



2010 Idaho Scholastic Chess Championship

**Tournament Information
and Local Rules**



Tournament Sections / Schedule / Prizes

Playing Section	Grade Levels	No. of Games	^{1,2} Time Control	Overall Prizes	Grade Prizes	Team Prizes
CHAMPIONSHIP (USCF Rated)	1 - 12th	5	G/45 Rounds 1-3 G/60 Rounds 4-5	1st-3rd (Idaho State Champions)	1st, 2nd Place (grades 10-12 only)	1st, 2nd (9-12th Grade teams only)
9th Grade (Unrated)	9th	5	³ Varies	-	1st thru 5th	1st thru 3rd
8th Grade (Unrated)	8th	5	³ Varies	-	1st thru 5th	1st thru 3rd
7th Grade (Unrated)	7th	5	³ Varies	-	1st thru 5th	1st thru 3rd
6th Grade (Unrated)	6th	5	³ Varies	-	1st thru 10th	1st thru 3rd
5th Grade (Unrated)	5th	5	³ Varies	-	1st thru 10th	1st thru 3rd
4th Grade (Unrated)	4th	5	³ Varies	-	1st thru 10th	1st thru 3rd
3rd Grade (Unrated)	3rd	5	³ Varies	-	1st thru 10th	1st thru 3rd
2nd Grade (Unrated)	2nd	5	³ Varies	-	1st thru 10th	1st thru 3rd
1st Grade (Unrated)	1st	5	³ Varies	-	1st thru 10th	1st thru 3rd
KINDERGARTEN (Unrated)	K	5	³ Varies	-	1st thru 5th	-

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

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

(3) For detailed description of K-9 grade section round times, see "Rounds (K-9)" below

- 1. Format.** The tournament will be operated using individual Swiss system pairings and will follow USCF Rules unless otherwise noted. All players will compete in 5 games (i.e. rounds) whether they win, lose, or draw. USCF ratings used in the Championship section only will be based on the Dec 2009 Annual Rating List. 1/2 point byes available for Rounds 1 thru 3 only (limited to one) when formally requested in writing more than 60-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 (Championship 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/guardians, and players shall be responsible to immediately 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 the combined cumulative score from all rounds.
- 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. School teams competing in the Championship section limited to 9th through 12th grade students only.

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. Other forms of alternative schools that draw upon students from a wide geographical area are not eligible unless reviewed and approved by the tournament committee no later than two weeks in advance of the tournament.

- 6. Rounds (K-9 Grade).** Rounds for all tournament sections will begin as soon as possible after an individual playing section has completed previous round games. K-9 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 40-minutes from the start of the round after which chess clocks with 10-minutes for each side will be assigned when 3 or less tournament games remain within the round. Assigned clocks will be set equally at 10-minutes for each side regardless if players began round using a clock. Unofficial 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 by the TD at the end of the round as described above. Duration of individual rounds may vary based on how fast the majority of games are completed within each section. Additional clocks, when available, may be assigned at TD's discretion to games where players choose to make no active progress in the game or after a 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. G20 playoff will be used in the event that two players tie for 1st place with 5.0 scores. 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 1-9 grades electing to “play up” in the USCF rated Championship Section are eligible to earn state championship titles but forfeit their eligibility to compete for an individual grade or school team 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. Players encouraged to contact TD for assistance during tournament games to help resolve rule questions and conflicts with opponent. 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 (1) claim a draw based on 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. Respect / Sportsmanship.** All players and spectators are to demonstrate respect to authority and exhibit the highest level of sportsmanship throughout the tournament. Disrespectful and unsportsmanlike behavior will not be acceptable and may be grounds for removal from the tournament site.
- 13. Spectators.** Spectators will be permitted within the tournament playing room provided they stand in the designated area, are quiet and not distracting, and follow all directions provided by the TD’s. Talking will not be permitted within the spectator area including making comments about any games (ex: illegal moves and status of clock flags). Spectators will be required to turn off all cell phones before entering the tournament room. Spectators may be removed at any time and for any reason at the discretion of the head TD.
- 14. Food / Drink.** No food or drink will be permitted within the tournament playing rooms. 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 refrain from talking with other players & 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 and including players receiving any form of assistance from other players, spectators, parents, and coaches.
- 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 playing room when competing in 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, 2009) 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 in writing 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. Players re-entering the tournament after missing one or more rounds also must notify TD staff in writing immediately when they return and prior to the pairing of the next round in order to compete in that round. Players are asked to complete and submit related form available in the hallway outside the tournament rooms.

20. Claims. During a tournament game, formal complaints and claims may be made **only** by players directly involved in the game; spectators including other players, parents, siblings, and coaches have no right to make claims of any kind on behalf of any player. If a problem arises during a tournament game, players of all ages need to understand that they should promptly seek the assistance of a Tournament Director (TD). Spectators attempting to make a claim on behalf of a player may be ejected from the tournament.

21. Manipulating Results. Any collusion or attempted collusion to pre-determine the results of one or more games (ex: “fixing” or “throwing” games including “ties”) or to manipulate results in any manner that can affect individual or team awards is prohibited and may result in the loss of all games, loss of individual and team awards, and expulsion from current and future tournaments.

22. Rule Highlights:

- **Touch Move.** Players who deliberately touch 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, the player is free to move another piece. Players are required to move the first piece they touch if 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 a piece on a legal square regardless if unintentional or not. *Note: If player picks up a piece before being ready to move, the piece may be temporarily returned and released back on its original square in order to view the entire board prior to making final move; player is still obligated to move the piece in accordance with the Touch Move rule.*
- **Adjusting Pieces and Board Setup.** Players 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 (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-squares 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 squares 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 in that manner.
- **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. Clocks will be located as 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 K-6 grade levels.

23. 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. *Note: Unintentionally tipping over of the King in the process of moving or adjusting a piece will not be interpreted as resignation; players in this situation should merely set King on proper square and announce "I adjust".*
- 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 / Permission-To-Leave-Room. 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 refrain from talking 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 of 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 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.

24. 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.

25. Scholarships. Partial and complete scholarships are available upon written request.