

BY-LAW NO. 3

ACF JUNIOR CHESS CHAMPIONSHIP

last amended 5 Jan 2012

Format

1. The Australian Junior Championships, incorporating both open and girls' titles, may be run as one tournament or as separate tournaments for different age groups and/or sexes at the discretion of the ACF Council.

Titles

2.

a. A player shall only be awarded one title and any associated trophy from each tournament, that being the highest title he/she is eligible for, on the understanding that first in an older age group is higher than first in a younger age group.

b. Notwithstanding 2a, a female player may be awarded one girl's title as well as one open title.

Non-monetary Prizes

3. Non-monetary prizes, including trophies not associated with the awarding of a title, shall be awarded as follows:

A player shall receive only one under-age non-monetary prize, being the highest non monetary prize he/she is eligible for, on the understanding that first in any age group is higher than second in any age group which is higher than third in any age group, etc.

Monetary Prizes

4. Monetary prizes are in no way related to titles/non-monetary prizes. A player shall receive only one monetary prize, being the largest monetary prize he/she is eligible for.

Resolution of Ties

5. The Play-off Procedures prescribed in By-law 7 of the By-laws for ACF Tournaments do not apply to the ACF Junior Chess Championships, the overriding principle in Junior Championships being to resolve any ties quickly so that prize presentations may be made at a pre-arranged time.

5.1 Ties shall be resolved in the first instance by applying the Sum of Progressive Scores System (SPS) including the Sum of Progressive Score Cuts (SPSC), if necessary. A player's SPS involves use of the score that a player has after the end of each round. These scores are added to form the SPS. SPSC is the player's final SPS reduced by the tournament score of one or more rounds starting with the first round.

5.2.1 If more than two players are tied for first place, paragraph 5.1 shall be applied to reduce the number of tied players to two.

5.2.2 Those players shall participate in a play-off to resolve the tie consistent with the principles in paragraph 5.3.

5.2.3 If, upon the application of paragraph 5.1 it is not possible to reduce the number of players to two, the arbiter shall arrange a play-off among the smallest number of players possible exceeding two, the play-off to be

consistent, as far as possible with the principles in paragraph 5.3.

5.3 Play-off Principles

5.3.1 The tied players shall play two games in which each player has 15 minutes for the whole game in each game. Colours for the first game shall be drawn by lot and shall be the opposite for the second game.

5.3.2 If the players are still tied, two games shall be played in which each player has 5 minutes for the whole game in each game. Colours for each game shall be consistent with those in paragraph 5.3.1.

5.3.3 If the tie is still not resolved a single game shall be played in which White has 5 minutes and Black 4 minutes for the whole game, a draw for Black being regarded as a win. Colours for this game shall be drawn by lot.

5.3.4 In all Rapid Play and Blitz Championships, paragraph 5.3.1 applies except that the time allowed each player is 5 minutes. If the tie is not resolved, paragraph 5.3.3 applies.