



2007 Idaho Scholastic Chess Championship

# Tournament Information and Local Rules



## Tournament Sections / Schedule / Prizes

Playing Section	Grade Levels	No. of Games	<sup>1,2</sup> Time Control	Overall Prizes	Grade Prizes	Team Prizes
<b>CHAMPIONSHIP</b> (USCF Rated)	<b>K - 12th</b>	<b>5</b>	<b>G/45</b> Rounds 1-3 <b>G/60</b> Rounds 4-5	<b>1st-3rd</b> (Idaho State Champions)	<b>1st, 2nd Place</b> (grades 10-12 only)	1st, 2nd
<b>JUNIOR HIGH</b> (Unrated)	<b>7th - 9th</b>	<b>5</b>	<b>G/30</b> Rounds 1-3 <b>G/45</b> Rounds 4-5	-	<b>1st thru 4th</b> (for each grade level)	1st thru 3rd
<b>6th Grade</b> (Unrated)	<b>6th</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>5th Grade</b> (Unrated)	<b>5th</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>4th Grade</b> (Unrated)	<b>4th</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>3rd Grade</b> (Unrated)	<b>3rd</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>2nd Grade</b> (Unrated)	<b>2nd</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>1st Grade</b> (Unrated)	<b>1st</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 10th</b>	1st thru 3rd
<b>KINDERGARTEN</b> (Unrated)	<b>K</b>	<b>5</b>	<sup>3</sup> <b>Varies</b>	-	<b>1st thru 5th</b>	-

<sup>(1)</sup> Rounds will begin as soon as possible after individual section has completed previous round games

<sup>(2)</sup> No official lunch break provided for any playing section; players encouraged to eat between rounds

<sup>(3)</sup> For detailed description of K-6 grade section round times, see "Rounds (K-6)" below

- 1. Format.** The tournament will be operated using individual Swiss system pairings and will following USCF Rules unless otherwise noted including use of accelerated pairings for the first two rounds if needed. All players will compete in 5 games (i.e. rounds) regardless whether they win, lose, or draw. USCF ratings used in the K-12 Championship section only will be based on the Dec 2006 Annual Rating List. Byes available upon request (limited to one) for Rounds 1 thru 3 only when formally requested more than 30-minutes prior to the pairing of the first round.

- 2. Individual vs Team Competition.** The primary purpose of this tournament is to crown individual scholastic state chess champions for the overall state title (K-12 section) and for each grade level. As a result, team competition will remain secondary to the individual format of the tournament. Reasonable effort will be made to avoid pairing players from the same team during the first two rounds of the tournament after which pairings will be based on individual scores. Team coaches, parents, or guardians shall be responsible to notify the TD staff in the event that a player's team designation has been mis-reported and/or incorrectly identified. Adjustment to completed pairings and/or results will not be made on the basis of mis-reported team assignments.
- 3. Score.** For each game, players receive 1 point for a win, 1/2 point for a draw (tie), and 0 points for a loss. A player's overall tournament result is their combined cumulative score from each round.
- 4. School Teams / Team Score.** Teams shall consist of all players within an individual tournament playing section that attend the same school. To qualify, teams shall have a minimum of two players (no maximum limit) who compete throughout the tournament. Standings will be determined by the top three scores from each team.

Players are reminded that the primary purpose of the State Championship is to determine individual state champions. Team competition is available and encouraged but will remain secondary to the individual award nature of the tournament. As a result, it is not uncommon for players to periodically compete against other teammates within the same score group.

## 5. School Team Eligibility

- A school is defined as an institution which has one name, is located in one building or connected adjacent buildings, is under one administrator, and which provides core curricular instruction in English, math, science, and social studies. Each school is limited to entering only one team per playing section (unlimited size).
- Full time students attending public, private, or charter schools are eligible and required to represent their school for the team competition. Homeschool students are eligible to represent their local public school when access to extra curricular activities are permitted and they reside within the boundaries set for that school. Club teams and virtual schools are not permitted.

- 6. Rounds (K-6 Grade).** Rounds for all tournament sections will begin as soon as possible after an individual playing section has completed previous round games. K-6 grade playing sections are not intended to have formal time controls in an effort to help expedite completion of the overall tournament. Minimum round time will be 30-minutes from the start of the round after which chess clocks with 7-minutes for each side will be assigned when 3 or less tournament games remain within the round. Assigned clocks will be set equally at 7-minutes for each side regardless if players began round using a clock. Clocks may be used at the beginning of a round upon mutual agreement of both players provided clocks are set at 30-minutes each side and are reset at the end of the round as described above. Duration of individual round may vary based on how fast the majority of games are completed within each section. Additional clocks, when available, may be assigned at the TD's discretion to games where players choose to not actively make progress in their game or after one player receives a warning for inactive play.
- 7. Tie Breaks.** Methods to break ties between players with same score are: Head To Head (limited to two player ties only and to 1st thru 3rd place awards only), Modified Median, Solkoff, Sonneborn-Berger, Cumulative, and coin flip. Methods to break ties between teams with same score are: total Individual Cumulative, total Solkoff, total Sonneborn-Berger, total Kashdan, coin flip.
- 8. Tournament Etiquette.** It is courteous for opposing players to shake hands prior to beginning their game and again at the end of the game. Players and spectators are to be quiet and not disruptive during match play to allow others to concentrate and complete their games.
- 9. Grade Eligibility.** Full time students enrolled in school for the entire semester in which the event is held are eligible to compete in the grade level they are currently enrolled at in school and are required to represent their school unless otherwise approved in advance. Players in K-9 grades electing to "play up" in the USCF rated K-12 Championship Section are eligible to earn state championship titles but forfeit their eligibility to compete for an individual grade award. Players shall be limited to one year of eligibility per grade level.

- 10. TD Assistance and Monitoring.** Tournament directors (TD) will be available throughout the tournament room to answer rule or procedural questions, warning players, settling disputes and claims, and adjudicate results of games when necessary. Due to limited availability, TD's will not be responsible to monitor all moves or every game including illegal moves but can serve as a witness should a player make a request. TD's reserve the right to closely monitor games when deemed necessary and when available during final games of a round.
- 11. Scorekeeping.** Scorekeeping using chess notation is strongly encouraged but not required to compete in this tournament. Inadequate scorekeeping may adversely impact a player's ability to claim a draw based on (1) triple occurrence and 50-move rule; (2) guard against cheating by opponent; and (3) take advantage of illegal moves (ex: ability to make a claim before completing 10 moves).
- 12. Sportsmanship.** All players and spectators are to exhibit the highest level of sportsmanship throughout the tournament. Unsportsmanlike behavior will not be acceptable.
- 13. Spectators.** Spectators are permitted within the tournament playing room, except for the K-12 Championship section, provided they stand in the designated area, are quiet and not distracting, make no comments about any games including illegal moves and status of clock flags, and follow directions provided by the TD's. Spectators must not point out illegal moves except directly to a TD and in a manner that is neither heard nor noticed by the players. Spectators will be required to turn off all cell phones before entering the tournament room. Spectators may be removed at any time at the discretion of the TD.
- 14. Food / Drink.** No food or drink will be permitted within the tournament playing room. Players may use the restroom and/or drinking fountain directly outside the tournament playing room provided they receive permission from a TD prior to leaving the room and they do not talk with other players or spectators after leaving the room.
- 15. Kibitzing.** Players and spectators are prohibited from cheating including making comments about or providing any form of assistance to players actively playing a tournament game.
- 16. Photography.** Photography using cameras with flash or audible shutters is restricted to the first five minutes of each round. Silent, unobtrusive photography will be allowed at all times unless the tournament staff determines that it is a distraction.
- 17. Electronic Equipment.** Players are not permitted to have any form of electronic equipment within the tournament playing room including cell phones, music producing devices, and game devices. In addition, players are not permitted to have access to any form of electronic equipment outside of the tournament playing room when playing a tournament game.
- 18. Maximum Age Limit.** In an effort to avoid players receiving "maturity benefits", the following are maximum age limits (age as of September 1, 2006) for players competing in this tournament with respective grade levels:  
**Kindergarten** (under 7), **1st grade** (under 8), **2nd grade** (under 9), **3rd grade** (under 10), **4th grade** (under 11), **5th grade** (under 12), **6th grade** (under 13), **7th grade** (under 14), **8th grade** (under 15), **9th grade** (under 16), **10th grade** (under 17), **11th grade** (under 18), and **12th grade** (under 19).
- 19. Tournament Withdrawal.** It is imperative that players electing to discontinue participation in the tournament for any reason notify the TD staff prior to departure in order to avoid confusion and unnecessary delays in the tournament. Players failing to provide proper notice of withdrawal may be subject to penalty and forfeiture of individual and team awards.

## 20. Rule Highlights:

- Touch Move. A player who deliberately touches one of their pieces *in a manner which may reasonably be interpreted as the beginning of a move* must move that piece if legally possible. If the piece touched has no legal move then the player is free to move another piece. Players are required to move the first piece they touch if they are legally able to do so unless first declaring "I adjust". A player who touches an opponents piece (to capture it) is required to capture that piece if legally possible. Touching an opponents piece with one of your own pieces shows intent to capture and falls under this rule.
- Release of Piece. A move is considered complete and cannot be taken back after a player releases their piece on a legal square regardless if unintentional or not. *Note: If player picks up a piece before being ready to move, they may temporarily return and release the piece back on its original square in order to view the entire board prior to making their final move; player is still obligated to move the piece in accordance with the Touch Move rule.*
- Adjusting Pieces and Board Setup. A player may adjust their own pieces on the squares only during their own move and only after first saying "I adjust".
- Check. The king is in check whenever one or more of the opponent's pieces threatens to take the king. A player in check is required to get out of check by either (1) taking the attacking piece, (2) blocking the threat with a piece, or (3) moving the king out of check.
- Checkmate. A player's king is in checkmate when it is being attacked by one or more of the opponent's pieces and the player has no legal move to get out of check. Checkmate immediately ends the game.
- Castling. Castling is when the king is moved 2-square towards either rook and the rook is placed on the opposite side of the king (next to the king). Castling may occur only when the king and the rook involved have not yet moved, no pieces reside on the square between them, the king is not in check, and the king will not move into or over check during the move.
- Illegal Move. A move is considered illegal if a player remains in check, moves into or over check, or the piece moved cannot move that direction.
- Chess Clocks. Chess clocks will be used, when available, on games that extend towards the end of a round starting at older grade levels due to anticipated limited availability. The player competing with black pieces will be permitted to determine placement of the clock unless otherwise directed by the TD.
- Board Setup. Chess boards and pieces will be oriented as directed by the TD and will remain in the tournament playing room at all times.
- Check. Players are not required to say "check" during play although it is considered courteous in the lower grade levels.

## 21. Player's Responsibilities:

- Conduct. Players shall participate in the spirit of fair play and good sportsmanship including refraining from annoying or disruptive behavior.
- Board Setup. Players are responsible to know and review the proper board setup for both sides prior to the start of each game.
- Touch Move. Players are responsible to know and follow rules regarding "touch move".
- Check. Players are responsible to know when either player is in check or in checkmate. Although players are not required to say "*check*" during play, it is considered courteous to do so when playing with inexperienced players.
- Illegal Move. Players are responsible to know when either player makes an illegal move including moving into or over check and touch move. When occurred, players are only required to say "that's illegal". Disagreements over illegal moves should be immediately brought to the attention of the TD.

- Resignation. A player may resign at any point during a game by saying “I resign” or by deliberately tipping over the king to indicate resignation. Any player who resigns agrees that the opponent won the game. Resignation immediately ends the game.
- Clock. Players shall operate their clock, when used, with the same hand that moves the pieces. Players are required to fully know how to set and operate their own personal clocks, when used.
- Questions / Claims / Complaints. Players are responsible to raise their hand to talk to a TD in the event they have a question, need to make a claim, request assistance for any reason (including intimidating or disruptive behavior), need to resolve a disagreement with their opponent for any reason, or to obtain permission to leave the tournament room (i.e. obtain a drink of water or use restroom; limited to 5-minutes) during their game.
- Talking to Spectators and Other Players. Players are required to not talk with other players or spectators when playing a tournament game including if they obtain permission to leave the tournament playing room to use the restroom or obtain a drink or water.
- Game Results / Completed Game. Both players are responsible to immediately report results from their game upon completion. Failure to do so may result in penalization. Players are required to leave the playing room upon completion of their tournament game (may reenter as a spectator after results have been reported).
- Draws. All claims of a draw will also be considered to be a draw offer.
- USCF Ratings. Players competing in the K-12 Championship Section who have an official USCF rating are responsible to provide their USCF membership number and proof of current membership to the registration table in advance and prior to start of pairing assignments before the first round.

**22. Special Needs Requests.** Players, parents, and coaches shall be responsible to discretely address special needs requests to the TD staff prior to the start of the tournament.