



## IAPS Online Schools Chess Competition 2025

### Competition rules

#### Competition Overview

The IAPS Online Schools Chess Competition will consist of 2 sections: an U13 competition and an U9 competition and they will be played on the Lichess website – <http://www.lichess.org>. The competition is open to players/teams from any IAPS school.

#### Under 13 Section

Children must be under 13 years old on 31st August 2024 and therefore be born no earlier than 1st September 2011.

The tournament will be conducted as a “Team Battle” on Lichess. This is a type of “Arena” tournament (see Annex), where you cannot play other players from your own team. The Team Battle will have the following parameters:

- a. The duration will be 60 minutes. Only games that finish within this time will count.
- b. The time limit for each game will be 5 minutes plus 3 seconds per move.
- c. An unlimited number of players may play for each school team.
- d. The Lichess “Arena Streaks” feature will be disabled. (see Annex).
- e. The Lichess “Berserk” feature will be disabled. (see Annex).
- f. The team’s score will be determined by the total of the four highest-scoring players in their team.
- g. The team with the most points at the competition will win the Team Competition.
- h. The player with the most points at the end of the competition will win the Individual Competition.

#### Under 9 Section

Children must be under 9 years old on 31st August 2024 and therefore be born no earlier than 1st September 2015.

The tournament will be conducted as a “Team Battle” on Lichess. This is a type of “Arena” tournament (see Annex), where you cannot play other players from your own team. The Team Battle will have the following parameters:

- a. The duration will be 60 minutes. Only games that finish within this time will count.
- b. The time limit for each game will be 5 minutes plus 3 seconds per move.
- c. An unlimited number of players may play for each school team.
- d. The Lichess “Arena Streaks” feature will be disabled. (see Annex).
- e. The Lichess “Berserk” feature will be disabled. (see Annex).



- f. The team's score will be determined by the total of the four highest-scoring players in their team.
- g. The team with the most points at the competition will win the Team Competition.
- h. The player with the most points at the end of the competition will win the Individual Competition.

### Fair Play

1. It is forbidden for players to use any form of external assistance in the competition. Sources of external assistance include, but are not limited to:
  - a. Other human assistance, such as other students, parents, teachers or chess coaches
  - b. Chess educational material, such as books or videos
  - c. Chess engines
2. The Competition will implement the following Fair Play measures:
  - a. PGN files of the games will be checked using the FIDE (World Chess Federation) Screening Tool. Players thought to have used external assistance will be reported to Lichess by the Organisers.
  - b. Lichess will monitor the tournaments as part of their routine monitoring of games played on their website.
3. The organisers will not be involved in any Fair Play decision or appeal, other than as stated in 2.a. above. In the event of a player's Lichess account being flagged, players may appeal to Lichess here: <https://lichess.org/appeal>
4. Players may only use one account for the purpose of this competition. A player whose account has been flagged by Lichess for using external assistance will not be permitted to participate in the remainder of the competition; 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.
5. In the event of a player's account being flagged for a Terms of Service violation, the organisers reserve the right to take any of the following decisions to ensure the fairness of the competition:
  - a. Adjustments to the scores of any player.
  - b. Disqualify a player from the competition.
  - c. Disqualify a school from the competition.

### Other

1. The Tie-Breaks for each tournament are determined by the platform. (see Annex link below)

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## Annex

Arenas – (includes Arena Streaks and Berserk): <https://lichess.org/tournament/help>