**2021 Celtic Nations Online Junior Invitational - Regulations**

There shall be three competitions:

Under-16 Open  
Under-14 Open  
Under-12 Open

1.1 All players participating in the Under-16 Open shall be under the age of 16 on January 1st of the year of the tournament.

All players participating in the Under-14 Open shall be under the age of 14 on January 1st of the year of the tournament.

All players participating in the Under-12 Open shall be under the age of 12 on January 1st of the year of the tournament.

1.2 The tournament shall be open to teams from Ireland, Scotland and Wales and Jersey.

1.3 The host server shall be Lichess and it is a condition of play that teams provide both the real name and Lichess account name of the players. The Lichess usernames and real names will be displayed on the tournament website.

**2. Participation**

2.1 Each country shall play two matches against each other country. The exception is the Under-12 tournament where there will be 6 teams (Ireland, Wales, Jersey and 3 teams from Scotland) and each team will play each other once with 5 rounds in total.

2.2 The order of play shall be decided by the drawing of lots.

2.5 All the competitions shall consist of an even number of teams.

**3. Team Structures**

The number of players in a team shall be as follows:

In the U16 Open, there shall be six players

In the U14 Open, there shall be ten players

In the U12 Open, there shall be six players

**4. Scoring**

4.1 Each team shall score 1 game point for each game won, 0.5 game point for each game drawn and 0 gamepoint for each game lost.

4.2 Each team shall score 2 match points for each match won, 1 match point for each match drawn and 0 match point for each match lost.

4.3 Each competition shall be deemed to be won by the team scoring the greatest number of game points.

**5. Tie Breaks**

5.1 Ties shall be resolved in the following manner:

(a) Result of a match between two teams

Match points

If a draw, board count

If still ties, drawing of lots.

(b) Between three or more teams

Match points. Use board count to decide match points, if necessary

If still tied, the drawing of lots.

**6. Playing Session**

Time Control shall be 25 minutes for all moves with a 5 second increment

**7. Schedule of Play (All times are GMT)**

All games to be played on Saturday 11th of December:

Round 1 9am  
Round 2 10:30am  
Round 3 12noon

Round 4 2pm

Round 5 3:30pm

Round 6 5pm

**8. Match arrangements**

8.1 The first-named team in each pairing will have the white pieces on the odd numbered boards and black on the even-numbered boards.

8.2 Each player will play one game per match.

8.3 The player having white must challenge the player playing black (see attached sheet for instructions)

**9. Fair Play Rules**

9.1 Internet chess provider anti-cheating detection will be in place, with provider sanctions and rights of appeal as set out in the provider’s terms and conditions; in the event that a player’s account has been marked or closed by the provider for using computer assistance any appeal must be made to the provider.  
  
9.2 In addition we will be screening the PGNs of the games using the FIDE Screening tool run by Professor Ken Regan.  We will also have a member of the FIDE Fair Play Commission who is an IA as Anti-Cheating Arbiter for the tournament.

9.3 A player whose account on the provider’s website has been marked or closed for using computer assistance, or has been picked up in the FIDE screen, will have all their results in the tournament set as a loss and be unable to participate in the rest of the tournament.   
  
9.4 Please note, as we are using a provider, if you use computer assistance in other games, your account could be banned mid tournament even although you have not been using it for the tournament. If the Fair Play Arbiter considers that the evidence provided by the FIDE Screening Tool does not support the action taken by the provider under 9.3, then the player may be permitted to continue playing in the tournament.  
  
9.5 Where the provider has designated an account as using chess engine assistance, the appeal to overturn this decision must go to Lichess.