

CHESS

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- All matches will be conducted using a timed format. Each player will have sixty (60) minutes of aggregate move time on the chess clock. One match will be one hundred twenty (120) minutes in length.
- All players will play three (3) matches during the preliminary rounds in a modified-Swiss system.
- All pairings and draws in the preliminary phase will be pre-designated.
- Chess will be an open tournament with participants of both genders and of various ages.
- Matches will be governed by the “Laws of Chess,” as set forth by the World Chess Federation.
- The chess equipment used shall be the same for all games played
- In order to ensure equality in color assignments, color designations will be made along with the tournament draw by the USIG Tournament Committee.
- Players are expected to be familiar with legal moves. Players should be aware of legal maneuvers such as ‘en passant’, ‘promotion’ and ‘castling.’ Detailed descriptions of these are outlined in “Laws of Chess.”



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

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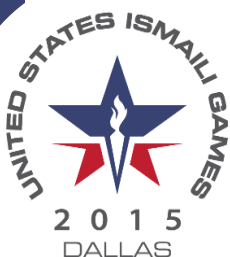
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to play unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- If a player is not wearing the proper attire, they will not be allowed to play.
- It will be at the umpire’s discretion to determine whether a player can rejoin play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire’s discretion to consult the rulebook

WEATHER, DELAYS AND SCHEDULING

- If there are unscheduled delays or weather related delays, the USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes



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OFFICIAL RULES

TOURNAMENT FORMAT – PRELIMINARY PHASE

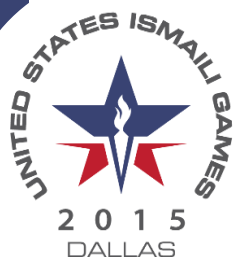
- Matches will be allotted a total of one hundred twenty (120) minutes of total match play with each player receiving sixty (60) minutes of aggregate move time.
- Points will be accrued by each player during the preliminary phase as follows:
 - One (1) point will be awarded for each win, or forfeit win
 - Half (1/2) a point will be awarded to a player for a draw, no result, or match not played
 - Zero (0) points will be awarded to a player for a loss or a forfeit loss.
- Each player will play three (3) rounds of chess during the preliminary phase.
- The draw for all three (3) rounds will be pre-selected by the tournament officials.
- In order to ensure equality in color assignments, color designations will be made along with the tournament draw by the tournament officials. During the preliminary phase each player will play no more than two (2) rounds with a single color designation.

SEEDING TIE BREAK

- The Bucholz system (described below) for rankings will be in effect (commonly referred to in other sports as strength of schedule).
 - When two or more players are tied with the identical number of accrued points from the preliminary round, the sum of all opponents' accrued points from the preliminary round will be calculated to create a "summed score" for each tied player.
 - This summed score will be used as the tiebreak for seeding purposes.
 - The player with the highest summed score will be seeded higher.
 - In the event that the summed scores are also identical, seeds will be assigned by lot or random draw.

TOURNAMENT FORMAT – PLAYOFFS

- The toss of coin will determine the color designation before the start of each game. These color designations WILL NOT be pre-determined.



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- If a match ends in a draw, a tie-break game will be played to determine a winner as follows:
 - A coin toss will determine the color designations.
 - White will be allotted six (6) additional minutes of aggregate move time and black will be allotted five (5) minutes of aggregate move time to determine a winner.
 - If the match is still a draw, then black will be declared winner and will advance in the playoffs of the tournament.

THE CHESS CLOCK

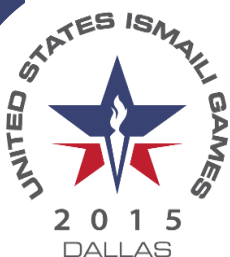
- A 'flag fall' or expiration of allotted time for a player will result in a win for the opponent.
- A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

METHOD OF SCORING

- The game is won by the player who has checkmated the opponent's king.
- The game is won by the player whose opponent declares he resigns.
- The game is won by the player whose opponent's chess clock expires. The win is only given if the player with time remaining has enough material to checkmate.
- The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate.'
- The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position.'
- The game is drawn upon agreement between the two players during the game.

PLAYER CONDUCT

- The players shall take no action that will bring the game of chess into disrepute.
- Spectators must be seated. Players who have finished their games shall be considered to be spectators.
- It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or unreasonable offers of a draw.
- The arbiter will enforce the "Laws of Chess." This includes resolving disputes and enforcing penalties which may include:
 - Warning



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- Increasing the remaining time of the opponent
- Reducing the remaining time of the offending player
- Declaring the game to be lost
- Reducing the points scored in a game by the offending party
- Expulsion from the event



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