

2010 Clay County Agricultural Fair Scholastic Chess Tournament Rules

Parents are not allowed in play area & cannot influence games!!!

1. Have Fun, Make Friends, Be Courteous, & Exhibit Good Sportsmanship!
(Note to contestants: TALKING is not allowed during your games!!)
2. Four games lasting 30 minutes each.
 - Everyone plays all four rounds.
3. Game points are accumulated; 1 = win, 0 = lose, 1/2 = draw
4. Incomplete games: If the game is not finished in the allotted time, the winner is determined by totaling the points of captured pieces. The player with the highest point total of pieces captured wins.
 - Piece Value: Pawns = 1, Bishops & Knights = 3, Rooks = 5, Queens = 9
 - Last 5 minutes: If the game isn't finished after 25 minutes, an official will monitor the remaining 5 minutes. There will be a 30 second move rule, with a 5 second warning. Each time a player fails to move within 30 seconds - he/she loses 1 point from the point count.
(Maximum 5 points deducted) * *High School division will use chess clocks when available.*
5. Touch & Move: The player must move the piece that is first touched – if it is legal to do so.
 - Contact: While the hand is touching the piece, the player may change from one legal move to another legal move with the same piece. If he touches an enemy piece, he **MUST** capture it if it is legal to do so. After the hand releases the piece, the move may not be changed.
6. Problems & Questions: Tournament directors settle all questions, problems, or disputes. Players should raise their hand for assistance immediately – **NO ARGUING IS PERMITTED!**
7. Illegal Moves & Positions: If a tournament director discovers an illegal move / position, he/she will:
 - Monitor the game to assure the game progresses legally.
 - Require a player whose King is in check to move & escape check if possible.
NOT require the players to “backtrack” the game.
8. Check & Checkmate: Players must call “Check” when their move attacks the opposing King. They must (1) call “Checkmate” when they believe the opposing King is attacked and has no escape and (2) Raise their hands to summon a TD to verify that checkmate has occurred.
9. Draws: A game will be called a draw (tie) if any of the following occurs:
 - Stalemate: The player's only move is a King move that will place the King in check.
 - Perpetual Check: The player repeatedly checks his opponent but is unable to make progress in the direction of checkmate.
 - King Only Ending: If one player has only his King remaining, his/her opponent must have sufficient force to checkmate and complete the game in 25 moves. **RAISE HAND FOR TD.**
10. Concluding Games: The players raise their hand; a tournament director certifies and records the results. Players then reset the pieces and leave the competition area until the next round begins.
11. Computer Pairing & Controls: All pairings are computer generated, based on progressive results.
 - Ties: The computer will compare the strength of competition to break ties.
 - Order: Solkoff, Cumulative, Cumulative of Opposition
 - Pairings & Standings: The pairings and standings will be posted between rounds so teams know their next opponent and their current position in the tournament.
12. Prizes:
 - Division Champions: Individuals with the highest “game point” totals (and tiebreak points, if necessary) will be named Champions in their respective sections.