Training Tournaments</u> • Check that players know what to do • Check that school tech is compatible
Thursday 19th Nov	“Bonus” Team qualifier. A chance for early entries to qualify for the final
Thursday 4th March	Team qualifier and Individual Championship
Thursday 18th March	Team Final



TOURNAMENT FORMAT – TEAM BATTLES

IAPS Team/Individual Online Tournament

The tournament will be conducted as a 'Team Battle' on Lichess. This is a type of 'Arena' tournament where you cannot play other players from your own team.

The online battle will last for 60 minutes, and each game is 5 minutes plus 3 seconds per move.

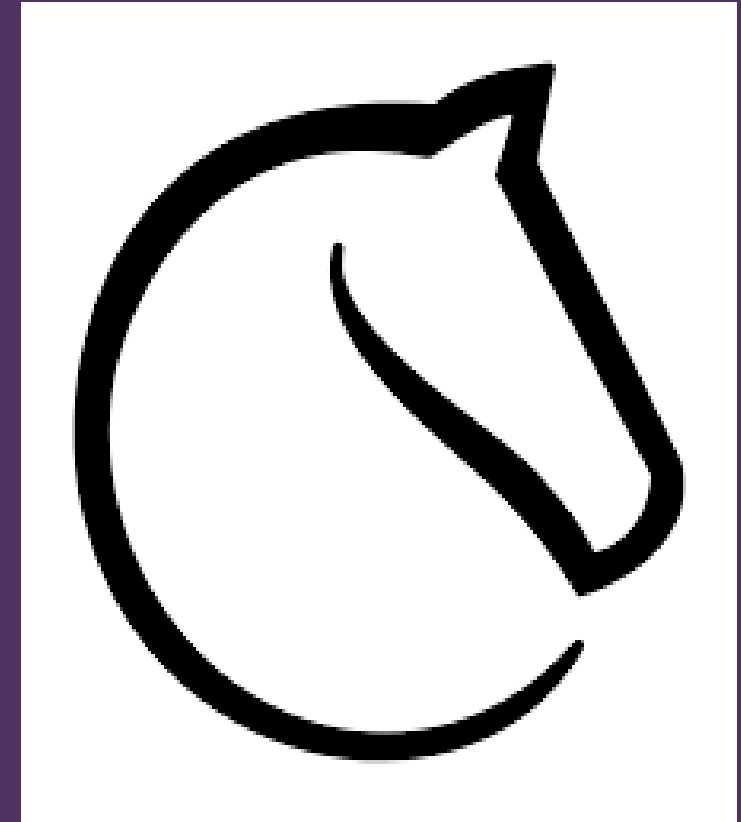
Pupils should play from school under the supervision of a teacher.

The total of the top four individual scores in each team count as the team score. The top individual scores will count for the individual awards.



EXPECTATIONS - PUPILS

- Set up a Lichess account* and join the school Lichess team and IAPS Lichess team.
- It is recommended that pupils play in at least one training tournament. They can do this at home or at school.
- Understand the Fair Play document and abide by it!
- *Lichess 'Kid mode' must be enabled. Parental consent also required for younger players. Teacher help may be required.



EXPECTATIONS - TEACHERS

1. Enter your school into the tournament prior to the deadline.
2. Create your school team on Lichess using school name, age group and year (e.g. “King Charles Prep U9 25/26”, “Lady Jane Junior U13 25/26”).
3. Share instructions with your team members on how to set up a Lichess account, paying attention to online safety settings.
4. Invite your players to join your school Lichess team for U9 or U13.
5. Share your School Lichess team name with IAPS.
6. Support players to join the IAPS Lichess team (this is required in order to play in the training tournaments). Only players should join the IAPS Lichess team, teachers should **NOT** join.
7. Encourage your players to join a training tournament. They can play in the training tournaments at school or at home.
8. Pupils should play in the qualification tournaments and final tournament at school, under the supervision of a teacher.
9. Celebrate success in school and spread the word about IAPS online chess.

In addition, monitor your pupils during the playing sessions and provide opportunities for your pupils to practice either face to face or online!

ONLINE SAFETY

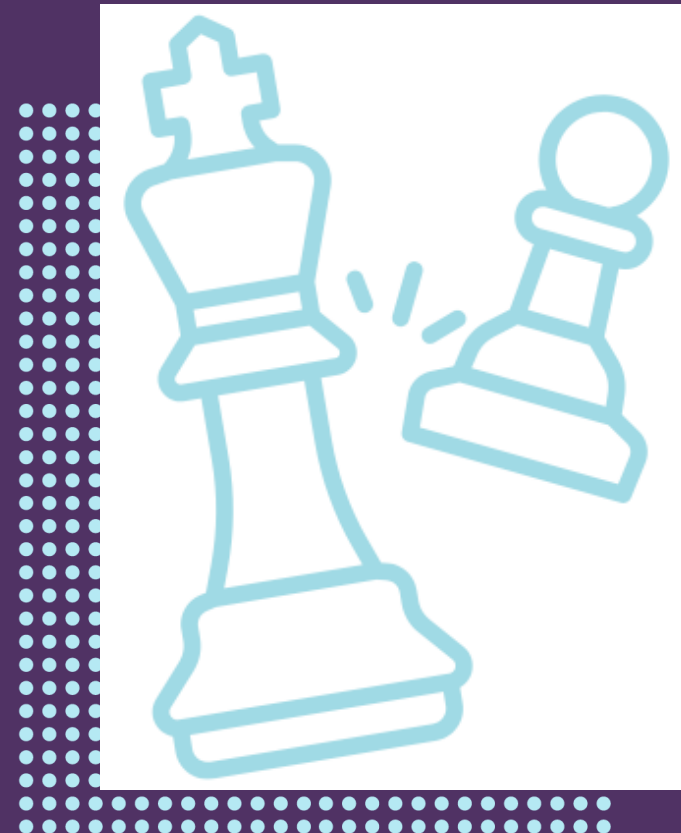
- Tournaments are conducted on Lichess.org.
- Give clear guidance to pupils on setting up usernames – they shouldn't give away personal details such as full name or date of birth. Usernames cannot be changed once set up!
- Pupils accounts must be set to 'kid mode' on Lichess.
- Chat settings are disabled in 'kid mode' on Lichess.
- When you set up your team, ensure you have followed the instructions and ticked the setting to approve who joins your team.
- Please ensure that you DO NOT toggle the switch to hide members of your team. The tournament controllers need to be able to see the members of your team at all times.



GETTING STARTED

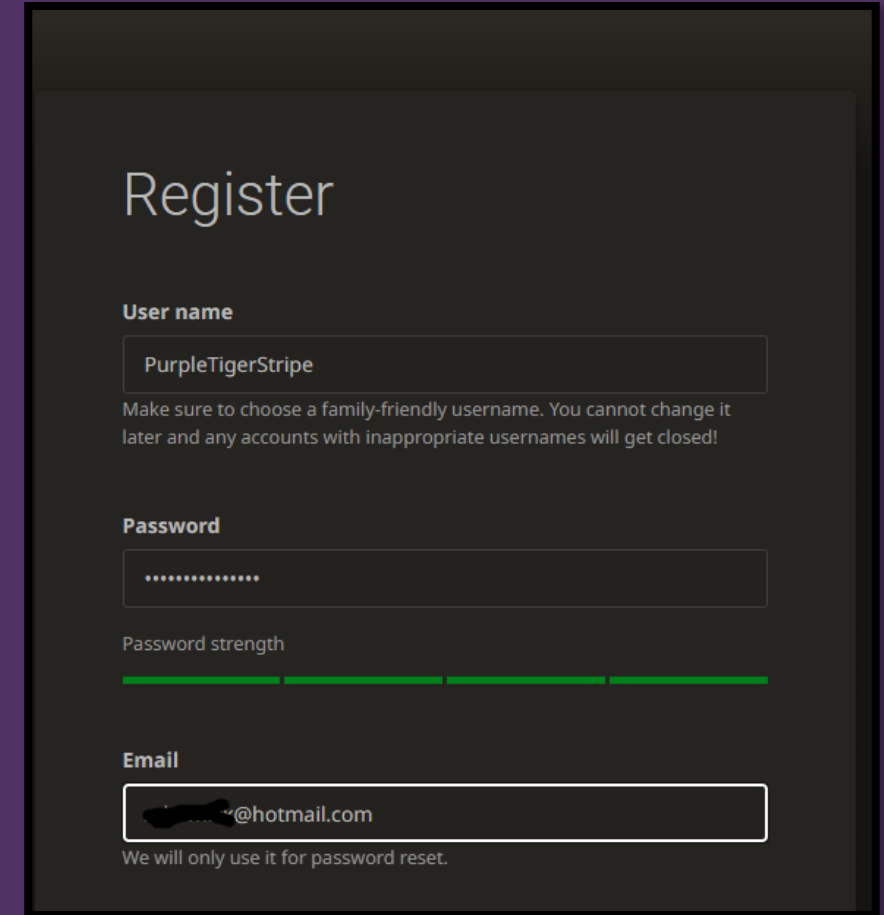
STEP BY STEP GUIDANCE:

1. Setting up Lichess accounts for teachers and students.
2. Creating a school team on Lichess.
3. Joining a team on Lichess.
4. Joining the IAPS team on Lichess.



SETTING UP LICHESS ACCOUNTS FOR TEACHERS AND PUPILS

1. Go to <https://lichess.org/login>
2. Click on “**Register**” at the bottom on the left hand side.
3. Choose a username. **It is best practice to choose a name which does not directly identify you.** For example, do not use full, real names. In the example below I have chosen an anonymous name. Ensure that your choice of name is not controversial in any way. You have a maximum of 20 characters for your username. Do not use non-standard characters, such as @, ~, # and so on.
4. PurpleTigerStripes
- You cannot change your username later!**
5. Choose a password.
6. Add an email address. Note: Do not set up accounts on behalf of pupils using the same email address for all of them.



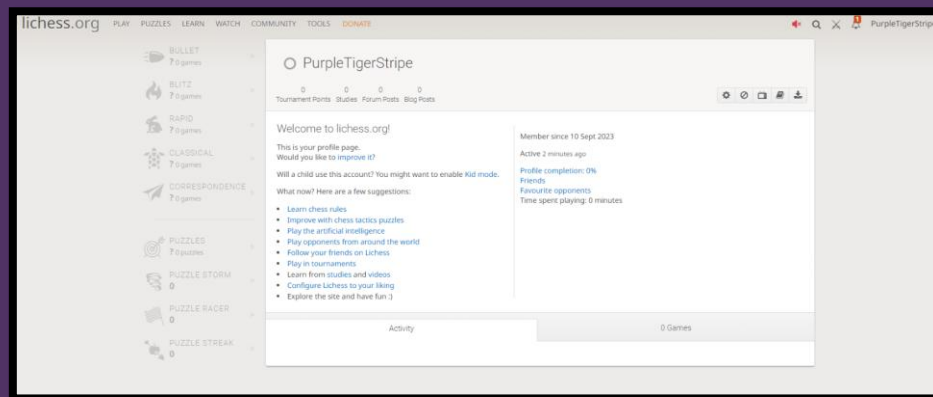
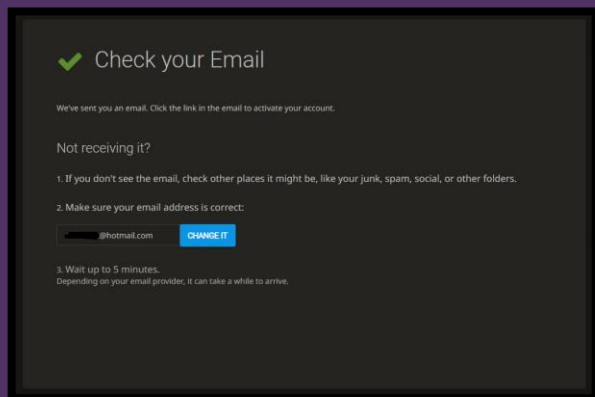
The screenshot shows the Lichess registration page. At the top, the word "Register" is displayed in a large, light-colored font. Below it, there are three main input sections: "User name", "Password", and "Email". The "User name" section has a text box containing "PurpleTigerStripe" and a note below it: "Make sure to choose a family-friendly username. You cannot change it later and any accounts with inappropriate usernames will get closed!". The "Password" section has a text box with masked characters (dots) and a "Password strength" indicator below it, which is a green bar showing four segments, indicating a strong password. The "Email" section has a text box containing a masked email address followed by "@hotmail.com" and a note below it: "We will only use it for password reset."

SETTING UP LICHESS ACCOUNTS FOR TEACHERS AND STUDENTS (CONTINUED...)

6. Agree to the Lichess Terms of Service.

7. Click “Register”

8. Go to your email message and click on the link to activate your account



☐ Computers and computer-assisted players are not allowed to play. Please do not get assistance from chess engines, databases, or from other players while playing. Also note that making multiple accounts is strongly discouraged and excessive multi-accounting will lead to being banned. By registering, you agree to the [Terms of Service](#). Read about our [Privacy policy](#).

☒ I agree that I will at no time receive assistance during my games (from a chess computer, book, database or another person).

☒ I agree that I will always be respectful to other players.

☒ I agree that I will not create multiple accounts (except for the reasons stated in the [Terms of Service](#)).

☒ I agree that I will follow all Lichess policies.

[REGISTER](#)

9. For the IAPS Chess tournament, pupil accounts must have “Kid Mode” enabled. This will prevent pupils from receiving chat and direct messages from other users of Lichess. A direct link to this in each user profile is here: <https://lichess.org/account/kid>

10. The Lead Teacher will now need to create a school Team(s) on their Lichess account. One team for each age section you entered.

Kid mode

This is about safety. In kid mode, all site communications are disabled. Enable this for your children and school students, to protect them from other internet users.

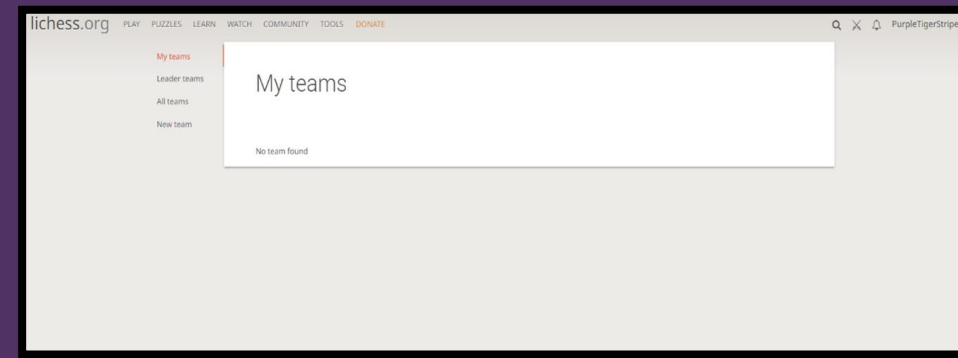
Password

[ENABLE KID MODE](#)

In kid mode, the Lichess logo gets a :) icon, so you know your kids are safe.

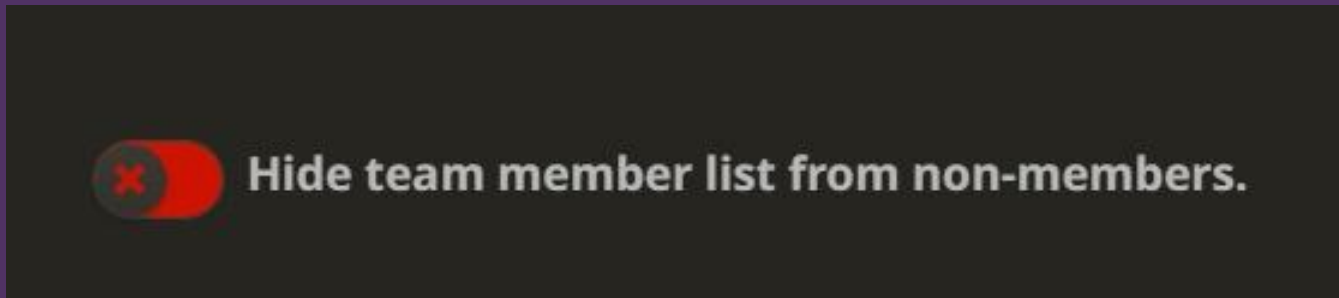
CREATING YOUR SCHOOL U9 &/OR U13 TEAM

1. Hover over “Community” at the top of the page.
2. Click “Teams” from the list.
3. Click on “New Team” on the left-hand side of the page.
4. Under “Name” fill in the name of your school. This will be your Team name. The names must be recognisable as the name of your school, year and age section. For example, use either your full school name e.g. “King Charles III Prep School 2025/26 U9”, or something similar which still easily identifies your school, year and section. Team security – you should toggle “Manually review admission requests” to ON. This means that pupils can request to join the team but will only be admitted once the Team Leader (the teacher) has reviewed the request and ensured that it is from a member of their school of the correct age. This is mandatory, so that you can prevent other people on Lichess with no connection to your school from joining your team.
5. If you failed to do this when you set the team up, you can go into the Team Settings option, and toggle “Manually review admission requests” to ON. You can also remove anyone who joined your team who shouldn’t have been able to in the same place in the “KICK SOMEONE OUT OF THE TEAM” area.

A screenshot of the 'New team' creation form on Lichess.org. The form includes a 'Name' input field, a toggle for 'Manually review admission requests' (which is turned on), and a 'Team entry code' input field. There are also sections for 'Introduction' and 'Description' with text input areas. Small text provides instructions for each field, such as 'Brief description visible in team listings. Up to 200 chars.' for the introduction.A screenshot of the 'Team Settings' page on Lichess.org. It features tabs for 'TEAM LEADERS', 'KICK SOMEONE OUT OF THE TEAM', and 'DECLINED REQUESTS'. The 'Manually review admission requests' toggle is shown as turned on. The 'Team entry code' field is visible, along with the 'Introduction' and 'Description' text areas.

MAKE SURE YOU DO NOT HIDE TEAM MEMBER LIST FROM NON-MEMBERS

- The IAPS online chess organisers need to be able to see your team member list at all times. It is essential that you toggle this switch to the off position (red). If team member list is hidden, we cannot let your players into the IAPS team where the tournament is played.



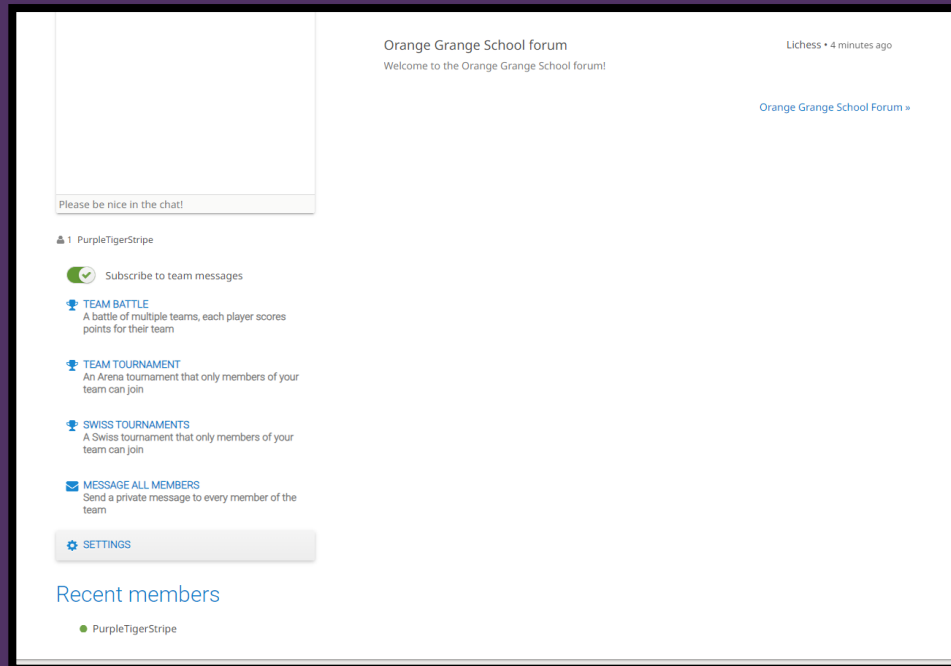
Ensure the toggle is to the off position.

CREATING YOUR SCHOOL TEAM (CONTINUED...)

6. Fill in the introduction and description as you see fit.

7. Fill in the private description as you see fit.

8. Complete the CAPTCHA. You will need to know some simple chess to complete this!



WATCH COMMUNITY TOOLS **DONATE**

New team

Name

Manually review admission requests
If checked, players will need to write a request to join the team, which you can decline or accept.

Team entry code

(Optional) An entry code that new members must know to join this team.

Introduction

Brief description visible in team listings. Up to 200 chars.

Description

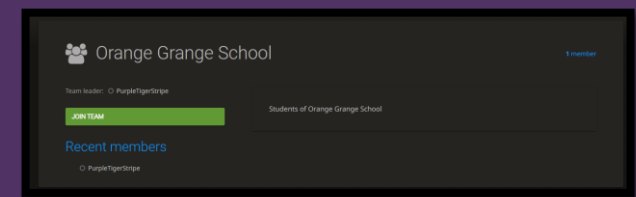
Students of Orange Grange School

Full description visible on the team page.
[Markdown](#) is available for more advanced syntax.

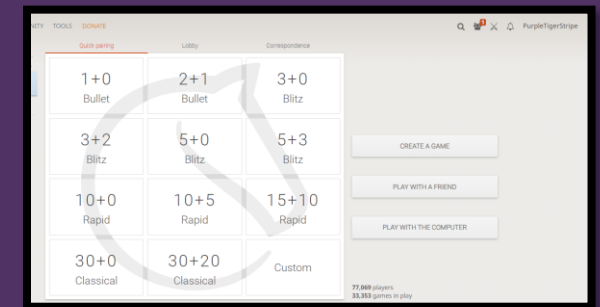
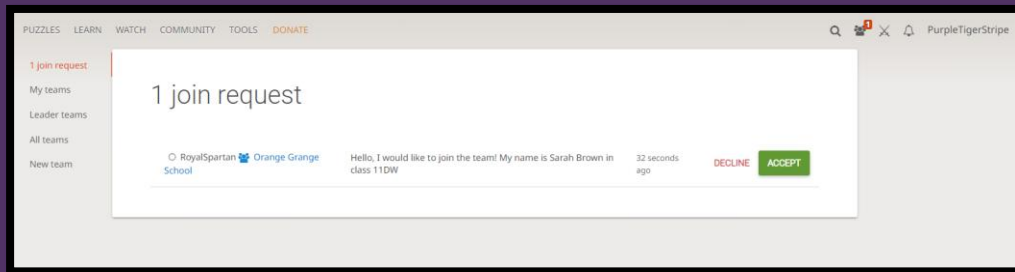
9. Once you have correctly solved your CAPTCHA you will be taken to your Team page.

10. The team in our example is called “Orange Grange School” and has one member now who is the person who created the team, PurpleStripeTiger, who is the Team Leader.

JOINING A TEAM ON LICHESS



1. Once the Team Leader is logged in and on your school Team page, go to your address bar and copy the URL. For the Orange Grange School Team it is: <https://lichess.org/team/orange-grange-school>
2. Your link will look similar but with YOUR Team name.
3. Send your Team page link to any pupils in your school who qualify and are interested in joining your school Lichess team.
4. The pupil will need to be a member of Lichess and logged into their account. If they then click on the Team link which you have provided, they will be able to join your team.
5. They will get a message that their request to join the team is being reviewed by the team leader.
6. You, the Team Leader, will get an alert on your account asking you if you would like to accept this person into your team. In the example below you can see a red “1” towards the top right of the page telling you that there is one unread message.
7. Click on the message and you will see that you have a join request which you can accept or decline.



JOINING THE IAPS TEAM

1. All pupils who join your Lichess School Team will also need to join the IAPS Team on Lichess. Players must join your school Lichess team FIRST. Once you have logged in, here is the link which should be passed on to all pupils in your team:

<https://lichess.org/team/iaps-20262027>

2. It is crucial for all players to join the IAPS Team for them to be able to play in the training tournaments.

Teachers should NOT join this team!

NEXT STEPS

1. Create your Lichess team
2. Help your team improve their game!
3. Feel free to set up your own practice tournaments on Lichess

Key dates

- **23rd September – Entries open**
- **12th Nov & 25th Feb – Training tournaments**
- **19th Nov – Bonus Team Qualifier**
- **4th March – Team Qualifier 2 and Individual Championship**
- **18th March – Team Final**

FAQs

Q) Is there an upper age limit?

A) For the U13 tournament players must have been under 13 on 31st August 2026 and therefore be born no earlier than 1st September 2012. For the U9 tournament players must have been under 9 on 31st August 2026 and therefore be born no earlier than 1st September 2017.

Q) Is there a lower age limit?

A) It is expected that players will be in Yr3 or above when they play in the competition, although, at the discretion of the school, younger children with chess experience may participate.

Q) Where are the games played?

A) The IAPS Online Schools Chess Competition is played on the Lichess website – <http://www.lichess.org>. Pupils may play in the practice tournaments at school or at home. All players in the training tournaments and the final tournament should be playing at school under the supervision of a teacher.

Q) How will the tournament be conducted?

A) The tournament will be conducted as a 'Team Battle' on Lichess. This is a type of 'Arena' tournament where you cannot play other players from your own team.

Q) I'm the only chess player in my school - can I still take part?

A) Yes - there is no minimum team size. You will still need a teacher in your school to register you for the competition and set up a school team though.

FAQs (CONTINUED...)

Q) Is there a minimum number of players per team?

A) No - there is no minimum. However, to stand a good chance of winning the team prize, you will need at least 4 players in your team, as it is the top 4 scores for each team that will count. If you have fewer players (or are the only chess player in your school), you can still participate and you will still stand a chance of winning an individual prize.

Q) Is there a maximum number of players per team?

A) No - an unlimited number of players may play for each school team, but only the top four scores for each team will count.

Q) How long will the tournament take?

A) The duration of the battle will be 60 minutes and only games that finish within this time will count.

Q) How long is each game within the battle?

A) The time limit for each game is five minutes plus three seconds per move.

Q) What happens if I have a problem logging in?

A) If you aren't logged in and ready to play by the time the tournament starts, then unfortunately you will not be able to participate. We strongly recommend players join at least one [training tournament](#) in advance to sort out any technical/access issues. Your teacher can also set up as many practice tournaments as they wish for your team.

FAQs (CONTINUED...)

Q) How many scores from each battle count?

A) A team's score will be determined by the total of its four highest-scoring players.

Q) What happens if someone cheats?

A) A player whose account has been flagged by Lichess for using external assistance will not be permitted to participate in the tournament; whether the assistance happened in this competition or in any other games or activity on Lichess. If Lichess grants permission for a “second chance” account on the website, this is not a reversal of their initial fair play decision, and this account will not be permitted to play in this competition. Make sure you have read and understood the **'Fair Play'** guidance.

Q) Do teachers need to rank players in advance and allocate a board number?

A) No - this tournament does not require you to do that. If you have a large chess club with players of varying levels of experience, they can all take part. For each team, the score will be calculated by the total of its four highest-scoring players.

WE HOPE YOUR STUDENTS WILL WANT TO GET INVOLVED

Please do not hesitate to contact us if you have any questions or require any assistance.

