



# SCI Team Finals!

March 21, 2026

Hammond Central HS

5926 Calumet Ave.,

Hammond, IN 46320

The SCI Team Championships will take place on March 21, 2026, at Hammond Central HS, 5926 Calumet Ave, Hammond IN 46320. All players should be in the building by 8:30 am. (Note that Hammond is on Central Time.) The Finals are open to all Sixth Grade & Under and Third Grade & Under teams that qualified in a Regional, as well as all Indiana Twelfth Grade & Under and Eighth Grade & Under teams. **PLEASE READ CAREFULLY** as it is your responsibility to complete registration correctly by the deadline of March 16.

**IMPORTANT:** The Championship is rated by the United States Chess Federation (USCF). All MEMBERS of a team MUST have a USCF number to participate. Players in the Third Grade & Under section can get a free number prior to registration at <https://scichessin.org/JTP.html>. Older players must be or become members of USCF BEFORE you register your team. Memberships can be purchased at the USCF web site, <https://new.uschess.org/join-us-chess>. You may need to create an account to buy a membership.

While it is your responsibility to ensure that all your team members have valid USCF numbers for the Championship, you are not on your own. If you have any questions about memberships, please feel free to contact Joe Riegsecker at [scichessin@gmail.com](mailto:scichessin@gmail.com). It is better and easier to avoid mistakes than to fix them. Please reach out if you are unsure about any aspect of registration. The USCF web site seems especially troublesome for many coaches and parents. **Teams with unresolved USCF issues will not be allowed to play.** **Contact Joe Riegsecker well in advance if you are having problems.**

When registering your team, please remember: A team must rank all of its players according to ability, including alternates. For example, if an alternate who may be available for only 2 or 3 rounds is your 2<sup>nd</sup> best player, then that player is listed 2<sup>nd</sup> on the roster, not 5<sup>th</sup>. Alternates do not substitute *for a particular player*; if a player sits out, the others "move up" - any 4 of the players may play in any round, but those 4 players must appear in the order they are listed on the team roster.

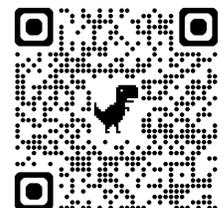
The entry fee for this tournament is \$56 per Twelfth Grade & Under and Eighth Grade & Under team and \$34 for all others. **You must register your team for State Finals NO LATER THAN MARCH 16.** To register your team, you will first need the names and USCF numbers for all team members. Then go to <https://scichessin.org/2026TeamFinals.html> and complete the process to register and pay the entry fee for your teams. If your school requires payment by check, you will have that option. But entries must be online.

All entries will be posted online at <https://scichessin.org/2026TeamFinalsEntries.html> within 24 hours of submission. If you have questions, please ask Joe Riegsecker at [scichessin@gmail.com](mailto:scichessin@gmail.com).

**Register at** <http://scichessin.org/2026TeamFinals.html>

or use the QR code!

If you are new to team chess, watch this video ([https://youtu.be/nltkpGc-s\\_k](https://youtu.be/nltkpGc-s_k)) and read the rules on the next page.



## Using Alternates

Please note the order of your players on your team roster. Your players **must** play in this order (strength order as you registered them.) If you have alternates (also listed in strength order), you are free to play any players you wish in any round, but they must stay in the listed order.

### Example

<u>Players</u>	<u>Round 1</u>	<u>Round 2</u>	<u>Round 3</u>	<u>Round 4</u>	<u>Round 5</u>
1. Bobby	<del>Bobby</del>	1. Bobby	<del>Bobby</del>	1. Bobby	1. Bobby
2. Susan	1. Susan	<del>Susan</del>	<del>Susan</del>	2. Susan	2. Susan
3. Nick	<del>Nick</del>	<del>Nick</del>	1. Nick	<del>Nick</del>	3. Nick
4. Walter	2. Walter	2. Walter	2. Walter	3. Walter	<del>Walter</del>
5. Paul	3. Paul	3. Paul	3. Paul	4. Paul	<del>Paul</del>
6. Judith	4. Judith	4. Judith	4. Judith	<del>Judith</del>	4. Judith

Check out  
the video!



## Common Rules for the Team Finals Tournament

1. Teams consist of from 3 to 7 players, but a maximum of 4 play in any given round. Teams with fewer than 3 players will forfeit their matches. **All players must be full-time students in the school they represent. Schools that share facilities but have different Indiana Department of Education numbers on this website are considered to be different schools: <https://indianagps.doe.in.gov/Search>.** Home schools and virtual schools are not eligible.
2. Players who play out of board order will be forfeited.
3. Each team can have ONE team captain. The captain is responsible for remaining at or near the table until all games are completed for that match. The team captain is responsible for ensuring that the round sheet is filled out correctly, that the sheet accurately reflects the final score of the match and is signed by both captains, and is turned in to the scorer's table.
4. If teams are tied on match points, the tiebreaking procedures are as follows: 1) U.S. Amateur Team x 2 2) Game points 3) Modified Median 4) Solkoff.
5. Trophies will be awarded to the top 10 teams in each division. Each of these teams will also receive 4 individual trophies, one for each board.
6. Rounds and time controls will be Twelfth Grade & Under and Eighth Grade & Under, 5 rounds, G/40;d5; Sixth Grade & Under, 5 rounds, G/35;d5; and Third Grade & Under, 6 rounds, G/30;d5.
7. Sets and boards will be provided. Clocks will be provided only for games going long. You may use your clock if you have one.

## Parting Words

Coaches, I well know how hard it is to get kids and parents to commit. Nag early and nag often. Don't put it off. Take care of the memberships and JTPs of the committed kids ASAP, so you have more time to work on the remaining kids. Don't be afraid to reach out if you have questions. Keep in mind that nobody cares as much about your team as you do, so check for the accuracy of your entry both online and at the tournament site. The earlier you discover errors, the easier they are to correct. At some point there may not be time to correct them. Do not show up at the site with an unregistered player and expect to add him to your team.