

Utah 2008 State Elementary Chess Championship Rules

The U.S. Chess Federation's Official Rules of Chess (5th Edition)

will be used with the following exceptions:

1. Chess Notation:

1a. It is not required for players to keep score (write down moves) of their games.

1b. For those players who do wish to keep score, it is advisable (but not required) to stop writing moves if either player has less than five minutes remaining.

2. Clocks:

2a. Clocks will only be used when both players agree. However, players on the top 10 boards of each section during rounds 3-6 will be required to use a clock if one of the two players requests it and provides a clock.

2b. Time control for this tournament is G/30 (30 minutes per player per game). Chess Clocks will be set for 30 minutes for each player. NO time delay will be used.

3. Illegal Moves:

3a. When a TD observes an illegal move at anytime during a game in progress, the TD should do nothing (as opposed to Rule 11H "Director corrects illegal move in non-sudden death" and 21D2 "Correcting illegal moves observed"). It is the responsibility of the players to call attention to rules violations to their opponents or to the TD.

4. Pairings:

4a. Accelerated pairings will NOT be used in this tournament except for sections where the number of players in that section is in excess of 80, along the lines of US Chess Federation tournament procedure. (A Swiss tournament should ideally have a number of rounds adequate to reduce the number of players with perfect scores to one. Accelerated pairings are recommended to achieve similar results when the number of players in a section is more than 2 to the power equal to the number of rounds. US Chess National Scholastic Tournaments use this procedure. In Utah, it has been shown that when the number of players in a section is less than 80, accelerated pairings are not required to produce a single champion.)

5. Ratings:

5a. For seeding purposes the most up-to-date list of the UCA Scholastic Ratings system will be used, as described in the TOURNAMENT GUIDELINES AND PROCEDURES Section #6. However, players who provide their USCF identification number and who have completed more than five USCF rated games may use their USCF rating if it is higher than the UCA rating. These ratings can be found at the following link

<http://clarkwork.com/utahchess/?showpage=ucaRatings.php>

Tournament Guidelines and Procedures

1. At the board

1a. If a player has a question or concern about anything concerning his/her game; the player should raise his/her hand and ask a Tournament Director (TD) for assistance.

1b. If a chess clock is being used, the player with the concern should pause his/her clock.

2. Cell phones:

2a. Cell phones and other communication devices must be turned off in the tournament room. **This is a serious violation and a forfeit loss is often ruled. (see U.S. Chess Rule 20E1)**

3. Chess Notation:

3a. It is not required for players to "keep score" of their games.

3b. Certain rules such as claiming a draw based on the "50-move rule" or "perpetual check" or "triple occurrence of position" is typically based on showing "proof" on the player's score sheet. Since Chess notation is not required, in games in which the moves are not recorded; it is recommended that when a player wants to "start counting to 50" or attempt to achieve triple occurrence of position, the player should call for a TD to begin the 50-move count or before the third occurrence of position. The TD will then decide whether to stay and watch the game or whether to allow the players themselves to keep track of the moves.

4. Clocks:

4a. Floor Directors may set a clock on a game at any time after 30 minutes of play. Directors will explain clock rules, if necessary, to less experienced players. The director will set the clock time. The remaining time will be divided evenly between the two players. In no case shall clocks be used to shorten the total game length to less than 60 minutes.

4b. Floor Directors may check clocks to see that the correct amount of time is set for both players.

4c. In a game without a clock, a clock may be requested by a player if the opponent is "stalling" the game in an attempt to get to the point when a clock will be required. While players are encouraged to take their time and

"think" about a position, a TD may place a clock on a game before 30 total minutes of play have elapsed if the TD believes that the use of time is widely disproportionate.

4d. When a TD observes that a player's clock is ticking while it is other player's turn to move, the TD should do nothing. It is the responsibility of the players to "press the clock" after moving a piece

5. Game results:

5a. Players are to determine the outcome of the game.

5b. Players are not allowed to have any "help" from outside parties. Parents, coaches, and other observers are asked to remain outside of the playing area during games. Please avoid any "communication" which might be seen as approval/disapproval of moves, etc.

5c. Players should not comment on other players' games while in the playing room.

5d. A TD should not interfere with a game in progress unless a conflict or question arises.

5d1. When a TD observes that players agree to a result that is incorrect, the TD should do nothing. For example, if the two players agree to a checkmate when the position is not actually checkmate, the TD will allow the game to be reported as a checkmate. If the players do not agree with each other as to the result of the game, they should call for a TD for assistance while the game position is still set up on the board.

5d2. When a TD observes that a player's time on the clock has expired, the TD should do nothing. It is the responsibility of the players to call attention to their opponent's time expiring. If, however, the TD observes that both players' time has expired, the TD can declare the game a draw.

6. Registration & Substitutions:

6a. Players must be current Utah residents to participate in the tournament. The tournament is open to full-time enrolled and home school students. Students play for the team of the school where the student is either currently enrolled, or for the team of the public school which the student would attend per district boundaries.

6b. Students, Parents, and Coaches who register tournament participants are responsible to report the participant's accurate grade and school. If any coach, parent, or participant questions the validity of any participants grade, school, or state residency at the time of the tournament, they should submit a protest on the appropriate form available at the tournament, The TD will determine if the protest can be address the protest prior to the completion of the tournament or later. Either way, the TD will provide the UCA committee with the protests and they will respond to the protest as they see fit.

6c. For auditing purposes, an electronic registration list will be created and emailed/printed. This list will be generated from the final prior day's cut-off. The pairings list for Round 1 will be emailed/printed to enable verification and matching.

6d. On-site substitutions are allowed for students in the same grade at no extra charge. Other substitutions are allowed at no charge if submitted in writing or via the online registration form prior to the start of the Blitz tournament. Substitutions submitted between the start of the Blitz tournament and the beginning of the first round for students of different grades will be allowed, however, the substituting student will receive a half point bye for the first round and be subject to a \$10.00 substitution fee.

7. Tournament Controls:

7a. The WinTD Preference Set file and settings document will be provided to the tournament director by the scholastic committee. Any changes to the preference settings, except as noted in the State Tournament WinTD Preference Set Document, must be approved by the scholastic committee. A notable exception is that Team Sensitivity will be turned off for rounds 4 thru 6.

8. Ratings:

8a. The higher of a player's USCF rating (whether established or provisional) and UCA scholastic rating will be used for seeding/pairing purposes (see exception Rule 6c.). Updated USCF Ratings can be found at a link at www.uschess.org/msa. Enter name or ID number, click search, click on player's name, and go to tournament history. Look on the right column (Reg Rtg) Before/After. The bold-faced number is the latest USCF rating. UCA scholastic ratings can be found at a link on the www.utahchess.com Utah Scholastic Website.

8b. For players without a USCF rating or a UCA scholastic rating, the rating will be entered as "unrated." In the tournament pairings software program, their ratings will be left *blank* (as opposed to entering a number such as 100, 200, 300, etc.

8c. No local scholastic rating will be used to seed a player above the highest USCF rated player in any section.

9. Appeals:

9a. A player may appeal any ruling made by a TD during a game, provided that the player makes the appeal before resuming play. The clock, if used, should be paused. If necessary an appeals committee will be formed to make a decision.

9b. Appeals regarding tournament pairings should be made prior to the beginning of play for that round.

9c. The Appeals Committee should consist of at least three persons, preferably USCF-certified tournament

directors.

10. Protests:

10a. Complaints, objections, or claims of irregularity regarding the tournament should be submitted in writing as a "brief statement" on the day of the tournament.

10b. Further elaboration of the claims, including specific evidence, should be submitted in writing to the UCA Scholastic Committee at the Quarterly scholastic meeting following the tournament.

10c. Any claims of impropriety regarding an individual who may be a potential candidate for election to a scholastic committee position or tournament director position must, by necessity, postpone the election proceedings to allow for due process and fair treatment of the potential candidate.

11. Tournament Champions:

11a. If two or more players in a grade section are tied at the end of regulation rounds, they will be declared State Co-Champions. No play-off round will be held.

11b. Tiebreaks will be used to determine awards in cases where players finish with the same score.

Frequently Asked Clarifications of Rules

Excerpts from U.S. Chess Federation's Official Rules of Chess (5th Edition)

RULE #10. THE TOUCHED PIECE:

10A. Adjustment of pieces. A player who is on the move and first expresses the intention to adjust (e.g., by saying "j'adoube" or "I adjust") may adjust one or more pieces on their square(s).

10B. Touch-move rule. Except for 10A, a player on move who deliberately touches one or more pieces, in a manner that may reasonably be interpreted as the beginning of a move, must move or capture the first piece touched that can be moved or captured. Kids usually refer the above rule as "touch move-touch take".

The above two rules in other words, if a player touches one of his/her pieces, he/she must move that piece if it is legal to do so. If a player touches one of the opponent's pieces, the player must capture that piece if it is legal to do so. If a player wishes to "straighten" a piece on its square, the player should declare "Adjust" prior to touching that piece.

10I Castling.

10I2. Rook touched first. If a player intending to castle touches the rook first, there is no penalty, except if castling is illegal, then the player must move the rook if legal.

The old rule stated that in order to castle, a player on move must touch the king first.

RULE #11. ILLEGAL POSITIONS:

11D. Illegal move in sudden death. If, in a sudden death time control, a player completes an illegal move by pressing the clock, in addition to the usual obligation to make a legal move with the touched piece if possible, two minutes shall be added to the remaining time of the opponent of the player who made the illegal move.

11I. Spectators. Spectators must not point out illegal moves except to the director in a manner neither heard nor noticed by the players.

RULE #12. CHECK:

12E. Moving into check. A player may not move the king, including castling, to a square attacked by one or more of the opponent's pieces. No move may be made by any piece that puts the player's own king in check. If a player does so, it is an illegal move.

12F. Calling check not mandatory. Announcing check is not required, and it is rare in high-level tournaments. It is the responsibility of the opponent to notice the check, and a player who does not may suffer serious consequences. A player may announce check.

RULE #13. THE DECISIVE GAME:

Rule 13A. A player who checkmates the opponent's king, providing the mating move is legal, wins the game. This immediately ends the game.

13B. Resignation. The player whose opponent resigns wins the game. This immediately ends the game. Saying "I resign" or tipping over the king is a clear way to resign.

It is important that kids learn that "resignation" means a loss and to report it just like that. Quite often, they refer to the above as "s/he forfeited." As opposed to a "resignation," a "forfeit" occurs when one player fails to arrive for the game. When a result is erroneously reported like that, it may cause that the computer automatically withdrew a player from the tournament. In addition, a forfeit win may affect the tiebreaks.

13C1. Only players may call flag. Only the players in a game may call attention to the fall of the flag, it is considered to have fallen only when either player points this out. A director must never initiate a time-forfeit claim.

Once again, in sudden death a time-forfeit win never should be reported as a "forfeit."

13D. Late arrival for game. The player who arrives at the chessboard after the expiration of the only time control period loses the game.

13G. Players must give notice if withdrawing or skipping a round. A player who does not notify the tournament director well in advance of the inability to play in any round and then defaults the game under 13D may be withdrawn from the tournament. On request, the player may be readmitted to the tournament at the director's discretion.

13I. Refusal to obey rules. The director may declare a game lost by a player who refuses to comply with the rules. If both players refuse to comply with the rules, the director may declare the game lost by both players.

RULE #14. THE DRAWN GAME:

14A. Stalemate. The game is drawn when the king of the player to move is not in check and the player has no legal move. This type of draw is called *stalemate*. Providing that the opponent's previous move is legal, this immediately ends the game. Note that it is incorrect to refer to all drawn games as *stalemate*.

Often, is difficult for young players to accept the above rule, some will try to argue that they should win because they have more pieces/points. The director can simply remind the players that the object of the game of chess is to checkmate the opponent's king.

14B. Agreement. The game is drawn upon agreement of both players. This immediately ends the game.

14C. Triple occurrence of position. The game is drawn upon a correct claim by the player on the move when the same position is about to appear for at least the third time or has just appeared for at least the third time.

The above rule (also known as 3 fold repetition), basically states that if both players, move back and forth to the same exact squares, with the same piece three times, then the game is considered a draw.

14C8. Sudden death time pressure. In sudden death, a player with less than five minutes remaining may be awarded a draw by triple occurrence of position based on the observation of a director, deputy, or impartial witness(es).

14F-F1. The 50-move rule. The game is drawn when the player on move claims a draw and demonstrates that the last 50 consecutive moves have been made by each side without any capture or pawn move.

RULE #16. THE USE OF THE CHESS CLOCK:

16C. Removing a player's hand from clock. Players must remove their hands from the clock button after pressing the button and must keep their hands off and away from the clock until it is time to press it again.

16C1. Using the clock. A player must operate the clock with the same hand that moves the pieces.

16C2. Picking up the clock. Each player is forbidden to pick up the chess clock.

162Y. Assisting players with time management prohibited. No one, except a player's opponent, may call that player's attention to the fact that a flag is down, the opponent has moved, or the player has forgotten to press the clock after moving. These prohibitions also apply to the director. For a rare exception regarding calling flags in sudden death.

RULE #20. CONDUCT OF PLAYERS AND SPECTATORS:

20A. Conduct of players. Players shall participate in the spirit of fair play and good sportsmanship, and must observe the USCF Code of Ethics.

20E. Soliciting or using advice prohibited. Players are forbidden to have recourse to the advice or opinion of a third party, whether solicited or not.

20E1. Solicited advice. This is a serious violation and a forfeit loss is often ruled.

20G. Annoying behavior prohibited. It is prohibited to distract or annoy the opponent in any manner whatsoever. A director, upon a complaint by the opponent, has discretion to determine whether any particular behavior is in violation of this rule and to impose penalties.

20M5. Spectators cannot make claims. Spectators, including parents and coaches, may point out irregularities to the director in a manner neither heard nor noticed by the players, but have no right to make claims of any kind on behalf of players.

RULE #21. THE TOURNAMENT DIRECTOR:

21A. The chief tournament director. Responsible for all play, the tournament director must see that the rules are observed.

21C. Delegation of duties. The chief director may delegate any duties to assistants but is not thereby relieved of responsibility for performance of these duties.

21D. Intervening in games. The director's intervention in a chess game shall generally be limited to the following:

21D1. Answering rules questions. Answering rules and procedural question.

21D3. Warning players. Warning players about or penalizing players for disruptive, unethical, or

unsportsmanlike behavior.

21D4. Settling disputes. Settling disputes, including those regarding time forfeits and claims of draws.

21D5. Informing players. Informing players about opponent's late arrivals or about opponents' leaving the room for an extended period. When a question or conflict arises during a game, the TD will limit him/herself to the above.

For example, when a player calls for a TD and asks, "Is this checkmate?" the TD should just respond, "is there a way out of check?" rather than analyzing the position or giving a lengthy explanation of what checkmate is.

After all, it is the player's responsibility to know checkmate.

RULE #27. THE SWISS SYSTEM TOURNAMENT:

27A1. Avoid players meeting twice (highest priority). A player may not play the same opponent more than once in a tournament.

27A2. Equal scores. Players with equal scores are paired whenever possible.

27A3. Upper half vs. lower half. Within a score group, i.e., all players who have the same points, the upper half by ranking is paired against the lower half.

RULE #28. SWISS SYSTEM PAIRING PROCEDURES:

28E. Assigned ratings for rated players. The director may assign a rating to any rated player.

28N. Combined individual-team tournaments. Scholastic events are often held as individual Swiss systems, with both individual and team awards. Players are paired individually and team standings are determined by adding the scores of each school's top scorers, usually the top four. The director should try to avoid pairing teammates against each other, but an absolute prohibition of such pairings can give an unfair advantage in the individual standings to players on strong teams, who may be "paired down" against players with a lower score rather than facing each other.

28N1. Plus-two method.

a. If a score group can be paired among itself without players from the same team facing each other, this should always be done.

b. For score groups of less than plus two (plus two means at least two more wins than loses), if there is no way to pair the score group without players from the same team facing each other, these players should be raised or lowered into the nearest appropriate score group to avoid pairing teammates.

c For score groups of plus two or greater (at least two more wins than loses), **players should not be removed from their score group in order to avoid playing those from the same team.**

28U. Players may request a non-pairing against each other. Individual players may request that they not be paired against each other in any tournament. Due to the pairing problems involved, the director may not be able to honor this request. Because the importance of the above rules, it is difficult to determine at what point or which round it is necessary to turn off "team sensitivity" on the computer. It is based on the number of rounds in a tournament, the number of players per section, and the scores of the top players; therefore, tournament directors should look at the computer generated pairings each round before posting.

RULE #29. SWISS SYSTEM PAIRINGS, SUBSEQUENT ROUNDS:

29A. Score groups and rank. The words *score group* and *groups* refer to players having the same score, even if there is only one player within a group. The players in each such score group are paired against each other (27A2) unless they have already faced each other (27A1), are odd players (29D), or must play odd players paired from another score group.

29C1. Upper half vs. lower half. If there is an even number of players within a group, they are placed in order of rank (rating), divided in half, and the upper half is paired against the lower half, in as close to consecutive order as possible.

29D. The odd player. Pairing players out of score group. There will often be situations where some players cannot be paired within their score group. This will always be true if there are an odd number of players with a given score, and can also happen when players within score groups have already played each other, or are otherwise restricted (family members, same scholastic team, requested non-pairs, etc.) from playing. At least one player, and possible more, will have to be dropped to play in a lower score group. In such situations, the first priority (other than avoiding restricting pairings) is to have players play as close to their score group as possible.

29D1 Determination. In a case of an odd number of players, the lowest-rated player, but not an unrated player, is ordinarily treated as the odd player and is paired with the highest-rated player he or she can play in the next score group. In large sections where accelerated pairings are not been applied, when there are three perfect scores in the last round, the above rule usually pairs the two stronger players against each other, giving the lower-rated player a relative easier pair.

RULE #34. BREAKING TIES:

34D. Choice of a tiebreak method. Different systems will yield different results, but the systems discussed here are not capricious or random. Each seeks to discover the *first among equals*, the player who has a somewhat better claim to a prize than those who earned the same score based on the strength of his or her opposition.

34E. Calculating Swiss tiebreaks. This section deals with various systems that have been used successfully at all levels of play. Unless a different method has been posted or announced before the start of the first round, players should expect the following sequence of tiebreak systems to be employed as the first four tiebreakers.

1. Modified Median

2. Solkoff

3. Cumulative

4. Cumulative of Opposition

34E1. Modified Median. The median system evaluates the strength of a player's opposition by summing the final scores of his or her opponents and then discarding the highest and lowest of these scores.

In the Modified Median system, players who tied with even scores (an even score is equal to exactly one-half of the maximum possible score), have the highest- and lowest-scoring opponents excluded. The system is modified for players with non-even scores to disregard only the least significant opponent's scores: the lowestscoring opponent's score is discarded for tied players with plus scores and the highest scoring for tied players with minus scores.

34E2. Solkoff. The Solkoff system is the same as the Median system except that no opponent's scores are discarded.

34E3. Cumulative. To determine cumulative tiebreak score, simply add up the cumulative (running) score for each round.

34E9. Cumulative scores of opposition. The cumulative tiebreak points of each opponent are calculated as in 34E3, and these are added together.