



Youngsters Chess Academy Presents 2nd Online Children Chess Tournament

Believe In Moves

Entries are restricted to 100 per category

Date: 02.12.2022 (Friday) & 03.12.2022 (Saturday)

Tournament Director: FA Sundar Rajan R (Secretary - Youngsters Chess Academy)

Prize: 30 Prizes in each category (Including Boys & Girls) (Top 10 Trophies + 20 Medals)

Certificate: e-Certificate will be given to all the participants

Entry Fees: ₹ 250

Platform: Tornelo.com

Chess Results Link: <http://chess-results.com/tnr691928.aspx?lan=1&art=0&turdet=YES&flag=30>

How to create an account in Tornelo: <https://www.youtube.com/watch?v=n36lms8FJsY>



Chief Arbiter: IA Rathinam, Anantharam

Time Schedule:

Particulars	Time (In IST)
Round 1	06.00 PM (02.12.2022)
Round 2	06.45 PM (02.12.2022)
Round 3	07.30 PM (02.12.2022)
Round 4	05.00 PM (03.12.2022)
Round 5	05.45 PM (03.12.2022)
Round 6	06.30 PM (03.12.2022)
Round 7	07.15 PM (03.12.2022)

CATEGORY	CUT OFF DATE
UNDER 08	Born on or after 01.01.2014
UNDER 11	Born on or after 01.01.2011
UNDER 14	Born on or after 01.01.2008
UNDER 17	Born on or after 01.01.2005

Entries are directed through Chessfee, Signinchess & Easypaychess

Contact:

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Mail – youngsterschessacademy@gmail.com

Rules & Regulations

1. While enrolling in the tournament, players are accepting all the following rules and regulations of the tournament & abide by them.
2. Any player who remits the prescribed Entry Fee of Rs.250 is eligible to participate in the tournament.
3. All players irrespective of their federations, can participate.
4. Entry Fee will be accepted only through an online transaction, and it will not be refunded or carried forward for any reason.
5. Organizers have the right to accept or deny any entry without assigning any reason.
6. Last date for the entry: 01.12.2022 @ 06.00 PM IST.
7. Playing Platform: <https://www.tornelo.com>
8. Players violating fair play rules are not eligible for any prize. The tournament committee's decision based on a fair play report and analysis of suspicious games will be final. No appeal shall be made against it.
9. Time control is Rapid Play – Each player shall have 10 minutes for the game with the addition of 3 seconds per move starting from the first move. The clocks of all games shall be started by the Chief Arbiter.
10. Swiss pairings shall be made on Javafo (Tornelo/Swiss Manager). Pairings will be published on chess-results.com as soon as possible after each round.
11. **Tie Break:** Following is the order of tie-break:
 1. Buchholz Cut 1
 2. Buchholz
 3. Sonneborn-Berger
 4. Direct encounter
 5. The greater number of wins including forfeits
12. If any player is absent for any round without intimation to Chief Arbiter in writing (Only to the below-mentioned mail), He/she will be removed for all the remaining rounds without further notice. youngsterschessacademy@gmail.com
13. **Tornelo:** To avoid mouse slip, turn on **move confirmation** in Game Preferences setting. Instead of dragging the pieces, click the original square, then click the destination square. Do not share your Tornelo password with anyone. Simultaneous multiple connections are not allowed. Players' tornelo.com username must match the username that was used during registration. You may not play on a private account or secret account. A player shall enter his FIDE ID as entered in the Registration form while joining the event in the Tornelo Player profile. If a player does not have a FIDE ID, he can put 0.
14. **Overriding online results:** Be aware of the various positions that are automatically declared drawn by the server. In general, the result prescribed by Tornelo will stand (see the setlist of drawn positions). However, there are positions such as the one in the diagram.



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

Positions Declared Drawn: The following combinations will result in draws for insufficient material and will be automatically declared by the server:

K+N vs K+N

K+N vs. K

K+B vs K

K vs. K

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

K+N+N vs K

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

K+N vs. K+P

K+B vs. K+P

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

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

Note: Even though participants from other federations can participate they should be of Indian Origin and should have India address because the prizes will only be sent to the local Indian address.

Final Standings will be declared in 3-4 days after the completion of the tournament.

Prizes will be sent to the player's Indian address after the final standings and the cost of transportation of the trophy or medal will be borne by the organizer.