

## Chess for Success State Team Championship Format

The team tournament is a five round Swiss format, with the outcome of the Team Matches (see below) determining the score for each round. As in the individual Swiss tournaments, the outcome of each round of matches determines the pairings for the following round.

**Definition of a Team:** A team shall consist of a minimum of 4 and a maximum of 6 players.

**Team Match:** Each team match is the best outcome of 4 “boards”, or individual games, i.e., four members of one team play individual games against four members of another team. In order to win, a team needs a minimum of two wins and a draw, or a win and three draws in the individual matches. If each team ends up with two wins, or one win and two draws, the outcome is a tie. A winning outcome in a team match counts as a score of 1 for the winning team, a tie counts as 0.5 points for both and a losing score counts as a zero.

**Role of the Team Captain:** The Team Captain is one of the four players in each match. The Captain can be a different player for each match, but cannot change during matches. The coaches assign the same or different Captain for each match. The team captain is not necessarily the best player but the player who is most likely to finish first and has the maturity to take the responsibility for the tasks outlined below.

- **Before round play begins:**
  - The Captain’s role is to see that the team plays the correct opponent, on the correct boards, and plays the correct colors. They must also make sure that the player order is correctly recorded on the score sheet for his/her team, and make sure the other team’s order is correct as well.
  
- **During round play:**
  - The Captain is responsible for promptly recording the outcome of each game on the scorecard. It is also the responsibility of the Captain to keep an accurate scorecard.
  - Scorecards will be kept on the table near the Captain for all team members to view. **Players may not ask for the score.**
  - It is then up to the player to personally decide whether they offer a draw, accept a draw, or continue to play for a win.
  - At no time may the captain show visible “reaction” to any move by his/her team member or their opponent. (see “**Note**” below)
  - The Captain should remain at the team table until the team round is complete but must position themselves as far from any remaining game as possible.
  - The team Captain may summon the TD (or their assistant) as needed, for example to call the official’s attention to an illegal move or an opportunity to begin a 50-move count. Discussions with the official should be made out of earshot of the players, and only the official may interrupt the game. All final decisions are at the discretion of the Tournament Director.

**Note:**

**Any communication verbal or otherwise could be considered game related advice and may result in a penalty for the game and/or the match at the discretion of the Tournament Director.**

- **At completion of round play:**

The Captain completes the score sheet by totaling the team score. Check with the opposing Captain that the results on both score sheets match, and turn the score sheet in to the scoring table.

**Player Order for Team Matches:** The order or the ranking of the players is predetermined by the coach/ instructor for each team and submitted to the Tournament Director prior to the tournament start, with the best player in the #1 slot, the next best player in the #2 slot, etc. Some of the criteria that can be used to determine the rankings are including but not limited to their USCF ratings (if available), club ladder performance, coach’s assessment of the player’s ability, performance in the qualifying tournament, etc. Once the player order or ranking is submitted to the Tournament Director, it will remain the same for the entire duration of the tournament.

**Player Positions During Team Matches:** During a match, the #1 ranked player from one team plays the #1 ranked player in the other team on Board 1. In other words, Board 1 for each match is always between the top ranked players from each team. Similarly, Board #2 is always reserved for a game between the #2 ranked players from each team, and so on.

If a team consists of only 4 players, then every match the team plays has a fixed order. This order cannot be changed for the duration of the tournament.

However, if the team has 5 or 6 players, the format allows some flexibility with which a coach can rotate players. In these cases, a player is allowed to play on a board as long as his/her relative position with respect to the rest of the team does not change. There are 5 allowable combinations for a 5 person team, and 15 allowable combinations for a 6 person team. These combinations are detailed in the following tables.

**TABLES**

*Legend: A= #1 ranked player on the list, B = #2 ranked player on the list, and so on.*

**5 Player Teams can choose from any one of the following columns for each match.**

5 Player Team Combinations					
Board	Allowable Player Order				
1st Board	A	A	A	A	B
2nd Board	B	C	B	B	C
3rd Board	C	D	D	C	D
4th Board	D	E	E	E	E
SUB	E	B	C	D	A

**6 Player Teams can choose from any one of the following columns for each match.**

6 Player Team Combinations															
Board	Allowable Player Order														
1st Board	A	A	A	A	A	A	A	A	A	A	B	B	B	B	C
2nd Board	B	B	B	B	B	B	C	C	C	D	C	C	C	D	D
3rd Board	C	C	D	E	D	C	D	E	D	E	D	E	D	E	E
4th Board	D	E	E	F	F	F	E	F	F	F	E	F	F	F	F
SUB 1	E	D	C	C	C	D	B	B	B	B	A	A	A	A	A
SUB 2	F	F	F	D	E	E	F	D	E	C	F	D	E	C	B