



## **Invitation**

# **2022 Online South African Junior Closed Chess Championships**

**Hosted by  
Chess South Africa  
and  
Chess South Africa Youth Commission**

**Stage 1: 12 – 13 February 2022 (Wild Card)**

**Stage 2: 12 – 13 March July 2022 (Qualifier)**

**Stage 3: 9-10 April 2022 (Knock-Out)**

**Version 1  
2022/02/01**



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## 1. VENUE DETAILS

Chess South Africa is honoured to invite all players from across South Africa who qualify, to participate in the 2022 Online South African Junior Closed Chess Championships. The tournament will be conducted online in three stages, with players in an online format.

## 2. LOCAL ORGANIZING COMMITTEE

- |     |                        |   |
|-----|------------------------|---|
| 2.1 | Convenor:              | Mfundo Masiya (info@sajccc.co.za)                       |
| 2.2 | Youth Commission Rep.: | Vicky Magu (vickymagu@gmail.com)                        |
| 2.3 | Finance:               | Hendrik du Toit (finance@chessa.co.za)                  |
| 2.4 | Chief Arbiter:         | Gunther van den Bergh (ca@sajccc.co.za)                 |
| 2.5 | Chess SA Rep:          | Judy-Marie Steenkamp<br>(vice.president.2@chessa.co.za) |

## 3. COMMUNICATION

The LOC invite you to join at least two of the following WhatsApp groups. Join as early as possible, not to miss out on critical information:

- 3.1 Join the "SAJCCC Broadcast" WhatsApp group for general information including the start of rounds, circular updates, procedures, and information relevant to everybody.

<https://chat.whatsapp.com/FFkR0nFeo0AJ00mdzCjoOz>

- 3.2 Help Desk for instant help.

<https://chat.whatsapp.com/D88oLSBEFFw8WzaPUFtYy8>

## 4. GENERAL REGULATIONS

- 4.1 All players must register online at [www.sajccc.co.za](http://www.sajccc.co.za) (see 9.3 for opening of entries).
- 4.2 The list of qualifying participants will be published on [www.chessa.co.za](http://www.chessa.co.za) and [www.sajccc.co.za](http://www.sajccc.co.za).
- 4.3 Due to the nature of the tournament, **no late entries will be accepted.**

- 4.4 Registration is the responsibility of the player/parent.
- 4.5 Due to the current uncertain times COVID-19 brings upon us, Chess SA reserves the right to change any aspect of the tournament including but not limited to sections, format, time control, dates and number of players participating. Chess SA will where possible communicate this to the players as quickly as possible.
- 4.6 Only players who can obtain/are in possession of a South African passport will be allowed to participate. The onus is on the player to ensure that he/she is eligible. If a player has been invited and is ineligible to play, they must notify the Organisers immediately. All players must submit a copy of their unabridged birth certificate/passport on registration.
- 4.7 All players will be required to sign a Code of Conduct which can be downloaded from the Tournament Website ([www.sajccc.co.za](http://www.sajccc.co.za)).
- 4.8 No player will be allowed to "play up" i.e., play in an age group other than listed in paragraph 8.3. or in a different gender group.
- 4.9 Each of the category winners will be awarded the title of "2022 Online South African Junior Closed Champion".
- 4.10 No player will be on the players list unless all requirements have been fulfilled. This includes but is not limited to the payment of entry fees.
- 4.11 Players who do not meet the requirements to participate in this tournament will be removed from the tournament immediately at the point of discovery taking into consideration the integrity of the tournament.
- 4.12 Any player has the right to withdraw and be refunded should they not want to participate under the amended tournament regulations.
- 4.13 Chess SA will supply players with economic constraints with data. Please register at [www.sajccc.co.za](http://www.sajccc.co.za).

## 5. QUICK LINKS

- 5.1 "SAJCCC Broadcast": <https://chat.whatsapp.com/FFkR0nFeo0AJ00mdzCjoOz>
- 5.2 "SAJCCC Help Desk": <https://chat.whatsapp.com/D88oLSBEFFw8WzaPUFtYy8>
- 5.3 Lodge a Fair Play Grievance: <https://forms.gle/SAyq8nypxFCZmCjt9>
- 5.4 Lodge an appeal: <https://forms.gle/5TY7v26MMDD3L9U27>
- 5.5 Register a 3<sup>rd</sup> Party hub: <https://forms.gle/Ro4itgk5TbTsvWWW6>

- 5.6 Request mobile data: <https://forms.gle/5pznmWCCYf2b4VaY9>
- 5.7 Play with one camera in Stage 3: <https://forms.gle/rqrF6aKHNzYqSkMu8>

## 6. TECHNICAL SESSIONS

- 6.1 All technical sessions are mandatory.
- 6.2 Information about the technical sessions will be posted on the broadcast groups.
- 6.3 Every player must log into the relevant zoom session for the entire duration of the round.
- 6.4 Your Zoom session must specify you section, surname, and name:  
  
U14 – Ann Other
- 6.5 The players' microphone must be on for the full duration of the game.
- 6.6 The Technical Session on Friday evening (8 April 2022 @ 18:00) is mandatory. If you do not attend this session, you will not be allowed to participate on Saturday.
- 6.7 There will be a zoom session for each age group. Please make sure you use the correct link
- 6.8 The links will be posted the previous evening on the broadcast groups.

## 7. FINANCIAL REGULATIONS

### 7.1 Entry Fee:

7.1.1 Stage 1 (Wild Card): R380.00

7.1.2 Stage 2 (Qualifiers): R490.00 (players not participating in Stage 1)  
R110.00 (players already played in Stage 1)

7.1.3 Stage 3 (Knock-Out): R110.00

### 7.2 Bank Details:

7.2.1 Bank: First National Bank

7.2.2 Bank Account Name: Chess SA – SAJCCC

7.2.3 Account No: 62255808952

7.2.4 Branch Code: 200510

7.3 Reference: The player/s first three letters of surname, initial/age group & category/sajccc21 must be appear on the deposit slip as the reference.)

e.g. Jenny Smit playing U180 = **SMIJ/U180/SAJCCC21**

7.4 Proof of payment must be attached to the registration.

7.5 The players Chess SA subscription fees, of R100.00, must be paid-up.

## 8. SECTIONS

### 8.1 Boys & Girls Sections

8.1.1 u/8

8.1.2 u/10

8.1.3 u/12

8.1.4 u/14

8.1.5 u/16

8.1.6 u/18

8.1.7 u/20

## 9. STAGE 1 – WILD CARD

### 9.1 Qualification

9.1.1 Registration is open for all players who have not automatically qualified for the Stage 2 Qualifiers. The list of players who have already qualified for Stage 2 will be published on the relevant websites.

1. [www.chessa.co.za](http://www.chessa.co.za)

2. [www.sajccc.co.za](http://www.sajccc.co.za)

9.1.2 The top 4-8 players by tie-break will advance to the Stage 2. More players could be invited to stage 2 to fill sections.

9.1.3 This tournament is only for players who have a good chance to advance to Stage 2 and is not intended for general participation. Chess SA will consider this when deciding on the support of players and the establishment of playing-hubs.

### 9.2 Dates

12 – 13 February 2022

### 9.3 Registration

9.3.1 Registration Open: 3 February 2022

9.3.2 Registration Close: 10 February 2022

### 9.4 Fee



R380.00

9.5 See Annexure B, Section 3.3.1 for more information.

9.6 Platform



9.7 Schedule

2022 Online SAJCCC – Schedule Wildcard (Stage 1) – 10+2			
Date	Day	Time	Description
2022/02/03	Thu		Registration Open
2022/02/10	Thu	22:00	Registration Close
2022/02/11	Fri		Player's list published
2022/02/11	Fri	18:00 – 19:00	Compulsory Technical Session
2022/02/12	Sat	09:00 – 09:24	Round 1
2022/02/12	Sat	10:30 – 10:54	Round 2
2022/02/12	Sat	12:00 – 12:24	Round 3
2022/02/12	Sat	13:30 – 13:54	Round 4
2022/02/12	Sat	15:00 – 15:24	Round 5
2022/02/12	Sat	16:30 – 16:54	Round 6
2022/02/13	Sun	09:00 – 09:24	Round 7
2022/02/13	Sun	10:30 – 10:54	Round 8
2022/02/13	Sun	12:00 – 12:24	Round 9
2022/02/13	Sun	13:30 – 13:54	Round 10
2022/02/13	Sun	15:00 – 15:24	Round 11
2022/02/27	Sun	20:00	Anti-cheating verification results and approval of Stage 1 results

## 10. STAGE 2 – QUALIFIERS

10.1 Qualification

10.1.1 Top 10 from 2022 GPX (Hybrid Main Rating)

10.1.2 Top 10 from 2022 Top 10 Rating (Hybrid Main Rating).

10.1.3 See web sites:

1. [www.chessa.co.za](http://www.chessa.co.za)
2. [www.sajccc.co.za](http://www.sajccc.co.za)

10.1.4 Qualifiers from Stage 1 who's games were analysed for anti-cheating.

10.2 Dates

12 – 13 March 2022

10.3 Registration

10.3.1 Registration Open: 3 February 2022

10.3.2 Registration Close: 28 February 2022 for automatic qualifiers as per  
10.1

2 March 2022 for players from Stage 1

10.4 Fee

10.4.1 R490.00 (players not participating in Stage 1)

10.4.2 R110.00 (players already participated in Stage 1)

10.5 See Annexure B, Section 3.3.2 for more information.

10.6 Platform



## 10.7 Schedule

2022 Online SAJCCC – Schedule Qualifiers (Stage 2) – 15+5			
Date	Day	Time	Description
2022/02/03	Thu		Registration Open
2022/02/28	Sun	22:00	Registration close for automatic qualifiers
2022/03/02	Tue	20:00	Registration close for State 1 qualifiers
2022/03/10	Thu		Player's list published
2022/03/11	Fri	18:00	Zoom Sessions open for connection
2022/03/12	Fri	19:00	Compulsory Technical Session
2022/03/12	Sat	09:00 – 09:40	Round 1
2022/03/12	Sat	11:30 – 12:10	Round 2
2022/03/12	Sat	14:00 – 14:40	Round 3
2022/03/12	Sat	16:30 – 17:10	Round 4
2022/03/13	Sun	12:00 – 12:40	Round 5
2022/03/13	Sun	15:00 – 15:40	Round 6
2022/03/13	Sun	17:00 – 17:40	Round 7
2022/03/27	Sun	20:00	Anti-cheating results and verification of Stage 2 results

## 11. STAGE 3 – KNOCK-OUT

### 11.1 Qualification

11.1.1 The top 4 players from each group from Stage 2 who's games have been analysed for anti-cheating.

### 11.2 Date

9 – 10 April 2022

### 11.3 Fee

R110.00

#### 11.4 Platform



#### 11.5 Registration

11.5.1 Registration Open: 14 March 2022

11.5.2 Registration Close: 4 April 2022

11.6 See Annexure B, Section 3.3.3 for more information.

#### 11.7 Schedule

2022 Online SAJCCC Knock-Out (Stage 3) – 20 + 10			
Date	Day	Time	Description
2022/03/14	Mon		Registration Open
2022/04/04	Mon	22:00	Registration Close
2022/04/06	Wed	08:00	Replace players not registered
2022/04/07	Thu		Player's list published
2022/04/09	Sat	09:00 – 10:00	Round 1 - Game 1
2022/04/09	Sat	11:30 – 12:30	Round 1 - Game 2
2022/04/09	Sat	14:00 – 15:00	Quarter Final - Game 1
2022/04/09	Sat	16:30 – 17:30	Quarter Final - Game 2
2022/04/10	Sun	09:00 – 10:00	Semi Final - Game 1
2022/04/10	Sun	11:30 – 12:30	Semi Final - Game 2
2022/04/10	Sun	14:00 – 15:00	Final - Game 1
2022/04/10	Sun	16:30 – 17:30	Final - Game 2
2022/04/24	Sun	20:00	Anti-cheating results and verification of Stage 3 results

## 12. PLAYING LOCATION

12.1 All players are now authorised to play at home in isolation. Each stage will have different regulations with regards to cameras.

- 12.2 Hubs are within the rules. The LOC will not organize any hubs and it is up to the individuals/regions/provinces/organisers to set up hubs.
- 12.3 Should you wish to continue with a Hub, it must comply with all the Gazetted regulations.
- 12.4 Equipment requirements:
- 12.4.1 Stage 1: Wild Card
1. Players must play with one camera.
  2. If it is not possible for a player to play with a camera for economic reasons, he/she must apply online ([www.sajccc.co.za](http://www.sajccc.co.za)) to be exempted.
- 12.4.2 Stage 2: Qualifiers
1. Players must play with at least one camera. No exceptions.
- 12.4.3 Stage 3: Knock-out
1. Players must play with two cameras.
  2. If it is not possible for a player to play with two cameras for economic reasons, he/she must apply online ([www.sajccc.co.za](http://www.sajccc.co.za)) to be exempted. At least one camera is mandatory.
- 12.5 We ask the assistance of the regions and provinces to assist players in need of equipment. If you are stuck, please contact Chess SA so that we can see if we can help.

## 13. INTERNATIONAL JUNIOR CHESS EVENTS SCHEDULE

This tournament will be used for selection for all online tournaments and other tournaments as well should force major require Chess SA to do so.

## 14. OFFICIAL PUBLISHING

The following web sites are the publishing sites. Only documentation and information published on these sites will be regarded as official.

- 14.1 Pairings and Results: [www.chess-results.com](http://www.chess-results.com)
- 14.2 Online Entry Only: [www.sajccc.co.za](http://www.sajccc.co.za)

## **15. TRANSPORT**

Players are responsible for their own transport to and from the playing-hubs.

## **16. ACCOMMODATION & LEVIES**

Players are responsible for their own accommodation should they wish to sleep over between tournament days.

## **17. TOURNAMENT & RATING**

1. All results will be submitted for rating to the Chess SA Rating Bureau.
2. Where possible, results will be submitted to Fide for rating purposes.

## Annexure A INDEMNITY & CODE OF CONDUCT

By entering this tournament and completing the medical information, the player and his/her parent/legal guardian agree to the Code of Conduct and Indemnification of Chess SA and accept the conditions set out here and agree to adhere to it always. Furthermore, I accept that any contravention of the above may result in:

1. Me / player being removed from the tournament; and/or
1. Player's further participation in the tournament be immediately suspended; and/or
2. player being barred from selection to play for South Africa in a junior event; and/or
3. the revocation of my colours
4. Consent to my/the child participating in the above chess tournament and all activities related thereto.
5. Grant to the Management, Chess SA, and the LOC and/or its representatives and anybody acting on behalf of any of the above associations or institutions the right to:
6. Publish my child's full names, birth date and rating on the CHESS SA and related websites for rating purposes.
7. Use photographs on file of the player in connection with the above-identified subject. I authorize, the LOC and/or its assigns and transferees to copyright, use and publish the same in print and/or electronically.
8. Use such photographs of the player with or without her/his name and for any lawful purpose, including for example such purposes as publicity, illustration, advertising, and web content.
9. Understand that any of the above associations or institutions cannot control unauthorized use of the images by persons not associated with any of the above associations or institutions once it has been published.
10. Authorize the Management to, in their best judgment, provide, supply and/or apply medical care to the said child at the expense of the undersigned, including the services of a medical practitioner and/or hospitalization as the circumstances may require.
11. Indemnify the Management, Chess SA, the LOC and anybody acting on behalf of any of the above associations or institutions, against all actions, claims, injury, loss or damage whatsoever the child or myself may sustain or be involved in directly or indirectly, arising out of the said participation, activities and/or events,

whether on the premises or elsewhere, whether it is/was due to the negligence, default or omission of any such association, institution or individual; Undertake not to institute any action or other proceeding against any of the associations, institutions or individuals referred to above, in respect of any of the activities, events and /or circumstances referred to above;

12. Player will represent him / herself to the best of his/her ability.
13. Conduct him/herself in a manner which will bring credit to his/her region and chess in general.
14. Abide, always, by the rules and regulations of the organizers, including but not limited to the FIDE Laws of chess, the rules of the tournament and any team rules as laid down by the Organizers.
15. Accept and always abide by the decisions of the arbiters and organizers.
16. Act always in the best interests of chess and as expected from a member of Chess SA.
17. Be bound by the decisions of the tournament disciplinary committee, such committee to consist of at least the Chief Arbiter of the tournament, one arbiter not officiating at the tournament, one person from the LOC and one person from Chess SA.
18. Agree that details of any disciplinary proceedings be made available to the Disciplinary Committee of the organizers and/or Chess SA which may result in further action from them.
19. Players should be aware that any problems, social or otherwise that may occur during the tournaments, must be brought to the immediate attention of the LOC whose duty it will be to deal with the matter immediately and in strict confidence.



## Annexure B TOURNAMENT REGULATIONS

### 1. INTRODUCTION

This document contains the official Tournament Regulations and supersedes any other regulations appearing anywhere regardless of the format(s).

All references to "him", "his", etc. also includes the female equivalent.

### 2. AGE GROUPS

2.1 The following age groups (Open and Girls) will be contested:

2.1.1 U8 (born 2014 and later)

2.1.2 U10 (born 2012 or 2013)

2.1.3 U12 (born 2010 or 2011)

2.1.4 U14 (born 2008 or 2009)

2.1.5 U16 (born 2006 or 2007)

2.1.6 U18 (born 2004 or 2005)

2.1.7 U20 (born 2002 or 2003)

### 3. TOURNAMENT FORMAT

3.1 All pairings and results will be published on chess-results. These are the official pairings and results and supersede any other pairings/results appearing elsewhere regardless of the format(s).

3.2 The following is applicable to each age/gender group.

3.3 There will be 3 Stages to the Championships:

3.3.1 Stage 1: Wild Card

3.3.2 Stage 2: Round-Robin

3.3.3 Stage 3: Knock-Out

3.4 Stage 1: Wild Card

- 3.4.1 Open to all players who did not qualify via the 2022 Grand Prix- and Top 10 Rating Lists.
- 3.4.2 Play an 11-round Swiss.
- 3.4.3 Time control: 10+2 (10 minutes per player with an increment of 2 seconds per move starting from move 1).
- 3.4.4 The following tiebreaks will be applied in the order listed below:
  - 1. Direct encounter (only applicable if all players on the same score have played each other).
  - 2. Number of wins (Forfeit/Default and Bye games excluded).
  - 3. Median Buchholz 2.
  - 4. Buchholz Cut 2.
  - 5. Sonneborn-Berger.
- 3.4.5 The top 4-8 players (as per the final standings, taking tiebreak scores into account) will advance to Stage 2. However, this number might be increased depending on the number of automatic qualifiers in Stage 2 (to preserve either a total of 32 or 64 players in Stage 2).

3.5 Stage 2: Round-Robin

- 3.5.1 Includes the automatic qualifiers plus the Top 4-8 players from Stage 1.
- 3.5.2 The players will be ranked according to Hybrid Main Rating and placed into groups of 8 players each (see tables below) with #1 being the highest seeded player.

32 Players

Group 1	1	8	9	16	17	24	25	32
Group 2	2	7	10	15	18	23	26	31
Group 3	3	6	11	14	19	22	27	30
Group 4	4	5	12	13	20	21	28	29

64 Players

Group 1	1	16	17	32	33	48	49	64
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Group 2	2	15	18	31	34	47	50	63
Group 3	3	14	19	30	35	46	51	62
Group 4	4	13	20	29	36	45	52	61
Group 5	5	12	21	28	37	44	53	60
Group 6	6	11	22	27	38	43	54	59
Group 7	7	10	23	26	39	42	55	58
Group 8	8	9	24	25	40	41	56	57

3.5.3 Each group will play a 7-round Round-Robin.

3.5.4 Time control: 15+5 (15 minutes per player with an increment of 5 seconds per move starting from move 1).

3.5.5 The following tiebreaks will be applied in the order listed below:

1. Direct encounter.
2. Number of won games (Forfeit/Default/Bye games excluded).
3. Sonneborn-Berger.
4. Koya.

3.5.6 The top 4 players in each group (as per the final standings, taking tiebreaks scores into account) will advance to Stage 3.

### 3.6 Stage 3: Knock-Out

3.6.1 Players will play 2 games (once as white and once as black) per match.

3.6.2 Time control: 20+10 (20 minutes per player with an increment of 10 seconds per move starting from move 1).

3.6.3 The winner of the match will advance to the next round of the Knock-Out.

3.6.4 In the event of a tied match (scores being equal at 1-1) after Game 2:

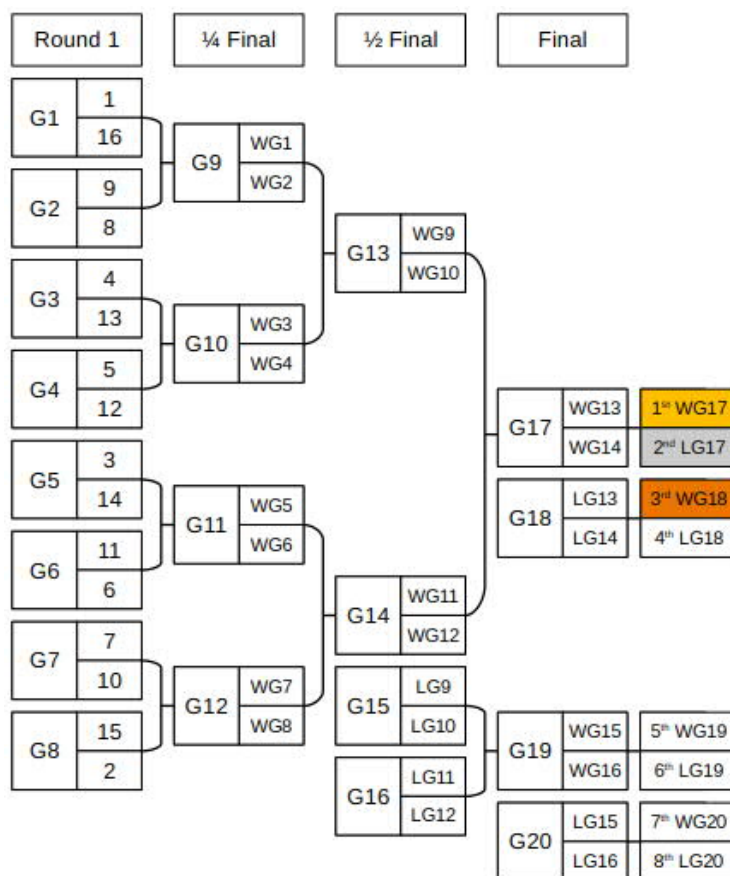
1. The players will play a single Armageddon game where white will receive 5 minutes and black 4 minutes with no increments.
2. The winner of this game will be declared the match winner.
3. In the event of this game ending in a draw, then black will be declared the winner.

4. Before the Armageddon game takes place, one player should select the colour he wants to play with. The following website ("Wheel Decide", a random generator, <https://wheeldecide.com/>) will be used to determine who will have the privilege to select white/black. The configuration of the wheel will be selected by the Chief Arbiter. His decision is final and cannot be appealed. The selection will take place on Zoom (players should be logged in to view) to ensure transparency and fairness.
5. There will be a 5-minute break between Game 2 and the Armageddon game

3.6.5 Players who lose their match in the Quarter- or Semi- Finals are not knocked out of the event. They still could play for 3rd-8th place.

3.6.6 Following are the pairings for the Knock-Out. Before players are paired, they will be ranked according to Hybrid Main Rating.

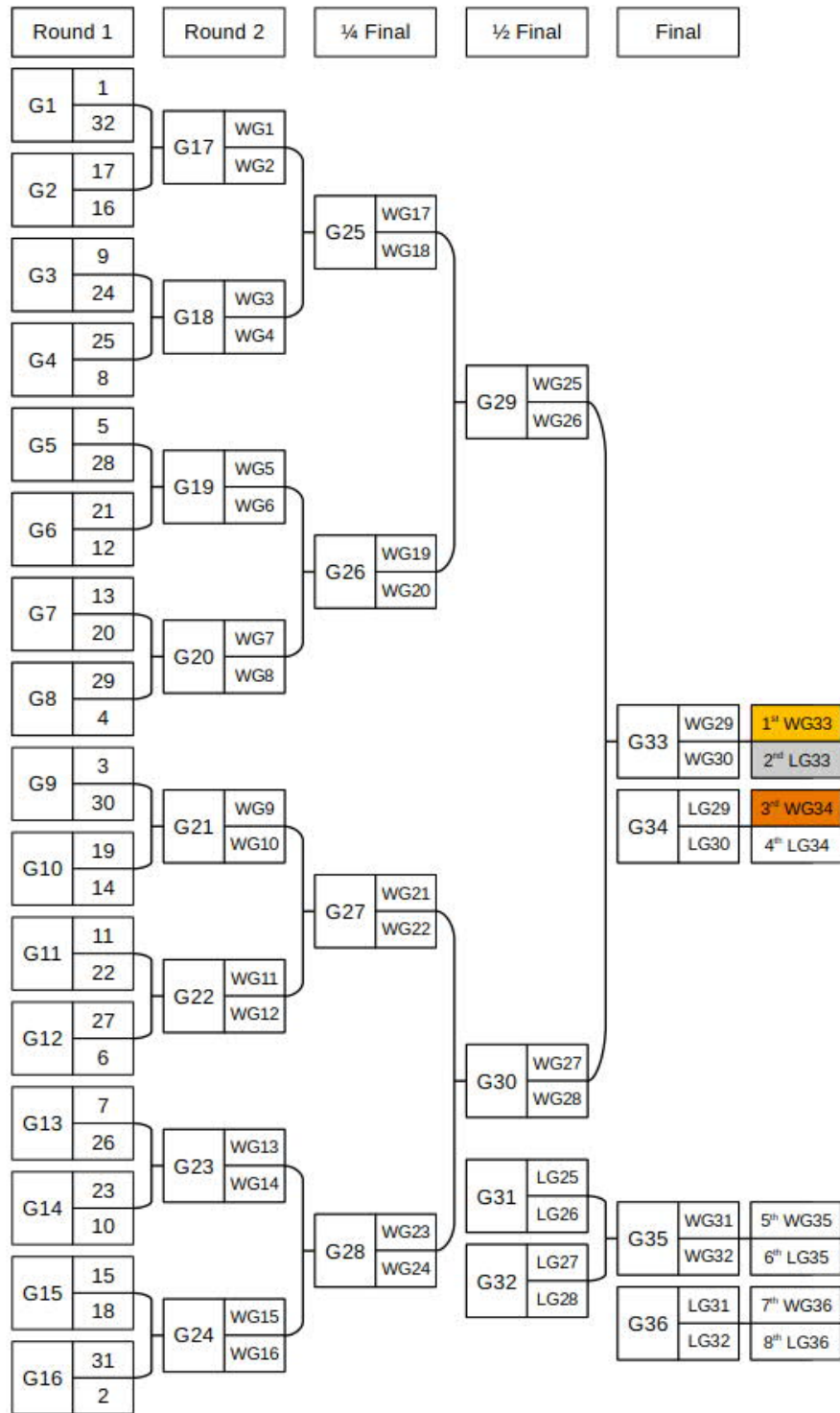
16 players



- The pairing on this format is under review and will be finalized before the end of Stage 2.



32 players

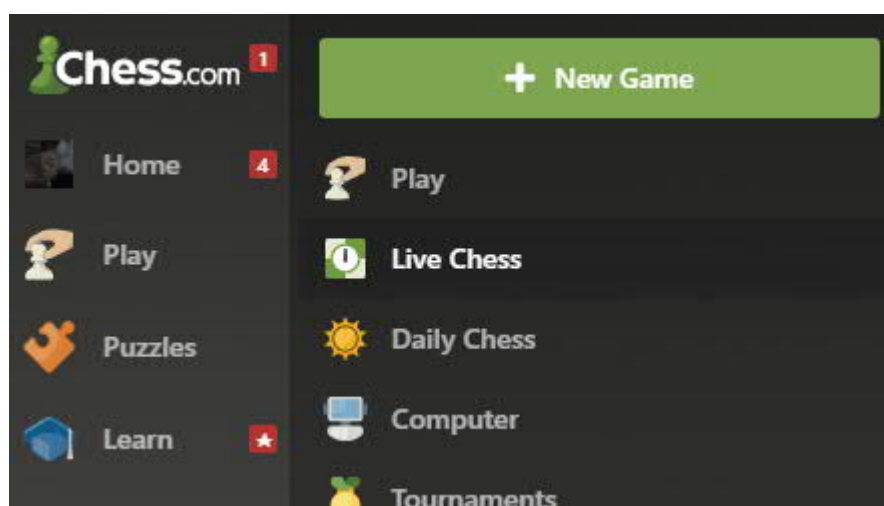


- The pairing on this format is under review and will be finalized before the end of Stage 2.

## 4. PLAYING PLATFORM

4.1 All games will be played on chess.com (<https://www.chess.com/home>).

- 4.2 Players must ensure that they have valid Chess.com accounts.
- 4.3 Players must ensure that they are logged into Chess.com no later than 15 minutes before the start of a round and ensure that they are in “live” (the URL will read as follows: <https://www.chess.com/live>). However, it is highly advised that players log in earlier to ensure that they are logged in properly, their internet connection is working, etc. The Online Arbiters as well as Hub Arbiters will need to do the necessary Fair Play checks, etc.
- 4.4 Login procedure:
- 4.4.1 Go to <https://www.chess.com/home> and log in.
- 4.4.2 Once logged in, on the left menu, click Play and then Live.



The URL once the player is in Live (<https://www.chess.com/live>).

- 4.5 Once a player is logged in, he may not play any friendly games on any platform (including Chess.com) using any device.
- 4.6 All games will automatically be started by the Pairing Arbiters.
- 4.7 The default arrival time for each game will be 5 minutes. Any player who is not logged in to Live once the games have officially started will be defaulted. Players who log into the game after it has started but before the default time, will have time deducted from their clocks (the number of minutes they were late).
- 4.8 Once a player has completed his game: It is advised that the player remains logged in to Chess.com. However, the player is free to log out but must ensure he is logged back at least 15 minutes before the start of the next round. The player must also immediately report the result of his game to the Hub Arbiter. Once the player has finished his game, he must immediately leave the playing

area and may not return while there are other games still being played in his Hub.

- 4.9 When registering for the event, players must ensure that their handles/usernames are correctly spelled (upper/lower case letters, underscores, etc.). It will be the player's own fault if his game cannot be started due to an incorrectly spelled handle/username.
- 4.10 Player may only play with the same handle/username/account throughout the Championships.
- 4.11 No friendly games allowed between rounds on the same handle the player uses to participate in the tournament.

## **5. INTERNET AND EQUIPMENT USED BY PLAYERS**

- 5.1 Zoom will be used as a virtual platform and players must ensure they have it installed on their equipment.
- 5.2 Player may use any device (pc, laptop, tablet, mobile phone) but will be solely responsible for the working state of the device. Only one such device may be used during a game and must be declared to the Arbiter before connecting to the internet. The Hub Arbiter will check that there is no other software running on the device. The player may only have his browser, zoom (when applicable) and his task manager open while playing his game.
- 5.3 Players may use their own Wi-Fi, fibre, ADSL, etc. to connect to the internet. However, the player will be solely responsible to ensure that his internet is good enough to connect to the internet, is stable, has enough data (if applicable), etc. Chess South Africa, the LOC, Arbiters, or any other persons/bodies organising this event, will not be held responsible for a bad connection, loss of connection, data running out, etc. (any reason why a game is interrupted due to technical issues). It is highly advised that players have a secondary device (backup) on standby in case of a technical issue. However, this device may not be in the same playing area.
- 5.4 If a player is playing using a connection provided by the Hub, it will be the responsibility of the Hub Organizer to ensure that the connection(s) used are stable and in working order. Any technical issues should immediately be reported to the Technical Panel.



- 5.5 During play, a player may only have one tab open in his browser (Chess.com). For the latter stages of the event (or in certain circumstances) a 2nd tab may be open (Zoom).
- 5.6 Before play, players must ensure that their device is set to disable any automatic updates, etc.
- 5.7 Players using tablets and mobile phones: Ensure that the sim card is removed before connecting to the internet. The sim card must be placed on the table in full view of the Hub Arbiter or (preferably) given to the Hub Arbiter for safe keeping. When playing with a tablet/phone, the device must be placed flat (or at an angle, e.g. leaning against something) on the table. The player must sit at a table as if he is using a laptop/pc.
- 5.8 Players not playing from a Hub. However, the player will be required to play on Zoom, share his screen and have a camera (his laptop and one displaying his whole room – table, immediate playing area, etc.) always open with no virtual background (ref to 12.4).



Incorrect setup of camera



Correct setup of camera

Area below table not visible  
and screen not clear.

Screen, desk, and area below desk clear.

## 5.9 Lighting

5.9.1 Adequate and even lighting is required, including on the players' faces.

5.9.2 Natural light can be sufficient but artificial lighting is highly recommended for consistency.

5.10 Please ensure that you and your surroundings will always be visible on camera.

5.11 It is required that any social media notifications be turned off before the beginning of play each round.

- 5.12 Players should be alone in their playing area, ideally in a location with limited foot traffic.
- 5.13 Players should be facing a wall in their playing area and are prohibited from directly facing a window or door.

## 6. HUB DEFINITIONS

- 6.1 A hub is defined as a pre-approved venue (room, hall, etc.) where more than one player participates in the tournament. All hubs must follow the Covid protocols and submitted to their Covid Compliance Officer and Regions before the hub is formally established if all are not from the same household.
- 6.1.1 If players from the same household, play at the same residence they do not have to register a hub if:
1. Each player has their own camera(s).
  2. Each has its own device.
  3. Each player has a separate room/enclosed space.
  4. Log-in to his/her own Zoom session.
- 6.1.2 If more than one person, including players from the same household, play at the same residence they do not have to register a hub if:
1. Each player has their own camera(s).
  2. Each has its own device.
  3. Each player has a separate room/enclosed space.
  4. Log-in to his/her own Zoom session.
  5. Must follow Covid protocols.
- 6.1.3 If more than one player, including players from the same household, play at the same residence, it must be registered as a hub if:
1. They only have one camera.
  2. Each player has its own device.
  3. Share the same playing area.
  4. The camera must be installed as per Annexure B, Section 7.5.

## 6.2 Types of Hubs

### 6.2.1 Official Hubs

6.2.2 An "Official Hub" is where The LOC has provided the infrastructure for the hub i.e. the playing venue, internet, tables and chairs was rented/supplied by the LOC.

### 6.2.3 3<sup>rd</sup> Party Hubs

A 3<sup>rd</sup> Party hub is where an organization/organizer requested the LOC to host a hub. Although the LOC might sponsor some of the costs, it is still not an "Official Hub"

6.3 Only players, Hub Arbiter and any pre-approved personal (e.g. Covid Compliance Officer - CCO) may be present inside the Hub while games are in progress. The CCO may not interact with any players while their games are in progress except when executing his duties as described by the Health and Safety Regulations.

Hubs can be registered here: <https://forms.gle/dgL4ZQW4R2P1VUCk8>

Contact your regional representative for the hubs in your area (refer to section 12).

## 7. PLAYING RULES

7.1 When playing, players must sit in such a way that the screen of their devices are always visible to the Hub Arbiter. Players playing with tablets/phones must have their device flat on the table (or at an angle if preferred) and at no time may lower the device below the surface of the table. Any such actions will be deemed as an attempt at cheating.

7.2 Players may not make use of earphones, hoodies (cover their heads), etc. during play. Any player using an electronic device for medical purposes: this must be declared to the Hub Arbiter before they log on to the internet.

7.3 No player will be allowed to take a "toilet break" or leave the Hub (playing room) while playing, except for medical reasons/emergencies. Any player that needs

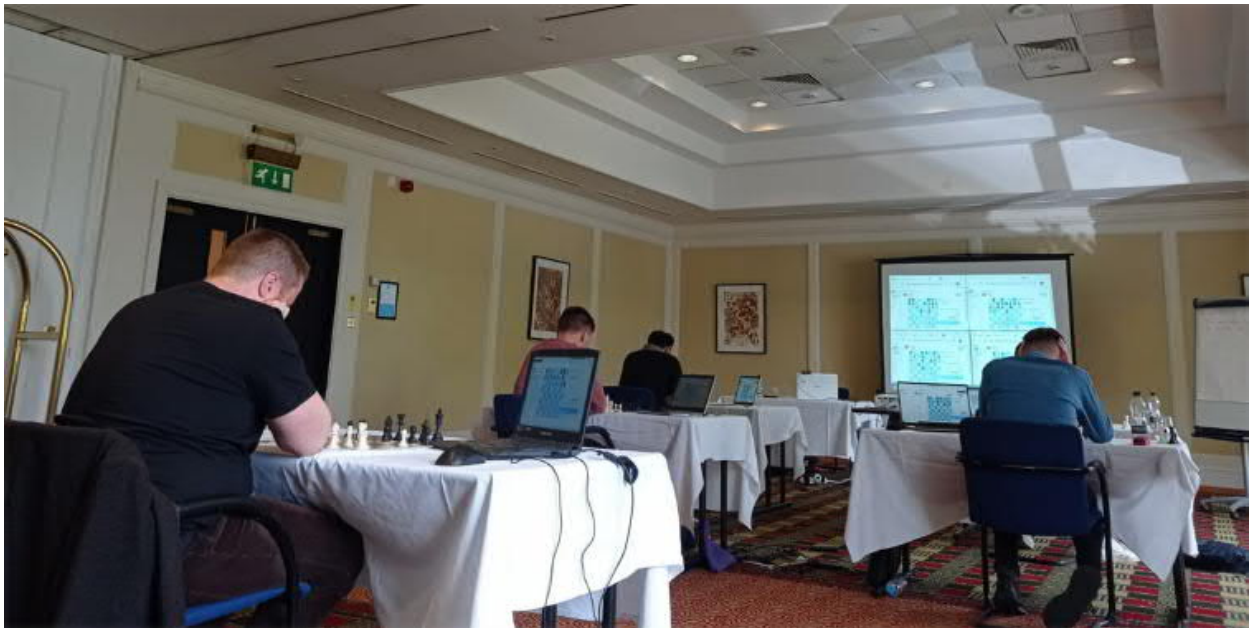
to leave the Hub for medical reasons must declare this to the Hub Arbiter (e.g. taking of medication, etc.).

7.4 While playing, a player may not view other games in progress on his device. The only game that may be “open” on his screen is his own game.

7.5 Each Hub must be equipped with a camera that must be connected to Zoom (link will be provided later) and activated no later than 30 minutes before the start of a round. The camera (webcam, another laptop, mobile phone, etc.) must be placed in such a way that it is elevated so that the whole Hub is visible (playing area, tables, players, entrances to the Hub, etc.). The Online/Pairing arbiters may request the camera to be moved/changed to have a better view of the Hub.



Incorrect placement of hub camera – player screens not visible.



Correct setup of hub camera. The camera needs to be more elevated than what the picture shows.

#### 7.6 During Stage 3 – Knock-Out:

7.6.1 Each player must have, in addition to the hub camera, a camera showing his/her face from the front.

7.6.2 Each player must share his/her screen with the arbiter.

7.7 Hub Arbiters will be allowed to have their mobile phones with them while games are in progress. They must ensure that the phone is on silent and will not make any noises while games are in progress. The reason for this is that the Hub Arbiter can be in quick contact with the Chief Arbiter, Technical Panel or Online Arbiter in case of a technical issue, issue with a game, etc.

7.8 Disabled players. Any disabled player who is not able to execute his moves on the device may make use of an assistant who will perform this duty. The following shall apply:

7.9 The assistant (for each player and round) must be communicated to the Chief Arbiter no later than 30 minutes before the start of the round. Only persons approved by the Chief Arbiter will be allowed to assist. The assistant may not be a parent, another player from the same Hub who has finished his game, the Hub arbiter, a coach, etc.

7.10 The disabled player will be allowed to use another checkboard (e.g. Braille) to play his moves. The assistant may only copy this move to the platform. In the

event of the assistant making an error (playing the wrong move than what the player made on his board), the Hub Arbiter must be immediately informed.

- 7.11 Hubs will be allowed to provide their players with internet (Wi-Fi, fibre, ADSL, etc.). If so, the Hub Arbiter/organizer (or his technical assistant) must ensure that the connection has a proper speed, can allow multiple devices to connect at the same time, etc.).
- 7.12 The infrastructure at "3<sup>rd</sup> Party" hubs is not the responsibility of 2022 Online SAJCCC Organizers or Chess SA and cannot be held responsible for any loss of connection, failures, power outages etc.

## 8. CHEATING

- 8.1 Cheating will be viewed in a profoundly serious light.
- 8.2 Cheating will be divined (but not limited to) as receiving any form of advice from any other person (in any way, shape or form whatsoever), making use of chess software, making use of any other chess playing sites (except Chess.com), making use of chess books, chess notes, etc. while playing a game.
- 8.3 Any player that is found guilty of cheating will be banned from participating any further in the Championships. All his previous games will be changed to 0 (losses) and rated as such. The scores of the affected opponents will be decided by the Chief Arbiter. Chess South Africa and the LOC will take further disciplinary actions against such players.
- 8.4 If, during the Championships, a player's Chess.com account is flagged (suspended, stopped, banned, etc.) by Chess.com, the player will be deemed as having cheated.
- 8.5 Game analysis and verification:
  - 8.5.1 All games will be sent for analysis by Prof Ken Regan – see 2.
  - 8.5.2 Should a game be flagged by the analysis and verification process for potential cheating, the player will be banned from the rest of the tournament and all following stages. All the player's games will be defaulted, the opponent will receive the point and the names will be published.
  - 8.5.3 The decision is final and cannot be appealed.

8.5.4 Results will only be final after the games has been verified and analysed.

## 9. APPEALS

- 9.1 A player may appeal the result of a game if he suspects that his opponent has cheated. The player will be committed to paying a R200 Appeals Fee (which will be returned if the appeal is successful). However, the burden of proof is on the player to demonstrate that his opponent has cheated.
- 9.2 All appeals (including proof and a completed complaints from documenting the player's reasons and findings) must be completed online before the start of the next game otherwise the appeal will not be entertained anymore.
- 9.3 Lodge an appeal online. See section 3 Communication.
- 9.4 It must be mentioned that a cheating accusation will be viewed in a serious light and any false accusations may be to the detriment of the player himself.
- 9.5 A player may appeal against any other decision taken by any of the arbiters, however, the R200 appeals fee and complaint form (as described above) is still applicable.
- 9.6 The appeals committee will consist of:
  - 9.6.1 IA Ronald King (Chairperson)
  - 9.6.2 IM Johannes Mabusela
  - 9.6.3 IA Marius Ferreira
  - 9.6.4 IA Ronel Piek
  - 9.6.5 Any consultant the chairperson wishes to add to the committee. Consultants do not have a vote.

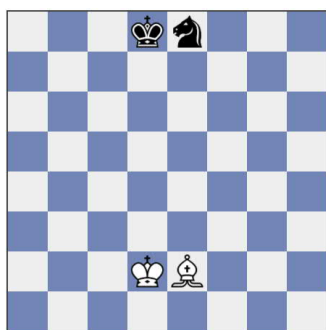
## 10. LAWS OF CHESS

- 10.1 The Laws of Chess will be strictly observed and applied.
- 10.2 However, some Laws are automatically applied by the playing platform and cannot be appealed. These include:
  - 10.2.1 50-move rule.
  - 10.2.2 3-fold repetition of position.

10.2.3 Insufficient mating material (dead positions).

- 10.3 The only exception to 9.2.3. In some positions the platform will incorrectly declare it a draw when, according to the Laws of Chess, this is not the case. In such an instance, the Chief Arbiter will have the right to change the result of that game.

Example.



In the following position black's time runs out. The platform will declare this position (and the game) as a draw. According to the laws of chess, white can still win.

- 10.4 In any other case, where a game is incorrectly declared as a 1-0, ½-½, 0-1, + -, - + or - -, the Chief Arbiter has the right to overrule this result and substitute the correct result.

## 11. ARBITERS

- 11.1 The principals (Arbiters) for these Championships will be:

11.1.1 The Chief Arbiter.

11.1.2 Deputy Chief Arbiter.

11.1.3 Section Arbiters.

11.1.4 Hub Arbiters.

- 11.2 All minor incidents (not relating to the games being played, e.g. minor technical issues) will be dealt with by the Hub Arbiters. All other matters will be referred to the Chief Arbiter or Deputy Chief Arbiter.

## 12. FAIR PLAY PANEL (FPP)

- 12.1 The Fair Play Panel will investigate any allegations of cheating (e.g. player received computer assistance).



- 12.2 Their findings will be final and cannot be appealed.
- 12.3 The FPP members are:
  - 12.3.1 Fanie Vorster
  - 12.3.2 Cecil Ohlson
  - 12.3.3 Heinco du Plessis
  - 12.3.4 Any person the FPP want to consult.
- 12.4 FPP members will not entertain complaints sent to them directly. Log the calls online. [Click here](#)

## **13. TECHNICAL HOTLINE**

A technical hotline will be established for Hubs so that the Hub arbiter can contact the technical team to resolve all technical issues as quickly as possible. These include issues that might arise during a game.

## **14. FINAL RESULTS**

Results will only be declared final once all Fair Play checks have been completed. Once done, the pairings, results, etc. will be published on chess-results as per the schedule.

## Annexure C HUB REQUIREMENTS

1. We prefer smaller hub at residences with a fibre- or an ADSL connection rather than hubs at big venues with large number of players.
2. Lighting
  - 2.1. Adequate and even lighting is required.
  - 2.2. Natural light can be sufficient but artificial lighting is highly recommended for consistency.
  - 2.3. Please ensure that the surroundings at the hub is always visible on camera.
3. Internet Connection
  - 3.1. A strong and stable wireless connection is acceptable but has more risk. If you are in a new location, please test your connectivity prior to game day.
  - 3.2. Do not connect more than 10 players on one Wi-Fi router.
  - 3.3. If possible, plan for a backup connection you can use in case of an emergency. It is recommended that your download speed is at least 25 Mbps per user with a latency (or ping time) of 100ms or less.
4. Webcam
  - 4.1. A functioning webcam with a resolution of at least 360p at each hub. A computer or a cell phone can be used for this purpose.
  - 4.2. Arbiters must be able to scan their playing area using their webcam. This can be done via a detachable webcam or laptop-embedded webcam.
5. Venue
  - 5.1. Strict Covid-19 regulations and must be always followed including sanitiser and face masks.
  - 5.2. The venue must be set up in such a way that players will have their devices always plugged in (if necessary) to prevent the device losing power while playing.
6. The duties of the Hub arbiter will include:
  - 6.1. Confirmation that all players are present.
  - 6.2. Confirmation that all players are connected to Chess.com.
  - 6.3. Confirmation at all Fair Play checks have been completed successfully.
  - 6.4. Periodical confirmation (as required by the Pairing Arbiter) that all Fair Play policies are being applied. Pairing Arbiters will give instructions to Hub Arbiters.

- 6.5. Confirmation that the correct results have been submitted to the Pairing Arbiters.

## **Annexure D COVID-19 PROTOCOL**

### **1. INTRODUCTION**

The aim of this document is to identify and lay down the rules and protocols to which Chess South Africa will comply to ensure all players, officials and parents are safe and protected as far as possible against COVID-19.

This document is in accordance with the requirements set out in Government Gazette Volume 660, Number 43434, dated 20 June 2020.

The above should be read in conjunction with the amended Directions of Sport, Arts and Culture under the Disaster Management Act No. 57 of 2002, dated 11 June 2021.

All references to "him", "his", etc. also includes the female equivalent.

### **2. LIST OF DEFINITIONS**

- 2.1 "Official" – Sporting Venue Manager, sporting venue employee, match official, security personnel.
- 2.2 "Professional athlete" – An athlete that earns a living by competing in a sport or receive payment for performance at international championships or related events including preparation for events or a member of a training squad for a relevant sporting body.
- 2.3 "Professional non-contact sport" – A sport whereby athletes or players are physically separated and under normal circumstances would not meet one another during an event or game.
- 2.4 "Sports body" – Any national federation, agency, club, or body, including professional league, or registered company of such a national federation, agency, club, or body, involved in the administration of sport or federation at local, provincial, or national level.
- 2.5 "Sporting venue" – A stadium, venue, sports ground, field, and venue, either enclosed or semi enclosed where matches or training may take place.

- 2.6 "Support staff" – A technical official, coach, assistant coach, kit manager, medical officer, driver, or trainer.
- 2.7 "COVID-19" - Coronavirus disease 2019 (COVID-19) is an infectious disease caused by severe acute respiratory syndrome coronavirus 2 (SARS-CoV-2). It was first identified in December 2019 in Wuhan, Hubei, China, and has resulted in an ongoing pandemic.
- 2.8 "Allowed Participants" – Only persons under the age of 60 (professional athletes, support staff and officials), and tested for COVID-19 with no comorbidities are allowed to participate.

### **3. REGULATION ABSTRACT AND REQUIREMENTS**

- 3.1 According to Annexure A of the above referred Government Gazette, Chess is deemed to be a non-contact sport.
- 3.2 According to Section 6 (b) professional non-contact sporting events for the purpose of preparation for major multi-codes sport event, international championships, national championships, local leagues at club, provincial and national level excluding combat sport is allowed.
- 3.3 According to Section 6A "Resumption of Non-Contact Sport and Training", the following provisions should be adhered to:
- 3.4 Training and matches may resume in compliance with the health protocols, without any spectators in the venue.
- 3.5 Sport bodies to submit an operational plan and full list of venue and dates of matches, training for approval to the Minister of Sport.
- 3.6 Sport bodies to keep a register, to be archived for a minimum of 6 months, with the following details of the professional athletes, support staff and officials:
- 3.7 Full names
- 3.8 Residential address
- 3.9 Cell number, telephone number, e-mail address
- 3.10 Contact details of the person or persons living in the same residence as the person attending training or matches.

- 3.11 Transportation of all players, support staff must comply with the transport Directions issued by the Minister of Transport.
- 3.12 All Sport bodies must comply with the Guidelines for quarantine and isolation in relation to COVID-19 exposure and infection issued by the Department of Health.
- 3.13 According to Section 6B "Screening and Testing of Players and Support Staff, the following provisions should be adhered to:
- 3.14 All officials and players must be subjected to temperature screening before entering the sporting venue.
- 3.15 A person with a suspected high temperature ( $\geq 38^{\circ}\text{C}$ ) may not be allowed to enter the venue.
- 3.16 A Player or a member of the support staff, including officials who test positive to COVID-19, may not be allowed to train, or participate in any training and matches.
- 3.17 According to Section 6C "Disinfection and Cleaning of the Sporting Venue": the following provisions should be adhered to:
- 3.18 The Sporting Venue and other facilities within the precinct of the venue, must be disinfected before the initial training.
- 3.19 Hand sanitiser, with at least 70% alcohol content, or be a generic alternative, and must meet the standard prescribed by the Department of Health, should be used for disinfection.
- 3.20 The person in charge of the sporting venue must ensure that:
- 3.21 There is enough hand sanitiser at the entrance of the sporting venue and inside the sporting venue to be used by the players and officials.
- 3.22 Facilities are available to wash hand with water and soap.
- 3.23 The sports body must ensure that:
- 3.24 All surfaces and equipment are cleaned before training and matches commence, and between training activities and matches.
- 3.25 All areas such as toilets, common areas, door handles, shared electronic equipment are regularly cleaned.
- 3.26 According to Section 6D "Control Measures", the following should be adhered to:

- 3.27 All appropriate information material relating to COVID-19 must be displayed in a prominent place within the sporting venue.
- 3.28 The number of personnel in the sporting venue, change room or training area at any given time must be limited as far as reasonably possible.
- 3.29 Masks should be always worn.
- 3.30 Only pre-packed meals with disposable drinking bottles are allowed in the sporting venue.
- 3.31 No persons are allowed to share water bottles.
- 3.32 All doors must remain open, where feasible, to reduce contact and ensure adequate ventilation.
- 3.33 A dedicated isolation area for use by any individual who exhibits symptoms of Covid-19 while in training or during a match, must be identified.
- 3.34 According to Section 6E "Monitoring and Compliance", the following should be adhered to:
  - 3.35 Sports bodies must ensure that players and officials before returning to training or playing, should give written confirmation to the COVID-19 compliance office:
  - 3.36 that they are healthy and do not have any signs or was in contact with any persons tested positively or suspected to have COVID-19.
  - 3.37 That all medical personnel have taken infection prevention measures with the addition of the appropriate PPE when reviewing patients with suspected or confirmed COVID-19 in the 14 days immediately prior to the event.
  - 3.38 Comply with the Regulations and the Directions pertaining to contact tracing.
  - 3.39 Ensure compliance with minimum standard to prevent the spread of COVID-19 including the following:
    - 3.39.1 Pre-match medical screening
    - 3.39.2 Sporting venue readiness and sanitation
    - 3.39.3 Compliance with sport bodies or international sport bodies protocols.
- 3.40 According to Section 6F "Appointment of Compliance Officer", the following should be adhered to:
  - 3.41 Sport bodies must appoint compliance officers in writing before resumption of training or matches.

- 3.42 A designated COVID-19 compliance office must oversee:
- 3.43 The implementation of the operational plan.
- 3.44 Adhere to the standards of hygiene and health protocols relating to COVID-19 at sporting venues.
- 3.45 Sport bodies must develop a plan for phased-in return of their players and must contain information regarding the following:
- 3.46 Professional Athletes (players) and support staff that are permitted to train.
- 3.47 Plans for the phased-in training of professional athletes (coaching) and non-contact sport matches.
- 3.48 Health protocols that are in place to protect the Professional Athletes, support staff and officials from COVID-19.
- 3.49 Measurements to ensure that the sporting venue meets the standards of health protocols and adequate space for professional athletes, support staff and officials and that social distancing measures are comply with.
- 3.50 According to Annexure C, the following should be adhered to:
- 3.51 All professional athletes (players) and sport personnel must be quarantined or self-isolated in terms of the "Guidelines for quarantine and isolation in relation to COVID-19 exposure and infection", issued by the Department of Health.
- 3.52 The COVID-19 Ready Plan must be presented for approval, and must contain the following:
- 3.53 Date of resumption of training and matches.
- 3.54 Timetable setting out the phased training (coaching), to enable appropriate measures to be taken to avoid and reduce the spread of COVID-19 in the sporting venue.
- 3.55 Management of registers with full details of players and supporting staff.

## 4. CHESS SA COVID-19 READY PLAN

In the light of the above information, Chess South Africa has developed the following protocol and plan to ensure the safety of all our professional athletes (players), supporting staff and officials.

- 4.1 COVID-19 Compliance Officer: A compliance officer will be appointed. Please refer to the appointment letter. Each Region will appoint a Compliance Officer, which will oversee the COVID-19 Protocol to be adhered to at the 2022 OSAJCCC Tournament Hubs in the specific Region.
- 4.2 Schedule: Please refer to the schedule for planned matches/tournaments.
  - 4.2.1 Stage 1: 12 – 13 February 2022 (Wild Card)
  - 4.2.2 Stage 2: 12 – 13 March 2022 (Qualifier)
  - 4.2.3 Stage 3: 9 – 10 April 2022 (Knock-Out)
- 4.3 Venues: A list of suitable sporting venues (Tournament Hubs) will be identified, which will assist with the following:
- 4.4 Ease of access control into the sporting venue, to ensure screening of all athletes, supporting staff and officials.
- 4.5 The venues should have sufficient windows and doors to ensure good ventilation.
- 4.6 The venues should have sufficient surrounding grounds area (outside), to ensure that the parents of the children could maintain social distancing while the children play inside the sporting venue.
- 4.7 The venues will be sanitised and clean as per the requirements set out in the Regulation, prior and post to every event.
- 4.8 An isolation room will be available, to isolate any suspected COVID cases, identified during the screening process.
- 4.9 The tournaments will be broken up over several weekends, to ensure that the limit of 50 persons is adhere to at the venue.
- 4.10 In between rounds, all equipment will be sanitized.
- 4.11 Hand sanitiser will be available at the entrance to the venue, as well as at strategic areas inside the venue and toilets.



- 4.12 Only disposable bottled water will be allowed inside the venue, and no sharing of water bottles.
- 4.13 Players (professional athletes) will not be allowed to run around and play with other athletes.
- 4.14 Social distancing should be always adhered to (minimum of 1.5m distance)
- 4.15 The toilets and area's will be kept clean and sanitizing air spray will be sprayed regularly.
- 4.16 The quantity of players will be limited to ensure that the requirements are adhere to.
- 4.17 No air-conditioners will be in operation during the events, and doors, windows will be opened to ensure good air flow through the venue.
- 4.18 Screening and Monitoring:
- 4.19 On entering the sporting venue, all professional athletes (players) will complete a register, and their temperatures will be taken with non-contact thermometers. The register will also contain the Screening questionnaire, as set out by the Department of Health.
- 4.20 On entering the sporting venue, the parents will complete a register, and their temperatures will be taken with non-contact thermometers. The register will also contain the Screening questionnaire, as set out by the Department of Health.
- 4.21 The professional athletes (or their parents for minors) will complete the contact details register, as set out by the Regulation.
- 4.22 All players, supporting staff and officials will complete and sign the declaration of health on entering the venue.
- 4.23 Should a player, parent, supporting staff or official answer yes to any question in the questionnaire or have a temperature of 38°C or above, the person will not be allowed to enter the venue, nor the surrounding grounds. They will be asked to leave immediately and consult their local GP for medical attention and self-isolation.
- 4.24 Should a player, parent, supporting staff or official tested positive, or a close relative living in the same residence tested positive prior to the tournament, they must notify the Hub Organiser/Compliance Officer immediately and apply to play the tournament in isolation.

- 4.25 No person will be allowed to enter if they are not wearing a cloth mask, which is covering nose and mouth.
- 4.26 No disposable masks will be allowed on the premises, to prevent the possibility of contamination and spread of COVID-19. Disposable masks hold the risk of biohazard if the players or people dispose of it or throw it on the ground.
- 4.27 Should any player, supporting staff or official develop any symptoms during the tournament, they will be moved to an isolation area, and their contact person/parent immediately contacted.
- 4.28 A contact list will be compiled, and the person will be sent home for medical treatment and self-isolation. The person to be tested and the results on the tests to be provided in writing to the compliance officer, which needs to inform the Department of Health, as well as the players on the contact list.
- 4.29 The players who were in contact with the person will immediately be notified, as well as their parents – to be aware and to be on the look-out for any symptoms in the next couple of days post the tournament.
- 4.30 The area where the player was playing will be immediately sanitised.
- 4.31 Protocol and plan inside the venue:
- 4.32 Playing Stations will be placed at least 1.5m apart, and in accordance with the requirements set out in the Tournament Regulations.
- 4.33 All tables and areas will be sanitized before, between rounds and at the end of the tournament.
- 4.34 All players, supporting staff and officials will always wear cloth masks.
- 4.35 No physical contact will be allowed.
- 4.36 Players will bring their own electronic devices.
- 4.37 The Tournament will be played on-line.
- 4.38 For the duration of the Tournament, the Player will be seated at the same station.
- 4.39 After each round, the players will leave the venue immediately, and will return to the place where his/her parents are waiting outside the venue.
- 4.40 Once the players are done with a match, and their scores are reported, they become "Spectators" and must leave the room immediately.

- 4.41 The player will sanitise his/her own device outside the venue, to be ready for the next round.
- 4.42 The stations will be sanitised between each round by the supporting staff, prior to the start of the next round.
- 4.43 Protocol and plan outside the venue:
- 4.44 Please complete the relevant registers and forms.
- 4.45 Only material masks will be allowed. All persons must always wear material masks when outside their vehicles. The mask must always cover the nose and mouth.
- 4.46 No spectators or parents will be allowed inside the venue (playing area).
- 4.47 Social distancing to be always adhered to.
- 4.48 It is recommended, that unless it is not possible at all, that no children, besides the players, are accompanying the players at the venue and surrounding grounds. This is for their own protection. We do however understand where there are small children and no other caregivers at home to look after them.
- 4.49 No children will be allowed to run around and play with each other.
- 4.50 No contact will be allowed to be made between players.
- 4.51 All spectators/parents outside the venue must keep social distancing in mind, and preferably wait in their vehicles or around their vehicles.
- 4.52 Only disposable bottles will be allowed inside the venue. No sharing of bottles will be allowed.
- 4.53 Please sanitize regularly.
- 4.54 Parents to ensure that the player's devices are sanitised between each round. This is for their own protection.
- 4.55 Should a player or parent, or any person residing in the same place of residence, develop symptoms during the tournament or within 21 days from the tournament, The Hub Organiser and Covid Officer needs to be notified immediately, to inform any possible contact persons thereof.
- 4.56 The above point is a legal requirement.
- 4.57 The Hub Compliance officer will walk around the venue to ensure that everyone complies to the protocol and plan set out.

- 4.58 Please ensure social distancing in the toilets as well.
- 4.59 Please keep the area where you are waiting clean.
- 4.60 Contact Tracing of contacts:
- 4.61 Should the organisers and Covid-Compliance office been notified within two weeks from the event of any positive cases, the organisers will immediately use the registers from the event to establish close contacts with the positive case.
- 4.62 A list will be compiled, and the Department of Health will be contacted with the relevant information and to report the positive case. The contact details of the contacts to the positive case will be handed over to contact and to inform the persons.
- 4.63 Psycho-Social Support:
- 4.64 The players will be informed and supported during the events, to make them aware of the dangers and signs of COVID-19.
- 4.65 Players will be informed on the precautions necessary, such as social distancing, sanitizing and PPE.
- 4.66 Posters and information on COVID-19 will be present at the event.

## 5. COVID-19 DECLARATION

EVENT: \_\_\_\_\_

VENUE: \_\_\_\_\_

DATE: \_\_\_\_\_

COMPLIANCE OFFICER:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Attention: Compliance Officer – {Region / HUB}

Dear Sir, \_\_\_\_\_

Declaration: \_\_\_\_\_

I, \_\_\_\_\_ (player), ID number \_\_\_\_\_,

herewith declares to the best of my knowledge the following:

I am under the age of 60.

I do not suffer from any comorbidities.

I am currently free from COVID-19.

I did not have and do not have any of the following symptoms of COVID-19 in the 14 days immediately prior to this event or training:

- o High fever
- o New continuous cough
- o New unexplained shortness of breath

I have not been in contact with a COVID-19 confirmed or suspected case in the 14 days immediately prior to this event or training.

I have read and understand the COVID-19 Protocol and Prevention Plan.

I declare that I will comply to all the rules set out by the Protocol and Prevention Plan.

I indemnify Ekurhuleni Chess from any Liability due to any loss or illness due to participation in any chess event.

Signed on this \_\_\_\_\_ day of \_\_\_\_\_ 2020.

Signature Player/Official

Signature Parent/Legal Guardian

(For persons under the age of 18)

## 6. COVID-19 REGISTER

TOURNAMENT EVENT: \_\_\_\_\_

VENUE: \_\_\_\_\_

DATE: \_\_\_\_\_

Compliance Officer: \_\_\_\_\_

To prevent the spread of Covid-19 and reduce the risk of exposure, please complete the screening. If you experience any symptoms, please report immediately to the Compliance Officer, and leave the venue. Please refer to your own GP and isolate. I hereby declare that I have read and understood the questions and provided a truthful answer herewith. Please sanitise regularly and wear your mask during the event. Please adhere to social distancing of at least 1.5m. PLEASE NOTE – NO PARENTS ARE ALLOWED INSIDE THE PLAYING AREA.

### ATTENDANCE REGISTER & COVID-19 SCREENING

FULL NAMES	RESIDENTIAL ADDRESS	SIGNATURE	Temp °C	Fever Y/N	Dry Cough Y/N	Sore Throat Y/N	Redness of eyes Y/N	Breathing difficult Y/N	Body Aches Y/N	Lost smell Y/N	Lost taste Y/N	Nausea or vomiting Y/N	Fatigue/ Tired Y/N	Diarrhea Y/N	Travelled past 2 weeks to other provinces? Y/N and	In contact with any positive tested person in the past 14	You or persons living with you self-isolated the past 14 days

## 7. APPLICATION FOR ISOLATION

Should a player, or a close relative, or any person residing at the same residence, been in contact with a Covid-19 Positive tested person, within 7 days prior to the tournament, kindly refrain from playing at the Tournament Hubs. Please complete the following application for approval to play in isolation. Special rules will apply under these conditions and will be communicated in the Tournament Regulations.

I, \_\_\_\_\_ (player), ID number \_\_\_\_\_, herewith declare the following (please select the applicable):

I suffer from comorbidities.

A person residing in the same residence suffer from comorbidities.

I have been in contact with a person who tested Positive for COVID-19 the past 7 days.

I have or had any of the following symptoms of COVID-19 in the 14 days immediately prior to this event:

- High fever
- New continuous cough
- New unexplained shortness of breath

I have been in contact with a COVID-19 confirmed or suspected case in the 14 days immediately prior to this event.

Kindly provide permission to take part in the Tournament in self-isolation and under the conditions provided in the Tournament Regulations (such as, but not limited to, playing with 2 cameras and on Zoom).

Address where the tournament will be played:

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Signed on this \_\_\_\_\_ day of \_\_\_\_\_ 2022.

Signature Player/Official

Signature Parent/Legal Guardian  
(For persons under the age of 18)

## Annexure E Do's AND DON'TS

1. Make sure you registered your chess.com handle and not your LiChess handle for the tournament.
2. Do not switch of your mic during the game.
3. Do not talk to anybody during the game without the permission of the arbiter.
4. Do not play "friendly games" between rounds with the same handles you use to participate in the tournament.
5. If there are more than one player at a premise, you must register as a hub (see Annexure B section 0)
6. Do not log with the same handle to chess.com on two different devices. Both devices will be kicked out of chess.com, even if you are busy with a game.



## **Annexure F BETWEEN ROUNDS**

1. Log into Zoom about 15 min before the round if you are not logged in.
2. Wait in the waiting room until the arbiter let you in.
3. Your camera must be switched on.
4. Your mic must be on for the duration of the game.
5. Mute the mic when your games have finished. Do not leave the device with the mic still switched on.
6. The Zoom arbiter will stop the Zoom session between rounds. You must log-in to the Zoom session gain in time for the next round.
7. The arbiter will open the session 30 minutes before the start of the next round.

## **Annexure G AT THE BEGINNING OF THE ROUND**

1. Start this process 15 minutes before the start of the round.
2. Login into the correct Zoom session.
3. Wait in the waiting room until the arbiter let you in.
4. Login to chess.com
5. Go to the "live" playing zone. This is important.
6. Once logged in to chess.com, stay with your device.
7. When your opponent is present as well, the arbiter will pair and start your game.
8. Your clock will start running immediately, if you are at your device or not!
9. The games will therefore not all start at the same time.
10. Once the arbiter is finished starting the games, he/she will start defaulting players that are not present (after the default time).
11. Please be patient.

## **Annexure H INSTRUCTIONS FOR TRIAL RUN / TECHNICAL SESSION**

1. The Trial Run / Technical Session is mandatory.
2. Log in to the correct Zoom session from 18:00 onwards.
3. Make sure your name is displayed on Zoom: "U14G Ann Other".
4. Wait in the Zoom waiting room until the arbiter lets you in.
5. At 19:00:
  - 5.1. The arbiters will start pairing players randomly in case of the Trial Run.
  - 5.2. For the technical session, there will be no online play. The arbiters will explain the operations for the tournament. This session is mandatory.
6. You will be paired against the first available player and not in your section.
7. The trial run is only to familiarise yourself with the process.
8. When you played one game, you can leave or stay for more games.
9. See you tomorrow morning at 8:00

## Annexure I WHATSAPP GROUP POLICY

During the tournament, the LOC will use five WhatsApp Groups for communication purposes. The names, members and the objective of the groups are as follow:

### 1. WHATSAPP GROUPS

#### 1.1 SAJCCC Broadcast

##### 1.1.1 Members

Players, parents, and coaches involved in the 2022 SAJCCC.

##### 1.1.2 Group Objective

Communicate general information including the start of rounds, circular updates, procedures, and information relevant to everybody.

#### 1.2 SAJCCC Help Desk u8-u12

##### 1.2.1 Members

Players, parents, and coaches involved in with players in the u/8 to u/12 age groups of the 2022 SAJCCC.

##### 1.2.2 Group Objective

Assist the members with specific help by the LOC.

#### 1.3 SAJCCC Help Desk u14-u20.

##### 1.3.1 Members

Players, parents, and coaches involved in with players in the u/14 to u/20 age groups of the 2022 SAJCCC.

##### 1.3.2 Group Objective

Assist the members with specific help by the LOC.

#### 1.4 Chess Unrepresented Reg

##### 1.4.1 Members

Players, parents, and coaches where their region chose not to support them during this tournament. These regions include Capricorn, Ehlanzeni, Ethekwini, Frances Baard, Nkangala, West Coast, Western Province and ZF Mgcawu.

#### 1.4.2 Group Objective

Assist the members with information and help for the duration of the tournament.

### 1.5 2022 SAJCCC Arbiters

#### 1.5.1 Members

The Tournament director, Chief Arbiter, appointed arbiters and other individuals as decided by the LOC.

#### 1.5.2 Group Objective

Improve communication between the members.

### 1.6 SAJCCC LOC

#### 1.6.1 Members

Individuals appointed by Chess SA and individuals contributing to the tournament.

#### 1.6.2 Group Objective

Improve communication between the members.

## **2. GENERAL POLICY AND NOTICE FOR EACH ONE OF THE ABOVE GROUPS ARE:**

#### **\*WELCOME\***

Welcome to the new members. Please read the following carefully. If you do not agree to adhere, please leave the group immediately:

#### **\*Purpose\***

This group is established for the use of the SAJCCC Chess Tournament. With you joining this group you give us consent for being part of this WhatsApp group. As such, you are

herewith notified that you are entitled to refuse such consent and you may exercise such a right by leaving this group at any time.

Should you elect to remain in this group, it will be accepted that you have consented to being a part of this group and to your personal information (being your cell phone number and name if on other persons contact lists) being viewable by any person in this group.

In this regard, we request that all members of this group do not make use of such personal information for whatsoever reason, without obtaining the consent of the relevant person.

I acknowledge that I have read and agree to the latest circular and tournament regulations available on the website ([www.sajccc.co.za](http://www.sajccc.co.za))

**\*Members\***

See section 1 above.

**\*Objective\***

See section 1 above.

**\*Rules\***

1. Created to only discuss SAJCCC matters relevant to most of this group.
3. English only.
4. No jokes, except chess jokes 😊
5. Be nice to each other.
6. This is not the place to rant and rave.
7. Respect each other and their views.
8. No party politics.
9. No religion.
10. Resolve issues in a civil manner.
11. Play the piece, not the opponent.
12. No spam and fake news. Check your sources.
13. Message in one single chunk , do not sent sentences in separate messages.
14. No dirty laundry washing.
16. If you do not respect this policy, you will be booted without ceremony.

17. The creator / admin of this group reserves the right to amend this policy at any time.

**\*Thank You's\***

We want to thank everybody upfront for their contributions, there is therefore no need from hereon to thank anybody for anything repeatedly by everybody.

When the tournament is finished, thank you's are welcome 😊

**\*Language Policy\***

We speak English on this group. It is in no way an attempt to deprive you from the opportunity to use your mother tongue. We are quite a diverse group, and it would be only plain rude to speak in a language that one of the other members of the group does not understand. It will stifle the communication and flare up the emotions.

## Annexure J TECHNICAL SESSION AGENDA

1. Login 15 min before the round start. Zoom and chess.com.
2. How does the Knock-Out works?
3. 2 x Cameras.
4. Cameras that go off
  - 4.1. Cannot move if cameras are off.
  - 4.2. Warning will be issued.
5. Loss of connection (chess.com)
6. Screen share.
7. Leave the Zoom session between rounds.
8. Armageddon
  - 8.1. How does it work?
  - 8.2. Wheel spin.
9. Arbiter check list before the round start (inform the players that you will do this)
  - 9.1. Room vicinity scan with camera
  - 9.2. No head phones.
  - 9.3. Girls with long hair must tie it back so that the ears are visible.
  - 9.4. No hoodies
  - 9.5. No earmuffs
  - 9.6. The head and ears of the player must be clearly visible.
  - 9.7. All Players must be unmuted.
  - 9.8. Task list must be open on the screen.
  - 9.9. No one else in the room
10. Players' game will not start until all is done. Default after 5 minutes.



Associate Professor of Computer Science and Engineering University at Buffalo School of Engineering and Applied Sciences

### AREAS OF EXPERTISE:

Cheating in chess



When the chess world suspects someone of having cheated in a tournament, Ken Regan is the expert who gets the call.

Using a database of tens of thousands of top-level games, Kenneth Regan, himself an international chess master, has devised a program that can help determine whether a player is playing like a human or like a computer.

A member of the Anti-Cheating Committee of the World Chess Federation from 2013-14, he helped write and edit guidelines to prevent cheating in professional chess. He continues to serve as a consultant to the committee and previously served as an expert witness for the French Chess Federation, the Bulgarian Chess Federation, and other governing bodies of chess.

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- [Kenneth Regan's website](#)