

GENERAL TOURNAMENT RULES AND GUIDELINES

Tournament Format □ All sections are paired as individual Swiss System tournaments. If possible, players from the same team will not be paired. Accelerated pairings may be used or sections combined at the discretion of Tournament Directors.

Pairings

- Pairing charts for each round will be posted outside of the playing area (gym) and the skittles room (cafeteria). Each player should find his/her name on the left side of the page followed by the color and board number to be played.
- Players should proceed to the playing area five minutes prior to the start of each round and be seated at the correct board. Enter the playing room QUIETLY. Introduce yourself and ensure that you are playing the correct opponent and color. Be sure the board is set up correctly before starting to play (White on right, Queen on color).
- If there is an odd number of players in a section for a round, one player will receive a bye (i.e., not play that round). Players receiving a bye on the pairing list (it may say "wait") should report to the Tournament Director in the tournament room and wait there for final determination of pairings. Players receiving a bye on the pairing list may be paired in the tournament room at the last minute. Players with a confirmed involuntary bye receive one point.

Withdrawal

If a player must leave for any reason and will not be able to play all games in the tournament, please tell Director.

Time Control and Clocks

All clocks should face the center aisle or as the Tournament Director specifies. Players are NOT permitted to make any adjustments to clocks after the game has begun. Only Tournament Directors may correct or add time to clocks. If a player's time runs out before the game has been decided, the opponent may claim a time forfeit win or draw according to the rules of chess. Only a player may claim a time forfeit.

Tournament Director Assistance

If a player requires assistance during a game, the player should raise his/her hand. The player may also stop the clock if claiming a draw or rules violation. If the claim is denied, two minutes may be added to the opponent's remaining time by the Tournament Director. Only Tournament Directors may correct or add time to clocks.

Draws

Once both players agree to a draw, the game is over. A draw is worth 1/2 point.

Reporting Game Results

1. Immediately upon completion of the game both players raise their hands for the tournament monitor;
2. After verification by the tournament monitor, both players QUIETLY proceed to the score table with their opponent.

Results Accuracy

Wall charts will be posted as soon as possible after all players have completed each round. Players are responsible for checking□ wall charts for accuracy. Report any errors to the Chief Tournament Director or Section Monitor IMMEDIATELY.

Basic Rules

- Touch move: If you touch a piece with the intention of moving it and your opponent claims touch move, you must move it if it can be legally moved. If you intentionally touch an opponent's piece, you must take that piece if it is a legal move.
- Move determination/completion: A move is determined when you remove your hand from the piece.

Official Rules of Chess

Decisions of Tournament Directors will be based on the U.S. Chess Federation's Official Rules of Chess, Fifth Edition.

Integrity & Sportsmanship

Players, coaches, parents, and other tournament observers are expected to adhere to the principles of honesty, respect, and courtesy and to the rules of chess. The outcome of a game should be decided over the board by the players within chess rules.

- Honesty: Treat other players as you wish to be treated, with respect.
- Be on time: Players are expected to be on time for each round.
- Play quietly: No talking is permitted during a game, except for that appropriate to the game (e.g., "check, adjust, draw?").
- Never interfere in another game for any reason whatsoever, including mentioning that a flag has fallen or an illegal move made. If you must leave the tournament room while your game is still in progress, you may not discuss your game with anyone or receive any assistance relating to your game. Leave the room quietly after your game is over and you have reported the results.
- Game analysis: Do not analyze or replay your game in the tournament room.

Team Competition

Team competition is calculated by adding the points accumulated by its three top-scoring players. There is no limit to the number of players from each school, but schools must have at least two players in a section to be eligible for a team prize. In most cases, participants will not have to play against teammates. All team members must be students in the same school/club.

Reminders about Scott High School:

- No running in the halls, stay in the designated areas.
- Clean up any mess you make.