Scholastic Chess of Indiana Team Tournaments – An Introduction

The Scholastic Chess of Indiana (SCI) team tournaments are team vs team competitions with 4-board teams. (Another type of team tournament common in scholastic chess is the mixed team-individual tournament, where the tournament is run like an individual tournament and a team's score is determined by adding up the top scores of players from that team.) A full team consists of four players, but a team can play with three if necessary. Teams can also carry alternates. Schools can have as many teams as they want. Letters will be appended to the school name to differentiate among teams. A school's strongest team will be its A team, next strongest its B team, etc. A match consists of four games – one game between each of the corresponding players on opposing teams. Games are scored as in regular chess – one point for a win, half a point for a draw, and zero points for a loss. The team that gets the most points wins the match and gets one match point. If each team scores two points, the match is a draw. The team with the most match points at the end of the tournament is the winner!

One thing to remember is that if your team has White for a round, it doesn't mean that each team member has White. It means your #1 board and your #3 board will have White, while your #2 board and #4 board will have black.

Our regional tournaments are not rated by the United States Chess Federation (USCF), so USCF membership is not required. At the regionals, you can hand in your roster when you arrive at the tournament site. State Finals ARE rated by the USCF and your rosters must be turned in about 10 days before the tournament.

Team Rosters and How to Use Alternates

When filling out your team roster, please remember that a team must list all its players according to strength. This includes the alternates. For example, if an alternate who may be available for only one or two rounds is your second best player, then that player is listed second on the roster. Or if your best player has a conflict most of the day and may or may not be able to be there for the crucial final round, you still need to list her first on your roster if there is a chance she will play. Alternates do not substitute for a specific player; if a player sits out, the others 'move up' to fill the boards. Any 4 of your players may play in any round, but the 4 players who play must play in order of strength.

Of course, we realize with young scholastic players it is not always clear who is stronger than whom. All we ask is that you use your best judgement. Putting them in USCF rating order (for those who have ratings) is a good way to go.

See the example below. Players with strikethroughs are sitting out.

Roster	Round 1	Round 2	Round 3	Round 4	Round 5
1. Judith	~~Judith~~	1. Judith	~~Judith~~	1. Judith	1. Judith
2. Paul	1. Paul	~~Paul~~	~~Paul~~	2. Paul	2. Paul
3. Walter	~~Walter~~	~~Walter~~	~~Walter~~	~~Walter~~	3. Walter
4. Nick	2. Nick	2. Nick	1. Nick	3. Nick	~~Nick~~
5. Susan	3. Susan	3. Susan	2. Susan	4. Susan	~~Susan~~
6. Bobby	4. Bobby	4. Bobby	3. Bobby	~~Bobby~~	4. Bobby

Notice that in round 3 the team had only 3 players. In that situation, you leave the fourth board empty, not the first, even if the players available are your 3 weakest ones. (If you have only two players for a round, you must forfeit the match.)

Players who are playing on the wrong board are forfeited. If two of your players get switched, they are both on the wrong board so both will forfeit. Please help us avoid the unpleasantness of forfeitures by both explaining this to your team and checking their board order before every round.

For more information about team tiebreaks and captains, go to these sites respectively:
https://scichessin.org/TeamTiebreaks.pdf and https://scichessin.org/CaptainGuidelines.pdf