

2014-15

Chess

**Manual for Schools
and Rule Book**



Important Dates for 2014-15

September 1	Chess Manual & Rules Book posted online
November 1	Preliminary list of entries posted online
December 1	Official Entry due Official Entry should be submitted online by your school's official representative. <i>There is no entry fee, but late entries will incur a \$100 late fee.</i>
December 1	Updated list of entries posted online
December 1	List of Participants form available online You should fill out this form online. Contact your activities director for your school's ID and password. <i>Failure to fill out this form by the deadline constitutes withdrawal from the tournament.</i>
January 5	State Tournament Rules Video posted
February 4	List of Participants due Withdrawal deadline Withdrawals must be submitted by your school's official representative. <i>Withdrawals after this date will incur a \$100 penalty.</i> Deadline to view online rules presentation <i>Failure to view the rules presentation constitutes withdrawal from the tournament.</i>
February 8	State tournament seeding meeting Pairings posted online (evening)
February 9	Deadline to make online changes to List of Participants for inclusion in souvenir program
February 13-14	IHSA state tournament at Peoria <i>Failure to appear at the state tournament without officially withdrawing will incur a \$100 penalty.</i>
March 9	Advisory Committee meeting

Important Changes for 2014-15

V-B-9.	If a team has already been paired into a higher score group twice in the tournament (other than that which occurs as a result of acceleration in round 2), the coach may request that the team's pairing be restricted to its own score group for the remainder of the event, unless an out-of-group pairing is unavoidable. Such a request must be made before pairings for the seventh round are completed. The restriction will be removed from any team within one point of first place before pairing the final round.
VIII-I-1.	Each team is required to supply four standard chess sets in colors allowed by Rules 2 and 3. Failure to supply proper equipment may result in forfeiture of the board.
VIII-J-1-c.	Coaches may use cell phones in the playing area, but only for official tournament business. The intent is that coaches use their cell phones to submit substitutions and board results using Chesscalate.
VIII-K-1.	Players must wear matching shirts, vests or jackets that clearly indicate the name of the school. Failure to wear proper apparel may result in forfeiture of the board.
VIII-K-2.	Coaches must wear an IHSA-issued coach's pass while in the playing area. The intent of this rule is to make clear who is eligible to use a cell phone during play.
VIII-K-3.	Players are not allowed to wear head coverings (except for religious headwear) during a match.
IX-C.	The use of liquid nicotine is prohibited at the state final site.

During the 2015 tournament, coaches are invited to use their smartphones or tablets to access Chesscalate, an interactive chess tournament management system, to submit substitutions and board results. More information about Chesscalate can be found in the back pages of this manual.

Future State Tournament Dates

February 12-13, 2016

February 10-11, 2017

February 9-10, 2018

February 8-9, 2019

ILLINOIS HIGH SCHOOL ASSOCIATION

2715 McGraw Dr., Bloomington, Illinois 61704

Phone (309) 663-6377 FAX (309) 663-7479

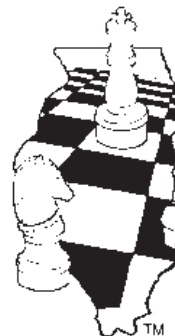


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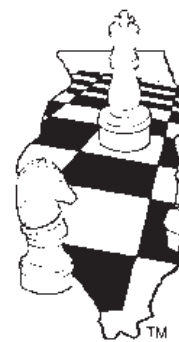
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Revision History

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Important Information for IHSA Chess Coaches

Dear IHSA Chess Coach:

The 2014-15 IHSA Team Chess State Tournament will be held at the Peoria Civic Center on Friday, February 13, and Saturday, February 14, 2015. Please read these pages carefully. They contain valuable information and instructions that will be needed for this year's tournament.

Official Entry

This is the first step in securing your team's entry in the state tournament. Your school's Official Entry must be submitted online, by your school's official representative, prior to December 1, 2014. Entries may be allowed after the deadline but will be charged a \$100 late fee. A preliminary list of entries will be posted on the IHSA Web site on November 1, 2014, and updated on December 1, 2014.

You should not enter your team, or you should withdraw your team, if:

1. Your team will not have competed in six contests (as defined by Section III-E of the Terms and Conditions) before the start of the state tournament, OR
2. Your team will not have competed in a "team-paired tournament" (as defined by Section III-F of the Terms and Conditions) before the start of the state tournament, OR
3. Your team will not have at least six players available to compete in all seven rounds of competition at the state tournament (Section III-G and Section VI-A of the Terms and Conditions), OR
4. It is not possible for your team to have a coach or other authorized supervisory person on site at all times during play at the state tournament (Section VII-B of the Terms and Conditions).

List of Participants

This is the second step in securing your team's entry in the state tournament. Your school's List of Participants must be submitted online, by a coach or other school personnel, prior to Wednesday, February 4, 2015. This form is available on the IHSA Web site, in the Schools Center area. You will need to obtain your Schools Center user ID and password from your activities director. On the form, list the names of all the students from your school who are eligible, potential participants in the IHSA Team Chess State Tournament. All students listed must be eligible in accordance with By-law 4.000 of the IHSA Constitution and By-laws.

Failure to complete the List of Participants by the deadline will result in your team's automatic withdrawal from the state tournament.

Pairings for the tournament will be made on Sunday, February 8, 2015, using information submitted on the List of Participants, and posted on the IHSA Web site that evening. You may then make last-minute changes to the List of Participants until midnight Monday, February 9, 2015.

Withdrawals

If your school must withdraw from the state tournament, it is important that you take action immediately. If you have already submitted your List of Participants, your official representative must inform the IHSA Office of your intention to withdraw by Wednesday, February 4, 2015. If your team withdraws after the pairings have been made, your school will be assessed a \$100 penalty. If your team does not withdraw and subsequently fails to appear at the state tournament, your school will be assessed a \$100 penalty.

Online Rules Presentation

Coaches are required to view the online tournament rules presentation by Wednesday, February 4, 2015. The rules presentation will be available in the IHSA Schools Center by January 5, 2015. The presentation must be watched in its entirety to receive credit. If you fail to obtain credit, your school will automatically be withdrawn from the tournament. The online tournament rules presentation takes the place of the traditional coaches meeting at the start of the first round.

Tournament Schedule & Responsibilities

Registration: Check-in at the Peoria Civic Center will be on Friday, February 13, 2015, from 8:30 to 9:15 a.m. At that time, the coach or authorized faculty representative will check in, pick up school packets, and submit a lineup for Round 1. Coaches should schedule their arrival so registration can be completed prior to the Opening Ceremony at 9:30 a.m.

Opening Ceremony: A general meeting of all competitors and coaches will begin at 9:30 a.m.

Time Schedule: A time schedule is included in this Manual. All Round 1 matches are scheduled to begin at 10:00 a.m. **Forfeit time for Round 1 is 9:50 a.m.** When a round begins, the clocks for all matches will be started, even if the team has not yet arrived. Please plan your arrival so you will be on time for the beginning of your match.

Pairings: Pairings for all rounds will be posted on the IHSA Web site (www.ihsa.org). During the tournament, pairings will be announced via Twitter (@IHSACHess) and on Chesscalate.

Physical Accommodations at Peoria

Parking: Cars and minibuses may park in the main Civic Center Parking Lot. Regular buses may park in the Fulton Parking Lot across the street from the Civic Center.

Entrance: Use the Main Entrance off S.W. Jefferson Avenue.

Hotel/Motel Accommodations: Schools are responsible for making their own housing arrangements. It is suggested that you make your reservations early. For a list of Hotel/Motel Accommodations, visit the Peoria Area Convention and Visitors Bureau web site at www.peoria.org.

Eating Accommodations: Visit the Peoria Area Convention and Visitors Bureau web site at www.peoria.org for a list of accommodations in the Peoria area.

Hospitality Area for Coaches: A designated hospitality area for coaches will be available. **No players are permitted.**

Skittles: Areas for skittles will be provided. **Gambling is a rule violation.**

Food and Drink: No food or drink, except for bottled water, will be permitted in the competition area.

Concessions: Concessions will be available in the concourse of the Great Hall, outside the skittles area.

Souvenirs: T-shirts and chess merchandise will be available for purchase in the skittles area.

Programs: Each competing school will receive a program for one coach and up to 12 competitors. Additional souvenir programs will be available for purchase.

Smoking: Smoking is not permitted. If a competitor is observed using tobacco products, he/she will be disqualified from further participation.

Tournament Rules

Terms and Conditions: Please read carefully the Terms and Conditions for the 2014-15 IHSA Team Chess State Tournament, which are included in this manual. The Manual may be downloaded from the IHSA web site (www.ihsa.org).

Chess Rules: The rules at the back of this manual govern play in all rounds of the State Tournament.

Best wishes for a successful tournament. We are looking forward to seeing you on February 13.

Sincerely,



Scott Johnson
Assistant Executive Director

2014-15 IHSA Team Chess State Tournament Peoria Civic Center

Time Schedule

Friday, February 13, 2015

8:15 a.m. to 9:15 a.m.	Registration and check-in
8:45 a.m.	Meeting of stewards
9:15 a.m.	Doors open to competition area
9:30 a.m.	Opening ceremony
9:50 a.m.	Forfeit time for Round 1
10:00 a.m.	Start of Round 1
not before 1:00 p.m.	Start of Round 2
1:15 p.m.	Time reserved for individual meetings of conferences <i>This is an opportunity for conferences to meet regarding issues of interest.</i>
not before 3:45 p.m.	Start of Round 3
not before 6:30 p.m.	Start of Round 4

Saturday, February 14, 2015

8:30 a.m.	Doors open to competition area
8:50 a.m.	Players seated for announcements
9:00 a.m.	Start of Round 5 (forfeit time 30 minutes after clock start)
not before 12:00 noon	Start of Round 6
12:15 p.m.	Meeting of ICCA Council in Coaches' Hospitality Area (ICCA officers and one representative from each conference, plus independents)
not before 2:45 p.m.	Start of Round 7
not before 5:30 p.m.	Awards Ceremony



2014-15 Team Chess State Tournament Terms and Conditions

In accordance with Section 1.450 of the IHSA Constitution, the Board of Directors has approved the Terms and Conditions governing the 2014-15 IHSA Team Chess State Tournament.

I. SCHOOL CLASSIFICATION

Competition in the IHSA Team Chess State Tournament will be held for all member schools without classification.

II. DATES AND SITES

The IHSA Team Chess State Tournament will be held on February 13-14, 2015, at the Peoria Civic Center, Peoria, Illinois.

III. ON-LINE ENTRIES, WITHDRAWAL PROCEDURES, ELIGIBILITY, AND ONLINE LIST OF PARTICIPANTS

The policy for Original Entry Deadlines, Late Entries, and Late Withdrawals shall be the policies and procedures regarding entry for all IHSA-sponsored sports and activities included in the 2014-15 Entry Policies and Procedures.

A. Online Entries

All member schools must enter their school into the state series competition through the IHSA School Center on the IHSA Website at www.ihsa.org. The deadline for entry is December 1, 2014. All member schools should have received in April, 2014, the 2014-15 Entry Policies and Procedures that outline the online entry procedures for all IHSA-sponsored tournaments.

B. Late Entries

Any attempt to enter a sport or activity online after the established deadlines will be denied. Schools that wish to enter after the deadline will be considered late. To be considered for late entry, the Principal or Official Representative must contact the IHSA administrative officer in charge of that sport or activity. The penalty for late entry shall be a payment of \$100.

C. Withdrawal Procedure

To withdraw without penalty, the Principal must notify the IHSA Office, in writing, of the school's withdrawal from the respective sport or activity prior to the date the List of Participants is due for that sport or activity.

If a school withdraws after the seeding meeting date but before the start of state final competition, the school will be charged a \$100 penalty.

If a school does not officially withdraw prior to the start of state final competition and does not appear for competition, the school will be charged a \$100 penalty.

D. Eligibility

All member schools in good standing may enter one team under the provisions of IHSA By-law 4.071.

E. Six-Contest Requirement

A school may enter and participate in the IHSA Team Chess State Tournament if the school's chess team participates in at least six (6) chess meets/tournaments prior to the IHSA Team Chess State Tournament, counted as follows:

1. A school may count only varsity interscholastic chess contests in which the school's varsity chess team participates.

2. A school may count no more than two (2) contests on any one date or for any one tournament.

3. A school may count an "open" tournament when there is no team winner, if five (5) or more varsity players participate in the tournament.

4. If school A plays school B one varsity match on a single date, it is counted as one (1) contest.

5. If school A plays school B two or more varsity matches on a single date, it is counted as two (2) contests.

6. If a school participates in a four-team varsity quadrangular meet where there is round robin competition for all four schools, it is counted as two (2) contests for each school. (For example: A vs. B; A vs. C; A vs. D; C vs. D; B vs. D; and, B vs. C.)

7. If a school participates in a multi-school varsity team tournament where each team plays two or more rounds of competition (two or more matches), it is counted as two (2) contests.

F. Team Tournament Requirement

Because the IHSA Team Chess State Tournament has no qualifying tournament, teams qualify by participating in at least one "team tournament." A "team tournament" involves at least 6 teams of at least 5 players each, playing at least 3 rounds with a minimum of 30 minutes per player, and must be team-paired and not prescheduled (as would occur in a round robin).

Qualifying tournaments are expected to use IHSA rules.

G. Complete Participation Requirement

In accordance with IHSA By-law 6.041, a school shall not enter a team in the Team Chess State Tournament unless the team will compete in all rounds of competition.

H. Online List of Participants

Each school must complete the online List of Participants by Wednesday, February 4, 2015.

The List of Participants is located in the Schools Center of the IHSA Web site. It may include any number of eligible students but must include a minimum of six (6) players who are eligible in accordance with the Non-Athletic Activity By-laws of the Illinois High School Association. The List of Participants must also include the name(s) of the school's coach(es) (or school representatives).

Failure to fill out the List of Participants by the deadline constitutes withdrawal from the tournament.

I. Online Rules Presentation

A representative from each school must view the online video presentation covering the rules and procedures of the state tournament. The deadline for viewing the presentation is Wednesday, February 5, 2014. Failure to view the online video presentation constitutes withdrawal from the tournament.

IV. HOST FINANCIAL ARRANGEMENTS

This section does not apply to the Team Chess Tournament.

V. TOURNAMENT ASSIGNMENTS AND SEEDING MEETINGS

A. Seeding Meeting

The Seeding Committee will meet on Sunday, February 8, 2015, to seed the teams entered in the state tournament. Each conference shall be invited to send one representative to the Seeding Meeting.

The Seeding Committee shall rank teams prior to Round 1, based upon the data supplied with the school's List of Participants and other related data. Tournament pairings will be completed after the Seeding Meeting. In the event of forfeit(s) for Round 1, teams without opponents may be re-paired.

B. Pairing Procedures

1. The Seeding Committee will use the following criteria and procedures to determine groupings and pairing numbers for Round 1:

a. If the number of teams entered is 128 or less, divide the first 56 teams into eight groups of seven.

b. If the number of teams entered is more than 128, divide the first 64 teams into eight groups of eight.

c. Rank-order the first two groups and draw by lot for a pairing number within the remaining groups.

d. Divide the remaining teams entered into four groups and draw by lot within each group for a pairing number.

2. Attempts will be made to minimize pairing of schools from the same conference.

a. Schools from the same conference will not be paired in the first two rounds.

b. Schools from the same conference will not be paired in rounds 3 through 7 except when:

i. it cannot be avoided;

ii. they have no losses or ties in rounds 3 and 4

c. Schools from the same conference will not be paired in rounds 5 through 7 except when both teams have 4 or more points.

3. If the number of teams entered is 128 or less, a standard non-accelerated Swiss system pairing will be used.

4. In the event that more than 128 teams are to be paired, modified accelerated Swiss pairings shall be used for Rounds 1 and 2. The acceleration break shall be set at 64.

a. Pair the top 64 teams so that 1 plays 33, 2 plays 34, etc.;

b. Pair the remaining teams so the teams in groups 9 and 10 play the teams in groups 11 and 12 in Round 1. (For example, if 130 teams are entered, 65 plays 98, 66 plays 99, etc.)

5. In the event of an odd number of teams the lowest team in the group 10 shall receive a first-round bye.

6. The Harkness variation may be used to pair score groups with an odd number of teams.

7. If only one team remains in the highest score group entering the final round, it will be paired with the highest-seeded team that it is in the next pair group and that it has not already played.

8. A team receiving a bye in the first round or whose opponent withdraws before the first round will be re-paired at the pairing director's discretion.

9. If a team has already been paired into a higher score group twice in the tournament (other than that which occurs as a result of acceleration in round 2), the coach may request that the team's pairing be restricted to its own score group for the remainder of the event, unless an out-of-group pairing is unavoidable. Such a request must be made before pairings for the seventh

round are completed. The restriction will be removed from any team within one point of first place before pairing the final round.

VI. TOURNAMENT STRUCTURE AND PLAYING SCHEDULES

A. Team Rosters

A team may consist of up to twelve players (played eight at a time), but not fewer than six players. In the event a school enters fewer than eight team members, it will forfeit all matches on any empty board.

B. Complete Participation Requirement

All teams must compete in all seven rounds of competition.

C. Stacking

In accordance with the provisions of IHSA By-law 2.041, for Round 1, players shall be assigned to boards in order of their individual playing strengths with the best players assigned to Board 1, the next best to Board 2, etc.

Note: "Stacking" is not an acceptable or appropriate strategy in the IHSA Team Chess State Tournament.

1. "Stacking" is the practice of arranging a line-up that results in an advantage over opponents by placing a person of low playing strength on a high-value board to enable the remaining team members to play against opponents of a lower playing strength than they would have otherwise.

2. Stacking is unsportsmanlike conduct whose punishment is team disqualification. All team and individual wins and draws are scored as forfeits. All team and individual losses stand as recorded.

3. Special circumstances of switching players from their respective boards shall be brought to the Tournament Director prior to the beginning of the tournament during check-in.

4. A charge of stacking will not be considered after round 4 has been concluded for 30 minutes.

D. Time Schedule

Friday, February 13, 2015

8:15 a.m. - 9:15 a.m.	Registration Meeting of Stewards
8:45 a.m.	Doors Open to competition area
9:15 a.m.	Opening Ceremony
9:30 a.m.	Forfeit Time for Round 1
9:50 a.m.	

10:00 a.m.	Round 1
10:15 a.m.	Coaches Meeting (required for all coaches)
	Round 2
not before 1:00 p.m.	Round 3
not before 3:45 p.m.	Round 4
not before 6:30 p.m.	

Note: The clock for each player on a team shall be started at 10:00 a.m. for a team's Round 1. Any team failing to appear by 9:50 a.m. for its Round 1 match will receive a forfeit for Round 1.

Saturday, February 14, 2015

9:00 a.m.	Round 5
not before 12:00 noon	Round 6
not before 2:45 p.m.	Round 7
not before 5:30 p.m.	Awards Ceremony

E. Time Control

In the Team Chess State Tournament, each player will be granted a time control of 55 minutes per player, plus a 5-second delay.

Note: A digital clock using time delay is the preferred clock. Digital clocks are not to be used without the time delay being correctly set. The Bronstein type time delay is not permitted.

F. Accommodation for Very Long Games

At the end of Round 3 and Round 6 only, a player who is involved in a very long game may ask the Head Steward for a 10-minute delay in starting his or her game in the next round. This request must be made before leaving the playing area.

VII. ADVANCEMENT OF WINNERS

This section does not apply to the Team Chess Tournament.

VIII. TOURNAMENT RULES

A. Playing Rules

The official playing rules for the IHSA Team Chess and State Tournament are those included in the 2014-15 IHSA Chess Rules Book, these Terms and Conditions and any printed instructions distributed from the IHSA Office. Enforcement of these rules will be the responsibility of the Tournament Manager, the Tournament Director, the Head Steward, and their assistants. The Tournament Director is responsible to assemble a Tournament Committee that consists of three people, including the Head Steward, at least one member of the IHSA Chess Advisory Committee, and at least one person who has experience pairing chess tournaments.

B. Official Representative

1. In accordance with IHSA By-law 2.020, all schools are required to have a coach or school representative, previously designated on the school's Entry Form, present at the state tournament site at all times during tournament play to assist the tournament manager, if needed. If a school does not have a designated coach or school representative present at the tournament site at all times during tournament play, that school's competitors will not be permitted to participate.

Note: If a school's competitors are not permitted to participate due to the designated coach or school representative not being present, those competitors will not be permitted to return to competition in the tournament and the team will be disqualified from the tournament.

2. A coach or designated school representative shall be present in the competition area at the beginning of each round to insure that everything is in order prior to the start of the match.

C. Team Roster, Participation, and Substitution

1. Prior to the beginning of Round 1, the coach or official representative of a competing team shall submit to the Tournament Director a Team Roster to include a maximum of twelve (12) eligible players. A school shall be limited to the use of the not more than twelve (12) players listed on the Team Roster.

2. A team is required to compete on the same number of boards (or more) in all rounds as the number of boards on which the team competes in Round 1. Only the IHSA Administrator may approve exceptions.

3. If a team does not compete in a round (excluding Round 1), the team will be disqualified from further participation in the tournament.

a. If a team arrives at a match more than 30 minutes after the beginning of the round but before the flag falls after one hour after the beginning of a round, the team shall forfeit that match to its opponent.

b. If a team arrives more than one hour after the beginning of the round (excluding Round 1), the team shall be disqualified from further participation in the tournament.

Note: A team that receives a bye is considered to have competed in a round.

4. A player who competes in Round 1 shall compete in all rounds of the competition unless an alternate is legally substituted for that player in a subsequent round(s).

a. If a player cannot continue to compete due to a disabling illness, injury or other emergency verified by the IHSA

Administrator, and the only alternate available to substitute is one who has played on a different board in a prior round, an "abnormal substitution" will be permitted.

5. If a player does not compete in a round and no alternate is legally substituted for that player, the team shall forfeit that board for the round.

a. If a player arrives at a match more than 30 minutes after the beginning of a round but before the flag falls one hour after the beginning of the round, that player shall forfeit the match to his or her opponent.

b. If a player arrives more than one hour after the beginning of a round (excluding Round 1), the player shall be disqualified from further participation in the tournament.

c. If a player arrives at a match but is disqualified because of time expiring, the scores for that player (board) in prior rounds shall stand.

6. Beginning with Round 2, the coach is required to fill out a substitution card for each player not listed in the starting lineup, and submit it to the Scoring Clerk no later than 10 minutes after the start of the round.

Note: Substitutions made using Chesscalate do not require a substitution card.

7. Improper substitution or failure to follow correct substitution procedures will result in penalties that can include forfeiture and/or loss of team tie-break points.

D. Scoring System

1. The team assigned White shall be White on boards 1, 3, 6 and 8.

2. The following weighted scoring system will be used in all matches: (Loss=0)

	Win	Draw
Board No. 1	12.0	6.0
Board No. 2	11.0	5.5
Board No. 3	10.0	5.0
Board No. 4	9.0	4.5
Board No. 5	8.0	4.0
Board No. 6	7.0	3.5
Board No. 7	6.0	3.0
Board No. 8	5.0	2.5

3. In the case of teams tying with perfect match win scores, the tie shall stand.

4. If one team has beaten all other teams they are tied with for an award, that team is awarded 1st in that score group.

5. For purposes of tie breaks, byes and forfeits are considered as 48 to 20 wins.

E. Team Tie-Break System

1. If two or more teams are tied on tournament points, the following tie-break is to be used to determine final place standings:

For each match played, multiply a team's match points plus ten (10), by one (1) plus the square of the opponent's tournament

points, divided by one hundred (100); then add these points for each round played in the tournament. Example:

Team's Tournament				
Team's	Match	Points of	Tie-	
Rnd.	Opp.	Points	Opponent	Breaks
1	A	(60+10) x (3 ² +1) / 100=	7.00	
2	B	(35+10) x (3 ² +1) / 100=	4.50	
3	C	(10+10) x (6 ² +1) / 100=	7.40	
4	D	(50+10) x (4 ² +1) / 100=	10.20	
5	E	(68+10) x (3 ² +1) / 100=	7.80	
6	F	(33+10) x (5 ² +1) / 100=	11.18	
7	G	(24+10) x (6 ² +1) / 100=	12.58	
Team's Total Tie Breaks				60.66

For tie-break calculations, each team's score is adjusted for unplayed matches (scored as draws for tie-break purposes).

F. Tie-Break Penalties

Violations of the rules may be penalized by the loss of team tie-break points as follows:

Major violation – up to 5 tie-break points

Minor violation – 1 tie-break point

G. Official Scoresheet

Once the "Official Scoresheet" is signed, the individual match scores are official. It is the responsibility of each coach to ensure that the results are reported quickly and correctly. If a team does not follow the specified procedure for submitting scoresheets, it may be penalized by losing tie-break points.

H. Communication Cards

1. A Communication Card may be obtained on request from any steward.

2. A player may initiate communication with a coach or official representative by handing a Communication Card to a steward.

3. A coach or official representative may initiate communication with a player by handing a Communication Card to a steward, to inform the player of the match score and the player's ability to help win or draw the match, but only when no more than two games remain on the table.

4. Improper communication is considered kibitzing.

I. Equipment

1. Each school must provide four (4) chess boards, four (4) Staunton chess sets, and four (4) digital chess time delay/increment-capable clocks that comply with the rules published by IHSA. Bronstein delay clocks are not permitted. Chess boards and pieces must conform with the guidelines

in IHSA Chess Rules 2 and 3. *Failure to provide the required equipment may result in forfeiture of the board.*

2. Each team must provide a stand and team placard, in good taste and of an appropriate size, to be placed on the table to identify the teams playing in each match.

J. Electronic Devices

1. The use of electronic devices in the competition area is prohibited, except as specified in the IHSA Chess Rule Book.

2. A cell phone that goes off in the playing area will result in the following penalties:

a. Player's cell phone in use: minor violation and forfeiture of game.

b. Player's cell phone vibrating or ringing: minor violation, plus the loss of 10 minutes on the player's clock, or half the time on the clock, whichever is less.

c. Coach's cell phone ringing or in use, except for official tournament business: minor violation. (No violation for a phone vibrating.)

3. No headphones of any type may be worn in the playing area.

K. Apparel

1. Each team member must wear a matching item of apparel (shirt, vest, or jacket) that clearly indicates the name of the school. Matching shall be defined as being similar in style, color, and markings. Members of the same gender must have similar tops, though males may wear slightly different tops than females. *Failure to wear proper apparel may result in forfeiture of the board.*

2. Each coach must wear an item of apparel that clearly indicates the name of the school, and an IHSA-issued coach's pass.

3. Apparel worn by players and coaches should be in good taste, show good sportsmanship, and be appropriate for state final competition. Hats, visors, headbands, hoodies, and other items of apparel that cover a player's head (except those of a religious nature) are not permitted. The Head Steward has the authority to require that inappropriate apparel be corrected.

IX. TOURNAMENT POLICIES

A. Spectators

Spectators are permitted at the tournament; however, they are required to observe silence during all tournament play. Failure to observe proper decorum during tournament play will be considered unsportsmanlike conduct.

B. Damage to Property or Equipment

If contestants or people from any school entered in a state series are found guilty of carelessness or maliciously breaking, damaging or destroying property or equipment belonging to the host school, such school shall be held responsible for costs incurred in replacing or repairing such property or equipment.

C. Tobacco/Liquid Nicotine Products:

The use of tobacco or liquid nicotine products in any competition area, either during a practice or while a contest is in progress, or affiliated property of any IHSA state series contest by any coach, player, any other person connected with a team, or fan shall be prohibited. State series hosts are required to make all state series contest sites and any affiliated property, including parking lots, fan accommodation areas, and other school or event venue property, tobacco/liquid nicotine free zones on the date or dates of any IHSA event being held at the site.

D. Use of Inhalers

A student with asthma may possess and use his/her medication during an IHSA competition, while under the supervision of school personnel, provided the school meets the outlined procedures of self administration in the Illinois school code.

E. Alcoholic Beverages and IHSA State Series

The possession, distribution, sale and/or consumption of alcoholic beverages are prohibited at the site and on any affiliated property of any IHSA state series contest. State series hosts are required to make all state series contest sites and any affiliated

property, including parking lots, fan accommodation areas, and other school or event venue property, alcohol free zones on the date or dates of any IHSA event being held at the site. Violation of this policy by an event host will subject the host to a penalty for violation of IHSA By-law 2.020. Such penalty may include but not necessarily be limited to prohibition against subsequent event hosting assignments. Violation of this policy by a non-hosting member school will subject the school to penalty for violation of IHSA By-law 2.020. Patrons of any IHSA state series contest determined to be in violation of this policy will be removed from the premise, and law enforcement officials will be called as warranted. No ticket refunds will be granted in such cases.

F. Food and Drink

Food and drink are not permitted in the playing area at any time during the tournament, except for bottled water, which may be consumed, but not placed on the playing table.

X. AWARDS

An Awards Ceremony will take place immediately following the tabulation of results.

A. Team Awards

1. Trophies will be presented to the teams winning first, second and third places. Medallions will be presented to the members and head coach of the first three placing teams.

2. Plaques will be presented to teams that score six points in the tournament but do not finish in first, second or third place.

B. Individual Awards

1. Individual performance medallions will be awarded to all players who finish the tournament with six points or more. Players will not be ranked.

XI. OFFICIALS

This section does not apply to the Team Chess Tournament at this time.

Coach's Guide to 2014-15 IHSA Chess Rule Book

See also: Rule Clarifications (p. 24), Sample Forms & Cards (p. 35-36)

To the Coach

As the coach of a chess team, you have some duties and responsibilities that are different from those of a coach of a sport. Once the contest begins, interscholastic chess team competition is competition between players. **As a consequence, the players must be well advised in the rules of play. The coach cannot send in plays, the coach cannot take a time-out for a strategy session, the coach cannot ask the officials to render judgment and the coach cannot warn his/her player of the need for a Steward.**

In the Rule Book, there are a number of references to clarifications. This is a special section of this manual that starts on page 24.

One of the functions of the coach is deciding the team's line-up. Once the first round begins players are not allowed to play a different board position. If available, alternates may be substituted but they also are not permitted to play at more than one board position. A starting player who has been substituted for becomes an alternate, but may return to the line-up only at the board position previously played. Substitutions must be reported to a Steward on a properly completed Substitution Card within 10 minutes of the start of the round or be submitted using Chesscalate. The substitution must also be properly marked on the Results Reporting Sheet. Incorrectly made substitutions may result in forfeiture. Failure to correctly report a substitution will result in a team tie-break penalty. See Rule 17-3-5 and the sample card in this Manual.

Limited communication with players is permitted through the use of a Communication Card. See Rule 17-3-3 and 17-3-4 and the sample card in this Manual.

Rule 2, Rule 3 and 14-1 (Equipment)

As long as the chessmen are of Staunton design, boards and/or chessmen will be Ruled unusable for play only if the complaining player can provide equipment closer to the "ideal" standards set forth in Rule 2:1 and Rule 3:1. **Time delay clocks are preferred equipment, and thus White may insist on time delay clock use. Bronstein delay clocks are not permitted.**

Rule 4 (Conduct of the Game)

Placement of the clock is important as it enables Stewards to supervise play. Section 3, Article 2 explains the placement. Unlike Rapid Chess, a player may punch the clock with the same or the opposite hand with which the chessmen are moved. However, in no case is it permissible to punch the clock without having released the chessman.

Section 4 explains that when a player is late for the start of a round, his clock will begin running. If both players are late, the time between the start of the round and the arrival of the first player shall be split between them and then the other player's time will be started. Should one or both players arrive late and there is no chess clock, the Steward should be notified in order to be able to keep the proper records so a clock can be set correctly when one becomes available.

Rule 6 (Moves of the Individual Chessmen)

Section 2 says the proper method of castling is to first touch the King. Castling incorrectly (touching the rook first) does not have a penalty. However, a player who touches the rook first and pauses may have a touch move rule invoked against him or her, especially if it is discovered castling was not legal.

Section 8 (Promotion of Pawn) – The correct procedure by the rules is to first move the Pawn to the 8th rank, then to replace the pawn with the promotion piece. When promoting a Pawn to a piece all of which are still in active play, it is important to follow articles 4 and 5 to avoid being penalized. As with castling, the rules provide no penalty for not physically moving the Pawn to the 8th rank as long as the other promotion procedures are followed. When promoting a Pawn, the move is not determined until the promotion piece is placed on the promotion square and released.

Rule 7 (Completion of a Move)

Sections 2 and 3 explain that there is nothing sporting about taking back a move or trying to be a nice person and let someone take back a move.

Section 3 provides that a player may begin a move once the opponent's move is determined. However, it may be considered unsportsmanlike to not allow sufficient time for an opponent to punch their clock after their move is determined before touching a piece to make a move.

Rule 8 (The Touched Chessman)

If it is not a player's move, then it is hands off the board and chessmen or a penalty can be given for unsportsmanlike conduct. If chessmen are not satisfactorily adjusted on their squares, the player whose move it is (and only the player whose move it is) may center them on the squares **after** having stated that the pieces are being touched only for the purpose of adjusting them (by saying **adjust** or **j'adoube**).

Accidental touching of chessmen is not penalized. If a question is in the mind of an opponent about whether a touching was accidental or not, a Steward should be brought to the game. When a chessman is touched (own or opponent's), that chessman (or chessmen) must be involved in the completed move as long as legal moves are possible. Unless a Steward sees touching, it may not be possible for a Steward to enforce the touch move rule.

This Rule is extremely important. It should be read carefully. There are sample rulings from play situations at the end of the rule book that should also be studied.

Rule 9 (Illegal Position Created During the Game)

If chessmen are moved to incorrect squares or illegal moves are made that go undiscovered for a while (a missed discovered check for example), the position is restored with the aid of both players' notation sheets to the point that it was before any disruption of pieces or illegal moves and the game is continued from that point, provided five complete moves have not occurred since the illegal move. In the event more than five complete moves have occurred, the game is played from the position on the board unless an official rules one of the players deliberately created the problem in an attempt to gain an advantage in the game.

Should illegal moves or incorrect positions be discovered after the game ends, the result of the game stands.

Rule 10 (Check)

It is not necessary to announce check. In fact, announcing check may be annoying to other tournament players.

Rule 11 (Won Game)

Section 7, Article 4. It is important to realize that a player may have to claim a win on time. Stewards are seldom able to declare the contest ended and therefore will be standing by waiting for a claim. Failure to properly claim a win can result in a draw or even the opponent winning the game.

Rule 12 (Drawn Game)

Section 1 - draw when a player can make no legal move and is not in check.

Section 2 - draw by agreement.

Section 3 - illegal draw offers.

Section 4 - offering a draw incorrectly.

Section 5 - claiming a draw by repetition.

Section 6 - 50-move draw.

Section 7 - draw because of insufficient material.

Section 8 - draw from lack of practical winning chances.

Section 9 - draw if no legal position can be established.

Section 10 - draw when both flags are down.

The procedure of claiming a draw or offering a draw is extremely important. When trying to get a draw by agreement (Section 4, Article 1), a player must make the offer between the time of moving the chessman and punching the clock. Penalties are to be imposed for not correctly following this procedure (Section 5). Draws by agreement may be a way to gain an advantage without trying to win. To try to prevent such unsportsmanlike conduct, the provisions of Section 3, Article 4 are included.

Claiming a draw when the opponent does not want a draw can occur if the game is remaining static. Should the identical position occur during the course of the game at 3 different times, a draw can be claimed. The repetition does not have to occur in consecutive moves **or even close together**. But, all chessmen and all possible moves must be the same on each of the three occasions. The procedure for the claim is precise (Section 2, Article 2) and needs to be **fully understood**.

Rule 13 (Recording of Games)

Players can be forfeited for not keeping notation. Section 1, Article 4 explains how and when to bring to the attention of a Steward that an opponent is not keeping notation. Complaining near the end of the game or after 30 moves have gone by will be of little help. To claim a draw (avoiding being forfeited) a player must keep his/her own notation unless the game is being played under provisions of Rule 21.

In keeping with national and international practice, it is desirable that all players learn a variation of the algebraic system for notation. Such a system also has a firm mathematical instruction value. A simplified algebraic system is used by chess playing computers, which is also acceptable. A player may elect to use a foreign language for recording the letter of the chessmen, but such practice is permitted only as a convenience for players whose second language is English.

Unless in time trouble, a player must continue to keep notation. A player with more than five (5) minutes left on his/her clock cannot be in time trouble regardless of the number of moves remaining to be made.

Rule 14 (Use of the Chess Clock)

It is not the player's choice as to whether to play with a clock or not. It is a regulation that must be followed. A clock must be used as long as one is, or is made, available.

No one is to remind a player to punch his/her clock!

A player or a coach who notices a clock that appears to be defective (stopping when it should be running or elapsed time not the same as other clocks which started at the same time) or incorrectly set is to call a Steward.

Section 1 - A time delay clock is the preferred choice for use in games. Because of this, no player has recourse to a claim of insufficient losing chances. Players using an analog clock cannot ask for relief by insufficient losing chances.

Section 3 - Players may stop their clock to request a steward ruling.

Section 8 - Forfeit for arriving 30 minutes late.

Section 9 - What to do when player(s) is late for the round and no clock is available.

Rule 15 (Time Limits)

Section 2 - The game ends when the time limit is exceeded.

Article 1 - The game is won by the player whose opponent's flag falls first at any time before the game is otherwise ended, except as in Rule 16-3-3.

Article 2 - A player claims a win by stopping both clocks and notifying a Steward. The flag of the player making the claim must be up and his/her opponent's flag must be down after the clocks were stopped.

Article 3 - A game is drawn if both flags are down before a win is claimed or a Steward has determined a player lost on time.

Rule 16 (Time Trouble)

Some procedures change during time trouble (last five minutes of a time limit).

Rule 17 (Conduct)

a) Read Carefully!! Know this rule and follow it.

b) It is required that players remove all chess equipment from the table at the end of a game.

Rule 19 (Appeals)

With few exceptions, once a game begins, only a player involved in a game may call for the intervention of a Steward. However, appeals of a Steward's ruling may be made by the player or a coach.

The appeal of a ruling of a Steward has to be in writing. Note that it is important to tell a Steward of your intent to appeal (within 5 minutes of the ruling) and then to prepare, in

writing, your appeal. You may make a request of the Steward to suspend your game to allow you time to write your appeal. Note Article 4 concerning possible penalty for unsportsmanlike conduct if the Head Steward's ruling is not accepted.

Rule 20 (Notation)

Players must make a record of their game. Players must use a standard system that can be readily interpreted by the Stewards.

Rule 21 (Players with Physical Disabilities)

The IHSA rules provide that any physical disability that prevents a player from playing in a "normal" manner will have adjustments made to enable them to compete. The rule also provides that players given special consideration because of some permanent or temporary problem (such as two casted arms or cerebral palsy) will result in their opponent being given the same consideration. That is, a player being excused from writing his/her own moves means that his/her opponent can elect to use an assistant to write the moves with both players retaining full rights under the rules to make claims which require the keeping of notation sheets. An opponent also has the option of starting without using the special consideration and then electing to use it later. However, the player alone must make the decision once the game begins, not the coach.

Special consideration under the Physical Disability Rule must be declared before the game begins. This alerts an opponent to the fact that play will take place under special conditions and that special provisions are available. A player must have the disability registered with the Head Steward. A coach of a team with a player needing to play under this rule is to have a Steward present at the time each game begins in order to ensure that all individuals have been properly notified.

Rule 22 (Application of Rules)

Please note that contests between Illinois high schools (including dual matches) are to be conducted under these rules. Exceptions and variations are explained.

Rule 23 (Officials)

This rule identifies each level of official including their duties and responsibilities.

b) (Section 3) - The Pairing Director has sole responsibility for pairings and official tournament results. Pairings shall be made as prescribed in the IHSA Team Chess Tournament Terms and Conditions.

*Index to Frequently Consulted Rules

Note: Numbers indicate the following: Rule-Section-Article-Subarticle

<p>Absent Player</p> <p>8-1-2 adjusting pieces while 17-11 during game 4-4-1 start of game 4-4-2 black is</p> <p>8 Adjusting Pieces 8-1-2 opponent absent</p> <p>Agreeing to Draw</p> <p>17-12-1 before game begins 12-2 during game</p> <p>20-5 Algebraic Notation</p> <p>Analysis</p> <p>17-6 annotate game 17-3-1 notes 17-4 writing next move 17-5 writing several moves</p> <p>Annoying Player</p> <p>17-8 opponent 17-9-2 spectator or observer</p> <p>Annulled Game</p> <p>18-2-1 individual tournament 18-2-2 team tournament when to call 9-1-4 can't reinstate position 3-5-1 chessmen set up wrong 9-2-4 displaced chessmen</p> <p>19 Appeals</p> <p>Capture</p> <p>7-1-2 completion of 8-3-1-b compulsory 8-3-2-c compulsory 5-3 definition 20-3-1 en passant 20-3-5 notation of</p> <p>Castling</p> <p>7-1-4 completion of move 6-2-1 correct method of 6-2 definition 6-2-4 illegal 6-2-5 illegal, ignored 20-3-3 notation of 6-2-3 permanently prevented 6-2-2 temporarily prevented 8-2-1c,d touch move 6-2-5 touching rook first</p> <p>Check</p> <p>10-4 announcement 10-5 illegal exposure to 20-3-4 notation of 10-2-1 to parry a</p>	<p>Chessboard</p> <p>2-1-2 color 2-2-1 placement 2-1-3 size 2-1-5 unsuitable 1-4 who provides 2-2-2 wrongly placed</p> <p>Chessmen</p> <p>8-1 adjusting 3-1-1 colors of 9-2 displaced 3-3 initial position 6 moves of individual 6-8-4 not available for promotion 3-4 pieces 3-5-1 set up wrong 3-1-2 size 3-1-3 size 3-1-4 size 3-2 symbols 8 touched 3-1-6 type 1-4 who provides</p> <p>Claim</p> <p>2-1-5 against chessboard color 2-1-5 against chessboard size 3-1-5 against chessmen color 3-1-6 against chessmen type 16-3 clock kept running in time trouble 14-7 clock kept running not in time trouble 12-6 draw after 50 moves 12-5 draw by repetition 6-8-4 piece not available for promotion 19-1 ruling incorrect 8-6-3 touched men 11-3-3 win on time</p> <p>Clocks</p> <p>14-5 after interruption 16-3-4 both flags down 14-4 defective 14-7 during claim verification 14-2 failure to punch 14-1 failure to use</p> <p>11-7-3 flag fall 14-9 game started without clocks 4-5 handling 16-1-1 player in time trouble 16-4 player using excessive force 4-5 operation by player 4-3 placement 14-3 players do not stop (see "stop clocks") 11-2 time forfeits 1-4 who provides</p>	<p>17-12 Collusion</p> <p>Color</p> <p>3-1-1 of chessmen 2-1-1 of squares 3-5-2 playing with wrong</p> <p>7-1 Completion of Move</p> <p>17-1 Conduct of Players</p> <p>Deputy</p> <p>21-8 for disabled player 21-9 for opponent of disabled</p> <p>Definitions</p> <p>6-2 castling 10-1 check 1 chessboard 1 chessmen 2-3-3 diagonal 6-7-2 en passant 2-3-1 file 7-5 have the move 17-2 kibitzer 10-2-2 mate 5-1 move 3-4 piece 6-8 promotion 2-3-2 rank 12-1 stalemate</p> <p>Draw</p> <p>12-2 by agreement 12-5 by position 12-6 fifty move rule 12-3 illegal or incorrectly made offer 12-5-3 incorrect claim 12-4 indirect draw offer 12-7 insufficient material 16-2 position 12-5-3 loss of right to claim 12-8 no practical winning chances 12-4-1 offering (proposing) 12-5 repetition 12-1 stalemate</p> <p>6-7-2 En Passant</p> <p>12-6 Fifty Move Rule</p> <p>First Move</p> <p>4-2 made by 4-4-2 when black absent 4-1 when white absent</p> <p>15-2-1 Flag Fall 11-6 official's action as a witness</p>
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2014-15 IHSA Chess Rules

RULE 1 - INTRODUCTION

SECTION 1 - The game of chess is played between two opponents by moving objects, referred to as chessmen, on a board with squares of two alternating colors called a chessboard.

SECTION 2 - Players and coaches are to conduct themselves in an ethical manner in the spirit of fair play.

SECTION 3 - Chess contests may be individual, team, medley team, or board swiss.

Article 1 - An Individual Tournament is an event in which players are paired against each other.

Article 2 - A Team Tournament is an event in which a team of players is paired against the same number of players from another team. More than 1 individual from a team is simultaneously paired against the same number of players from another team, and the individual results are compiled to produce a team score.

Article 3 - A Medley Team is an event in which members of a team are treated as individual contestants that are paired against each other and the scores of the individuals are added together to produce a team score.

Article 4 - A Board Swiss is an event in which a team of players is divided into subgroups. Each subgroup is paired as an Individual event. A team score is obtained by adding together the scores of the team members from each subgroup.

SECTION 4 - Each school must provide the equipment specified in the Terms and Conditions or be subject to forfeiture. The responsibility for providing equipment in a given match is the player of the Black chess pieces as determined by the pairings.

Article 1 - The equipment of the player of Black shall be used unless a) more suitable equipment can be provided by the opponent or b) the equipment does not fulfill the requirements of 2-1 and 3-1.

Article 2 - The player of Black must provide a standard time-delay clock. An add-back clock such as a Bronstein timer is not considered a standard clock. If a standard clock is not available, a non-standard clock may be used.

Article 3 - In determining who shall forfeit if both teams fail to provide the required amount of equipment, the decision is based on 1-4.

RULE 2 - CHESSBOARD AND ITS ARRANGEMENT

SECTION 1 - The chessboard is composed of 64 equal squares, alternately light (the "white" squares) and dark (the "black" squares).

Article 1 - The chessboard may have any color combination that clearly distinguishes between the light colored squares and the dark colored squares.

Article 2 - The following colors are acceptable for light squares: cream, white, and buff. The following colors are acceptable for dark squares: green, brown, black, and dark blue.

Article 3 - The sides of the squares shall be between 2" and 3".

Article 4 - The most acceptable chessboard in terms of square size is determined is the one with squares closest to 2 inches on a side.

SECTION 2

Article 1 - The chessboard is placed between the players so that the corner square nearest and to the right of each player is white.

Article 2 - If, during a game, it is found that the board has been incorrectly placed (*see clarifications*)

- the position reached shall be transferred to a chessboard correctly placed
- the game shall be continued

SECTION 3

Article 1 - The eight rows of squares running from the edge of the chessboard nearest one of the players to the edge nearest the other player are called "files".

Article 2 - The eight rows of squares running from one edge of the chessboard to the other edge at right angles to the files are called "ranks".

Article 3 - The straight rows of squares of one color, touching corner to corner, are called "diagonals".

RULE 3 - THE CHESSMEN AND THEIR ARRANGEMENT

SECTION 1 - At the beginning of the game, one player commands 16 light colored chessmen (the "White" chessmen) and the other commands 16 dark colored chessmen (the "Black" chessmen).

Article 1 - The following colors are acceptable for light chessmen: cream, white, and buff. The following colors are acceptable for dark chessmen: brown or black.











Article 2 - The size of the chessmen shall be proportional to each other.


Article 3 - The height of the King shall be between 3" and 5".


Article 4 - The height of the Pawn shall be slightly shorter than the length of a square.

Article 5 - The chessmen shall be of the Staunton design.

SECTION 2 - The chessmen and their symbols are as follows:

- 1 white King with the symbol in print of  and symbol in notation of K
- 1 white Queen with the symbol in print of  and symbol in notation of Q
- 2 white Rooks with the symbol in print of  and symbol in notation of R
- 2 white Bishops with the symbol in print of  and symbol in notation of B
- 2 white Knights with the symbol in print of  and symbol in notation of N
- 8 white Pawns with the symbol in print of  and symbol in notation of P
- 1 black King with the symbol in print of  and symbol in notation of K
- 1 black Queen with the symbol in print of  and symbol in notation of Q
- 2 black Rooks with the symbol in print of  and symbol in notation of R
- 2 black Bishops with the symbol in print of  and symbol in notation of B

2 black Knights with the symbol in print of  and symbol in notation of N

8 black Pawns with the symbol in print of  and symbol in notation of P

SECTION 3 - The initial position on the chessboard of the chessmen is as diagrammed in figure 3-3.

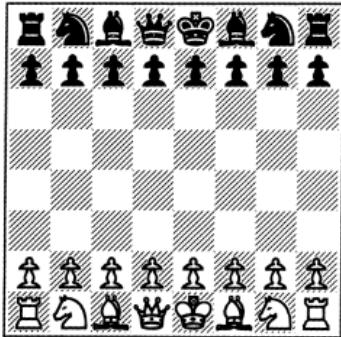


Figure 3-3 - Position of chessmen at start of game.

SECTION 4 - The chessmen other than the Pawns are referred to as pieces.

Article 1 - The Rook and Queen are major pieces.

Article 2 - The Knight and Bishop are minor pieces.

SECTION 5 - If, during a game a player discovers that *...(see clarifications)*

Article 1 - ...The initial position of the chessmen was incorrect (other than as in 2-2-2) and less than 10 moves of the game have been played, the game shall be annulled and a new game begun with the correct starting position and the remaining time divided equally between the players. If 10 or more moves have been made, the game continues. The Steward shall determine whether Rule 17-1-4 applies.

Article 2 - ...The player's color was reversed from those assigned, the game shall: a) continue to a conclusion with b) the results counting as though no reversal had occurred.

RULE 4 - CONDUCT OF THE GAME

SECTION 1 - The two players must alternate in making one move at a time.

SECTION 2 - The player with the white chessmen makes the first move.

SECTION 3 - A clock equipped with special apparatus shall control the time allotted for each player's moves (see also Rule 14).

Article 1 - Each game has a time limit specified in advance of the tournament and controlled by the clock. (15-2)

Article 2 - The clock shall be placed: *...(see clarifications)*

- as directed by tournament officials to improve officiating
- to the right of the player with the black chessmen in individual tournaments
- to the right of the players on the team assigned the black chessmen on board 1 in team tournaments.

SECTION 4 - At the time determined for the start of the game, the clock of the player who has the white chessmen is set in motion.

Article 1 - If both players arrive late, the first to arrive must split elapsed time before starting the opponent's clock.

Article 2 - Should only the player of the black chessmen be absent at the start of the game: *...(see clarifications)*

- the player of the white chessmen shall make a move before starting the absent player's clock, but...
- if no clock available, the player of the white chessman shall inform the steward of the absence of the black player.
- upon the arrival at the chessboard of the player of Black he/she makes a move, stops his/her clock (thereby starting his/her opponent's clock), and the game continues normally.

SECTION 5 - When not in time trouble (see Rule 16 if in time trouble), ...

- ... a player should, but does not have to, punch his/her clock with the same hand with which he/she keeps score.
- ... a player should, but does not have to, move the chessmen with the hand with which he/she writes notation.

SECTION 6 - When a game is completed, the result must be reported immediately to the person and/or place in the manner required by the tournament officials. A player not reporting the results as required is to be individually penalized and/or his/her team penalized.

RULE 5 - DEFINITION OF THE MOVE

SECTION 1 - With the exception of castling (6-2) and promotion of a pawn (6-8), a move is the transfer of a chessman commanded by a player from one square to another square which is either a) vacant or b) occupied by a chessman of the opponent.

SECTION 2 - No chessman may cross a square occupied by another chessman except...

Article 1 - ...the Rook when castling (6-2-1) and...

Article 2 - ...the Knight (6-6).

SECTION 3 - A chessman played to a square occupied by a chessman of the opponent, in the same move, captures the opponent's chessman...

Article 1 - ...which must be removed from the chessboard by the player making the capture...

Article 2 - ...with it making no difference whether the opponent's chessman being captured or the player's chessman making the capture is touched first providing the capture is a legal one.

RULE 6 - MOVES OF THE INDIVIDUAL CHESSMEN

SECTION 1 - The King may make...

Article 1 - ...the Castling move or

Article 2 - ...move to an adjacent square that is not attacked by an opponent's chessman.

SECTION 2 - Castling is a move of the King and either Rook which counts as a single move of the King.

Article 1 - The castling move is made by a) transferring the King from its original square two squares in the same rank, and then b) the Rook towards which the King moved is transferred over the King to the square the King crossed.

Article 2 - Castling is momentarily prevented if a) the King is in check (Rule 10), b) the square which the King must cross is occupied, c) the square which the King must cross is attacked by a chessman of the opponent, d) the square which the King will occupy is attacked by a chessman of the opponent, or e) any chessman occupies a square along the rank between the King and the Rook towards which the King will move

Article 3 - Castling is permanently impossible if a) the King has previously moved, or b) the Rook towards which the King will move has previously moved.

Article 4 - If a player starts to castle and it is determined that castling is illegal, the player has to move his/her King except

the fault has no consequence if the King has no legal move.

Article 5 - If a player touches the Rook first when about to castle, there is no penalty except that if castling is illegal the player must move the Rook if it may be legally moved.

SECTION 3 - The Rook moves to any square on the file or rank on which it stands except as limited by 5-2.

SECTION 4 - The Bishop moves to any square on the diagonals on which it stands except as limited by 5-2.

SECTION 5 - The Queen moves to any square on the file, rank or diagonals on which it stands except as limited by 5-2.

SECTION 6 - The Knight move is composed of two different steps.

Article 1 - The first step is a move of a single square along the rank or file.

Article 2 - The second step is done by taking one step of a single square on a diagonal while still moving away from the square of departure.

Article 3 - In making the move of the Knight, the first step of a single square along the rank or file is not stopped by the presence of any chessman.

Article 4 - In finishing the move of the Knight, the Knight may not come to rest on a square already occupied by a chessman of the same color.

SECTION 7 - The pawn moves forward only.

Article 1 - The Pawn advances one vacant square along the file on which it is placed except a) a Pawn may advance one or two vacant squares along the file it occupies at the start of the game and b) when capturing the Pawn advances forward on the diagonal to a square contiguous to its own that is occupied by a chessman of the opponent.

Article 2 - A Pawn attacking a square crossed by an opponent's Pawn that has been advanced two squares in one move from its original square, may capture the opponent's Pawn as if the latter had been advanced only one square providing the capture is made on the move immediately following such advance. Such a capture is called "en passant".

SECTION 8 - The exchange of a Pawn for a piece is called "promotion".

Article 1 - Once a Pawn reaches the last rank, it must be promoted as part of the same move to a Queen, Rook, Bishop, or Knight of the same color at the choice of the player making the move. (Ruling in Play Situations).

Article 2 - The selection of the piece to which the Pawn is promoted is made without reference to other chessmen remaining on the chessboard.

Article 3 - The action of the promoted piece is immediate.

Article 4 - *...(see clarifications)* Should the piece to which a player wishes to promote a Pawn not be immediately available, the player should request assistance from a Steward before making his/her move. When there is a delay in obtaining the new piece, both clocks may be stopped until the required piece is given to the player having the move. (Note: For example, an upside down Rook is not a Queen. No penalty shall be imposed if such substitution is made. However, the opponent may object to the use of a substitute for the Queen and may stop the clock until a queen is secured and properly placed on the board.)

Article 5 - *...(see clarifications)* On the exchange of a Pawn, the move is not complete until the promoted Pawn is exchanged for a new piece. If a player punches his/her clock without exchanging the promoted Pawn for a new piece, he/she is breaking Rule 14-12 and can be penalized by having 2 minutes added to the time of the opponent providing the opponent calls the violation to a Steward's attention before touching a chessman.

RULE 7 - DETERMINATION AND COMPLETION OF A MOVE

SECTION 1 - Except for the last move, a move is determined but not completed...

Article 1 - ...in the transfer of a chessman to a vacant square when the player's hand has released the chessman;

Article 2 - ...in a capture when the captured chessman has been removed from the chessboard and the player, having placed on its new square his/her own chessman, has released the latter from his/her hand;

Article 3 - ...in the promotion of a Pawn when the Pawn has been removed from the chessboard and the player's hand has released the new chessman after placing it on the promotion square (if the player has released from his/her hand the Pawn that has reached the promotion square, the move is not yet completed, but the player no longer has the right to play the Pawn to another square); and

Article 4 - ...in castling a) when the player's hand has released the Rook on the square crossed by the King; b) when the player has released the King from his/her hand, the move is not yet completed but the player no longer has the right to make any other move than castling; and c) if a player reverses the order of castling, it does not follow that a player can be forced to castle when he/she moves his/her Rook unless he/she has also touched the King.

SECTION 2 - A move is completed when a move is determined (7-1) and the clock of the player with the move stopped.

SECTION 3 - Once a move is determined, the opponent may make his/her move, but the player still retains all rights to make draw offers or claims of draws.

SECTION 4 - A player is never allowed to take a move back.

SECTION 5 - It is illegal to permit a player to take a move back.

SECTION 6 - The player whose turn it is to move, is said to have the move.

SECTION 7 - A determined move is sufficient to satisfy conditions for rules 11-1, 12-2, and 12-7.

SECTION 8 - A move is completed when a player, having released a piece, pushes the clock.

RULE 8 - THE TOUCHED CHESSMAN

SECTION 1 - The player whose turn it is to move may adjust one or more chessmen on their squares providing... *...(see clarifications)*

Article 1 - ...that he/she first warns his/her opponent.

Article 2 - If the opponent is absent, the player whose turn it is to move may adjust one or more chessmen on their squares a) providing he/she notifies a Steward or b) when a Steward is not readily available, has a spectator or player who is not on the move witness the adjustment.

Article 3 - Warning must be given by the player who wishes to make adjustments by saying “adjust” or “j’adoube”.

SECTION 2 - If the player who does not have the move adjusts any chessmen on the chessboard, he/she is to be penalized as per 17-8-6. (*see clarifications*)

SECTION 3 - Except as provided in 8-1, if the player whose turn it is to move touches with intent to move... (*see clarifications*)

Article 1 - ...one or more chessmen of the same color, he/she must a) move the first chessman that can be legally moved, or b) capture the first chessman that can be legally captured; but c) if the first two touched chessmen are the King and a Rook, the player must castle with that Rook, or d) if castling with the Rook in question is illegal, move the King;

Article 2 - ...one of his/her own chessmen and one of his/her opponent’s chessmen he/she must a) capture the latter with the former, or b) if this is illegal, the player must move his/her own touched chessman, or c) if even this is illegal, capture the opponent’s chessman.

Article 3 - A chessman being held is considered an extension of the individual holding it, therefore **touching with the chessman is the same as physical contact**.

SECTION 4 - When a player touches more chessmen than indicated in 8-3, the player’s opponent shall specify...

Article 1 - ...The touched chessman that must be a) moved, or b) captured or

Article 2 - ...the capture that must be made by which touched chessman.

Article 3 - When a Steward rules that the opponent of an offender is to specify what move or capture is to be made, the clock of the offender’s opponent is to be started and remain running until he/she announces his/her selection and starts the other player’s clock.

SECTION 5 - In all situations of 8-3 and 8-4,...

Article 1 - ...if the player touches a chessman of his/her own with no legal moves, or any opponent’s chessman that cannot be captured, the situation shall be regarded as one in which the player did not touch the said chessman;

Article 2 - ...if none of the player’s touched chessmen can be legally moved and none of the touched chessmen of the opponent can be captured, the player is free to make any move he/she chooses.

SECTION 6 - The enforcement of 8-3 and 8-4 can be done...

Article 1 - ... if a player claims a violation before he/she touches a chessman himself/herself and

Article 2 - ... there is an agreement with the opponent and

Article 3 - by appeal to a Steward determining whether or not a touch occurred after a player makes a claim against an opponent for an act not witnessed by a Steward. In making such a determination, the Steward may question witnesses who can provide unbiased testimony to the events.

Article 4 - When a Steward rules that a player must move or capture specified chessmen he shall direct the offending player as to what action must be taken and start the player’s clock. Unless the offending player makes an immediate appeal, he/she shall respond directly per the ruling or be penalized under provisions of 17-1.

SECTION 7 - When a player’s claim against an opponent is made and disallowed for lack of proper witness, the Steward shall record both the claim and the alleged offense as in 18-4.

SECTION 8 - Stewards are to stop the clocks of both players while arriving at a ruling.

RULE 9 - ILLEGAL POSITION CREATED DURING THE GAME

SECTION 1 - If it is found that one of either player’s last five moves was illegal,

Article 1 - ...the position shall be reinstated to what it was before the illegal move was made, and

Article 2 - ...the game shall then continue by applying 8-3 or 8-5 to the move replacing the illegal move

Article 3 - ...and the player making the illegal move is penalized by adding two minutes to the opponent’s time.

Article 4 - If the position cannot be reinstated, then the illegal move shall stand. The Steward shall determine whether Rule 17-1-3 applies.

Article 5 - If it is found that an illegal move was made prior to each player’s last five moves, the illegal move shall stand and the game continues.

SECTION 2 - If, during a game, one or more chessmen have been accidentally displaced and incorrectly replaced, then *the displacement shall be treated as an illegal move*...

SECTION 3 - If, during the course of a move, a player inadvertently knocks over one or more pieces

Article 1 - the player must not punch the clock until the position has been reestablished.

Article 2 - The opponent may punch the clock without moving, if necessary, to force the player who knocked over the piece(s) to restore the position on his/her own time.

SECTION 4 - If any illegal positions or moves are made during a game and the game is finished the results for the game stand.

RULE 10 - CHECK

SECTION 1 - The King is in check when the square on which it stands is attacked by an opponent’s chessman. Likewise, a player’s chessman is said to give check to the opponent’s King when it attacks the square on which the opponent’s King stands.

SECTION 2 - Check must be parried by the move immediately following.

Article 1 - Check can be parried by a) moving the King to a square that is not attacked by an opponent’s chessman, b) capturing the chessman that is giving the check, or c) interposing a chessman between the King and the opponent’s chessman that is giving check.

Article 2 - If check cannot be parried, it is said to be “mate”.

SECTION 3 - A chessman intercepting a check to the King of its own color can itself give check to the opponent’s King.

SECTION 4 - A player is not required to announce check.

SECTION 5 - It is illegal to expose one’s own King to check in any manner whatsoever.

RULE 11 - WON GAME

SECTION 1 - The game is won by the player who delivers mate to the opponent's King.

SECTION 2 - The game is won by the player whose opponent resigns the game. (*see clarifications*)

SECTION 3 - The game is won by the player whose opponent oversteps the time limits provided for the contest (except as in 12-7).

Article 1 - Only the opponent can inform a player that he/she has lost a game by exceeding the time limit.

Article 2 - Sudden Death (see Rule 15) is a time limit that states the amount of time allowed for each player. The game ends if one player exceeds the time provided.

Article 3 - When a player's time limit is exceeded, the opponent may claim a win on time to a Steward.

Article 4 - If the flags of both clocks are down, the game is a draw.

Article 5 - The player must still retain sufficient mating material as described in 12-7.

SECTION 4 - The game is won by the player whose opponent during the game refuses to comply with the rules of chess, but if both players refuse to comply with the rules of chess the game shall be declared lost by both players.

SECTION 5 - If a player arrives more than 30 minutes late for the start of any game they are forfeited.

SECTION 6 - Whenever possible, a Steward will be present at all games where there is time trouble.

RULE 12 - DRAWN GAME

SECTION 1 - The game is drawn when the King of the player who has the move is not in check, but such player cannot make any legal move. Such a draw is called a stalemate.

SECTION 2 - The game can be drawn by agreement between the two players.

Article 1 - A proposal to draw by agreement may be made a) by a player only after he/she has just made a move, but b) before he/she starts the clock of the opponent. (*see clarifications*)

Article 2 - The player to whom the draw offer was made may a) accept, or b) reject the proposal orally or by making a move. (*see clarifications*)

Article 3 - While the decision to accept or reject the draw offer is being made, the player who made the proposal of a draw cannot withdraw it. (*see clarifications*)

Article 4 - Where fewer than 10 moves have been made, draws of this Section must be presented to a Steward who may a) allow the draw, b) rule a double forfeit for unsportsmanlike conduct, c) cause a new game to be played in its place without resetting the clocks.

SECTION 3 - An offer of a draw not made in accordance with 12-2 is illegal.

Article 1 - An illegal offer of a draw may be accepted by the opponent.

Article 2 - If a player proposes a draw while his/her opponent's clock is running the opponent may a) agree to draw, or b) reject the offer either orally or by making a move.

Article 3 - If a player proposes a draw while his/her own clock is running, the opponent a) may accept the offer, b) may reject the offer, or c) postpone his/her decision until after the player has made a move.

Article 4 - The illegal offer of draw shall be penalized by a Steward adding two minutes to the time of the opponent.

SECTION 4 - Attempts to determine what an opponent would do if he/she were offered a draw will be treated as an offer of a draw.

Article 1 - The opponent shall have the right to accept such offers.

Article 2 - If offered illegally, they shall be treated as 12-3 provides.

Article 3 - Within the meaning of this Section are such statements, whether directed toward the opponent or not, as the following: a) 'Think I can get a draw?', b) 'I think I can get at least a draw!', c) 'My opponent can't even get a draw', d) 'My opponent is trying to find a draw', and e) 'What would you do if I offered you a draw?'

Article 4 - Application of 12-3 is not limited to the statements in 12-4-3.

SECTION 5 - The game is drawn upon demand by one of the players when the same

position appears three times, provided that the same player has the move after each of the three appearances of the same position on the chessboard.

Article 1 - The position is considered the same if a) chessmen of the same kind and color occupy the same squares, and b) the possible moves of all chessmen are unchanged.

Article 2 - The right to claim the draw belongs exclusively to the player who a) is in a position to play a move leading to such repetition provided that he/she indicates the move and claims the draw before making the move, or b) must reply to a move which has produced the repeated position, provided that he/she claims the draw before executing his/her move. (*see clarifications*)

Article 3 - If a player's claim of a draw proves to be incorrect and the game continues, a) then the player who has indicated a move according to 12-5-2 is obliged to execute this move on the chessboard b) 2 minutes shall be added to the opponents clock.

Article 4 - If a player makes a move without having claimed a draw in the manner given in 12-5-2, a) he/she loses the right to claim a draw, but b) this right is restored to him/her if the same position appears again, the same player having the move and the possible moves of all chessmen being unchanged.

Article 5 - Where fewer than 10 moves have been made, draws of this Section must be brought to the attention of a Steward who may a) allow the draw, b) rule a double forfeit for unsportsmanlike conduct, c) cause a new game to be played in its place without resetting the clock.

SECTION 6 - The game is drawn when a player having the move demonstrates that at least fifty moves have been made by each side without the capture of any chessman or the movement of any Pawns. (See 13-4-1)

Article 1 - The right to claim the draw belongs exclusively to the player who a) is in a position to play a move leading to a situation where 50 or more moves have been played provided that he/she indicates the move and claims the draw before making the move, or b) must reply to a move which has exceeded 50 moves, provided that he/she claims the draw before executing his/her move.

Article 2 - If a player's claim of a draw proves to be incorrect and the game continues, a) then the player who has indicated a move according to 12-6-1 is obliged to execute this move on the chessboard b) 2 minutes shall be added to the opponent's clock.

Article 3 - If a player makes a move without having claimed a draw in the manner given in 12-6-1, a) he/she loses the right to claim a draw, but b) this right is restored to him/her if the situation appears again.

SECTION 7 - A drawn game occurs when a player can demonstrate that his or her opponent has insufficient material for a win. Insufficient material occurs when a player's opponent has:

Article 1 - Insufficient material occurs if the opponent has

- a lone king
- a king and knight
- a king and bishop

Unless the opponent can demonstrate a forced mating sequence

SECTION 8 - A drawn game may be claimed in the following cases

Article 1 - by the weaker side when

- facing a king and rook pawn if the player's king is on the same file as the pawn and directly in front or in front of the pawn and on the adjacent file.
- the opponent has only King and two Knights

Unless the opponent can demonstrate a forced mating sequence

Article 2 - by either side when players have equivalent material as below

- K & Q v K & Q
- K & R v K & R

Unless the opponent can demonstrate a forced winning sequence that does not take into account the time remaining on either player's clock.

Article 3 - by the stronger side when they have K & Q v K & R unless the player with the rook can demonstrate a forced winning sequence that does not take into account the time remaining on either player's clock.

SECTION 9 - If both Kings are in check and it is not possible to establish a correct position from the last move.

SECTION 10 - The game is drawn if both flags are down.

RULE 13 - RECORDING OF GAMES

SECTION 1 - In the course of play, each player is required to record the game.

Article 1 - The recording of the game is done move after move.

Article 2 - The recording includes a player's own moves and those of the opponent.

Article 3 - The record shall be a) clear, b) legible, and c) on a scoresheet approved for the contest. (*see clarifications*)

Article 4 - In the event that a player gets more than three (3) moves behind in notation, the opponent may object to a Steward. Upon verification, the Steward shall instruct the offending player that a) the move notation must be caught up, if possible, on his time (13-5), b) in any case to start recording moves from that point forward, c) a time penalty will result if the same player, in the same game, should again become three (3) or more moves behind in notation (except as permitted in 13-4) and the opponent objects to a Steward, and d) forfeiture will result if the same player, in the same game, should again become three (3) or more moves behind in notation (except as permitted in 13-4) and the opponent objects to the steward.

SECTION 2 - No person may act as the deputy of a player in recording moves except as in Rule 21.

SECTION 3 - In recording the moves of the game, either...

Article 1 - ...the algebraic system (Section 20) of notation or

Article 2 - ...computer notation may be used, but

Article 3 - ...use of another notation system, such as the Descriptive System or symbols shall not be penalized.

SECTION 4 - A player in time trouble under Rule 16 is not required to record the game. The opponent of a player in time trouble who elects to not continue notation may also elect to not continue notation.

SECTION 5 - If a Steward instructs a player to write down missing moves according to 13-1-4 and the player declares he/she cannot do so without consulting his/her opponent's scoresheet,...

Article 1 - ...the request for this sheet will be made to the opponent who cannot refuse his/her scoresheet.

Article 2 - While using the opponent's scoresheet, the player's clock shall be running regardless of whose turn it is to move.

RULE 14 - USE OF THE CHESS CLOCK

SECTION 1 - Failure of Black to supply a clock is sufficient grounds for forfeiture.

SECTION 2 - Under no circumstances is any person (except the opponent) to call to the attention of any player the fact that he/she has failed to punch his/her clock after completing a move.

Article 1 - Any individual who indicates to a player to punch his/her clock shall be penalized.

Article 2 - A time penalty is imposed against the player told to punch his/her clock if in the opinion of the Steward such information could have had a substantial influence on the outcome of the contest.

SECTION 3 - Players may stop both clocks during a game as provided in the rules (see 6-8-4, 14-7, 15-2-2, 16-1-2, 16-1-4, and 16-2).

Article 1 - A player who stops both clocks other than as provided for in the rules shall be penalized by the addition of two minutes to the opponent's clock.

Article 2 - Officials may stop both clocks (see 8-6-6, 13-5-3, 14-3-2, 14-5, 14-7, and 19-1-1) a) in accordance with IHSA Chess Tournament Rules or b) when it is believed justifiable.

Article 3 - Once stopped, a clock may only be restarted by a steward or at the instruction of a steward.

SECTION 4 - If during a game, it is determined that a clock is not functioning properly, other than a flag fall, or if the initial settings are determined to be incorrect, the Steward and/or players shall replace or correct such defective clock.

Article 1 - Time on a clock replacing a defective clock shall be indicated as accurately as possible for the time used up to when the game was interrupted.

Article 2 - If one unit of the defective clock has stopped, the corresponding unit of the new clock shall be advanced so that the total time indicated by the two units is equal to the time the playing session has been in progress.

Article 3 - If both units of a clock have stopped, the difference between the total of the time registered by the defective clock and the elapsed time of the playing session shall be divided in half and each unit of the new clock advanced by this amount.

Article 4 - A Steward is to use his/her best judgment in setting the time on a new clock if any clock adjustment a) would result in a player exceeding the time limit, or b) the time used by each player cannot be accurately determined.

SECTION 5 - If the game must be interrupted because of some situation for which neither player is responsible the clocks shall be stopped under the direction of a Steward until the situation has been adjusted.

SECTION 6 - In the absence of a player's misconduct, the expiration of time on the clock is conclusive.

SECTION 7 - In the event of a claim of a draw that must be verified by a Steward, the clock of the players shall be stopped while the claim is being validated.

SECTION 8 - When a clock is not available at the beginning of the round, but is obtained or provided later the following procedures apply:

Article 1 - If one player is absent when the round begins: a) he/she is charged with the elapsed time up to the moment of his/her arrival, and b) the time from his/her arrival until a clock becomes available is divided equally between the two players.

Article 2 - If both players arrive late, the first to arrive must split elapsed time before starting the opponent's clock.

Article 3 - If only one player is present he/she must report his/her opponent missing and the lack of a clock to the Steward in charge of the game. a) The Steward records the necessary information to properly adjust the time on the clock when one becomes available. b) If a player fails to report the necessary information to the Steward, the Steward shall divide the time equally between the players when a clock becomes available.

SECTION 9 - A player who punches his/her clock without moving (except when an opponent must replace accidentally displaced chessmen) is penalized by adding 2 minutes to the opponent's clock.

RULE 15 – TIME LIMIT

Section 1 - The time limit requires each player to make all the moves of the game in a period of time specified in advance.

Section 2 - The game ends when the time limit is exceeded.

Article 1 - The game is won by the player whose opponent's time limit expires first at any time before the game is otherwise ended except as in Rule 16-3-3.

Article 2 - A player claims a win by stopping both clocks and notifying a Steward. The player making the claim must still have time on the clock after the clocks have been stopped.

Article 3 - A game is drawn if both clocks have expired before a win is claimed or a Steward has determined a player lost on time.

RULE 16 - TIME TROUBLE

SECTION 1 - A player is deemed to be in time trouble when he/she has fewer than five minutes remaining to a time limit.

Article 1 - A player in time trouble must...

- a) ...handle the clock with the same hand with which he/she handles the chessmen.
- b) ...remove his/her hand from the clock button after depressing the button and must keep his/her hand off the clock until it is time to press it again.
- c) ...not pick up the clock.
- d) ...replace chessmen on his/her own time, if he/she accidentally displaces one or more of them.

Article 2 - If either player is in time trouble and the illegal move is not corrected before the opponent of the player who made the illegal move completes two moves, the illegal move stands and there is no time penalty.

Article 3 - In case of a dispute, either player may stop the clocks while a Steward is being summoned.

SECTION 2 - In positions that are clearly drawn, as in 12-7 or 12-8, either player may stop the clocks and ask a Steward to rule a draw. If the request is rejected, two minutes will be added to the time of the opponent of the player making the request.

SECTION 3 - A game is drawn when...

Article 1 - ... a player demonstrates a forced repetition of position as in Rule 12-4 (note: does not require notation).

Article 2 - ... neither player has sufficient material for a possible checkmate as in 12-7.

Article 3 - ... a player has insufficient material for a possible checkmate, as in 12-7, and his/her opponent's time expired first.

Article 4 - ... both clocks are expired.

SECTION 4 - Any player using excessive force on a clock may be warned by a Steward and penalized by up to the loss of the game for a second infraction.

SECTION 5 - If one player is in time trouble and elects to forgo notation, the opponent may also.

RULE 17 - CONDUCT OF THE PLAYERS, COACHES AND SPECTATORS

SECTION 1 - The Rules of Chess are to be interpreted in as broad a manner as necessary to prevent unsportsmanlike conduct from interfering with the outcome of a game. Unsportsmanlike conduct includes, but is not limited to, the following:

Article 1 - Humiliating an opponent.

Article 2 - Playing under a) another's name, or b) an assumed name.

Article 3 - Rudeness.

Article 4 - The Steward determines that deception, including trying to use the rules as a means of gaining an advantage, has been used in an attempt to gain an advantage.

SECTION 2 - A kibitzer is any person who gives advice to a player.

Article 1 - Kibitzers are to be penalized (see 18-3).

Article 2 - An individual who unintentionally kibitzes (by asides to another being accidentally loud enough to be overheard by the players) is to be a) quieted, b) removed from the area of play, c) expelled from the playing area for the duration of the round, or d) penalized (18-3).

Article 3 - Passing a Communication Card to anyone other than a steward is kibitzing.

SECTION 3 - During play, the players are forbidden to receive assistance.

Article 1 - During play, the players are forbidden to make use of notes, manuscripts, or printed matter.

Article 2 - During play, a player may spectate but are forbidden from analyzing any game on a chess board.

Article 3 - The penalty for violation of 17-3 is at least forfeiture of the game in progress except when advice was clearly unsolicited and a lesser penalty than forfeiture is to be imposed. The severity of the lesser penalty shall be in accordance with the influence the advice may have been able to have on the game but should not be forfeiture.

SECTION 4 - It is not a violation to write the next move on a scoresheet...

Article 1 - ...prior to making such move.

Article 2 - ...then make another move on the chessboard, or

Article 3 - ...to change such move on the scoresheet.

SECTION 5 - The writing of two or more moves ahead may be interpreted as analyzing.

SECTION 6 - It is not a violation to annotate previously made moves in a game on the same scoresheet.

SECTION 7 - While any tournament game is in progress in the playing room:

Article 1 - ...there shall be no analysis including discussion, use of printed material or electronic aids.

Article 2 - ...there shall be no skittles games.

Article 3 - ...players shall not go over a completed tournament game.

Article 4 - It is required that players promptly remove all chess equipment from the table at the end of a game.

Article 5 -- Cell phone photography is permitted only during the first 10 minutes of play. Flash photography is not permitted at any time.

Article 6 - Violation shall result in those involved being penalized. In the case of analysis, the player may be forfeited. For violation of 17-7-2 or 17-7-3, the team shall be penalized as a minor violation with additional occurrences by members of the same team being penalized more severely.

SECTION 8 - Players are forbidden to distract their opponents in any manner whatsoever.

Article 1 - Making repeated offers of a draw without strong positional grounds for such an offer.

Article 2 - A player whose turn it is to move cannot be considered as distracting or annoying an opponent.

Article 3 - A player not on the move is to be restrained in behavior and mannerisms that might be distracting or annoying.

Article 4 - A player, even with the move, is not to be permitted mannerisms or behavior which distract players of other games.

Article 5 - Stewards are to penalize players only when a) a claim is made, b) the behavior or mannerisms of a player are judged intentional, or c) a warning for unintentional mannerisms or behavior that clearly interfere with the proper conduct of the game goes unheeded.

Article 6 - In case of mannerisms regarding disabled players or 17-8-5c, a Steward may create special playing arrangements even to the extent of observers under the direction of Stewards.

Article 7 - Application of this Section is not limited to those provisions mentioned in 17-8-1 to 17-8-6.

SECTION 9 - A spectator is an individual in a playing room other than an official or player of a game in progress.

Article 1 - Upon completion of their game, players become spectators.

Article 2 - Spectators are forbidden to a) kibitz, b) distract, or c) annoy in any manner whatsoever.

Article 3 - Observing a game from a reasonable distance is not to be interpreted, by itself, as being distracting or annoying.

SECTION 10 - During playing sessions,...
(see clarifications)

Article 1 - ...players with games in progress are not to leave the table without first informing a Steward and/or the opponent.

Article 2 - ...players a) with games in progress or b) who have become spectators, may view other games of their teammates, but must stay behind them where they cannot easily be seen.

Article 3 - ...players in team tournaments may communicate with their coaches, as in Rule 17-13-3.

SECTION 11 - A player who does not wish to continue a lost game without being courteous enough to resign or notify a Steward may be penalized up to forfeiture from further play in the tournament. Before penalty for violation of this Section is applied, ...

Article 1 - ...a player must report his/her opponent absent from the board to a Steward who will a) inspect the game to see if it is a lost game, and b) after a reasonable wait will attempt, c) with reasonable effort and time to locate such opponent.

Article 2 - If the absent player is located, a) he/she will be asked why he/she is away from the board, and b) if a satisfactory answer is obtained the player may return within a reasonable time to the board and continue the game, but c) if the answer is not satisfactory to the Steward the player will be penalized for unsportsmanlike conduct for his/her absence and be instructed to return to the game immediately, and d) should refusal or unwarranted delay in returning occur, the full penalty be applied.

Article 3 - If the absent player is not located with reasonable effort and time, the Steward will declare the game abandoned and apply the penalty provided.

Article 4 - If a player is at the board and refuses to move, the steward may request that the player make a move within a reasonable time (as determined by the steward), or face penalties.

SECTION 12 - Penalties (See 18-3) shall be applied in cases of unsportsmanlike efforts to obtain results in games including...

Article 1 - ...agreeing with an opponent to draw before a serious contest has begun.

Article 2 - ...agreeing to "throw" a contest.

Article 3 - ...prompting a player to extraordinary efforts to win or draw except in a Team Tournament from a fellow team member or the player's coach.

SECTION 13 - The name of the coach(es) must be entered on the entry form.

Article 1 - A coach is responsible for his/her players following the rules.

Article 2 - A coach must be behind his/her players where they cannot easily see him/her while they have a game in progress.

Article 3 - In team tournaments, a coach may respond to a communication from a player through a steward, in a manner that does not violate Rule 17-3, to tell a player: a) the team score and the influence of the player's result on the team; b) instruct the player to offer, accept or decline a draw; c) instruct the player to resign or not to resign a game.

Article 4 - In team tournaments, the coach is allowed to initiate a message using a communication card obtained from a steward to inform the player of the match score and the player's ability to help win or draw the match, but only when no more than two games remain on the table.

NOTE: Such information shall be written on the Communication Card.

Article 5 - A coach is responsible for submitting a list of the starting board assignments prior to Round 1. Once this list is submitted, substitutions may be made: a) on a player-for-player basis only; b) but, not in such a way that any player would play on more than one board at a given level of competition, c) by the coach reporting any substitute to tournament officials prior to the start of the round in which the substitute first plays; and, d) providing the name of the substitute has been included on the Team Roster submitted to the Tournament Director prior to the beginning of Round 1.

Article 6 - For a game in progress, a coach may summon a Steward, but only for the Steward to be an observer. The coach, in such a case, must not make it known to the players that a Steward is being summoned, or indicate in any other manner, that an infraction of the rules may have occurred. Only one of the players in a game may request a ruling by

a Steward relative to any question connected with the game itself. Coaches may request Stewards to take action on matters beyond the actual playing of a game in progress, such as noise.

RULE 18 - PENALTIES

SECTION 1 - Infractions of the rules may incur penalties, even to the extent of the loss of the game.

SECTION 2 - The judgment of the tournament official will determine the penalty to be imposed where it is not specified in the rules. Penalties that may be imposed include:

Article 1 - Recorded warning.

Article 2 - Additional time added to clock of offender's opponent.

Article 3 - Loss of tie-break points a) of individual offender and/or b) the offender's team.

Article 4 - Loss of match points of a) individual offender and/or b) the offender's team.

Article 5 - Expulsion from the playing room a) for the round, or b) for the tournament.

Article 6 - Forfeiture of a number of future rounds in which case no substitute may be used.

Article 7 - Loss of the game in progress.

Article 8 - Alter the normal scoring for the outcome of the game.

Article 9 - Combinations of any items in 18-3-1 to 18-3-8.

Article 10 - Cancel a game and rule a new game to be played in its place.

Article 11 - Declare a game lost by both players.

SECTION 3 - In the event of a penalty, a Steward is to...

Article 1 - ...record the names of all individuals involved,

Article 2 - ...record the circumstances causing the penalty,

Article 3 - ...record the name of the Steward(s) imposing the penalty,

Article 4 - ...the penalty imposed, and

Article 5 - ...secure the information so as to be readily available in future rounds of the Tournament to ensure that previous circumstances are considered in future rulings involving the same individual and/or team.

RULE 19 - APPEALS

SECTION 1 - A player or coach may immediately appeal a ruling by a steward on his/her own game to the Head Steward.

Article 1 - The appeal must be made before the player making the appeal makes any further move.

Article 2 - The clock shall be stopped and the Head Steward summoned to the table.

SECTION 2 - The Head Steward may:

Article 1 - Gather any information from players, witnesses or coaches.

Article 2 - Consult with any other individuals.

Article 3 - Use reference materials.

Article 4 - The Head Steward shall always give preeminent weight to the testimony of steward(s) as to anything said or done in their presence.

SECTION 3 - The Head Steward may choose to:

Article 1 - Uphold the ruling of the steward.

Article 2 - Reverse or modify any previous decision made by a steward.

Article 3 - The decision of the Head Steward is final. Any further activity may be ruled unsportsmanlike and penalized appropriately.

SECTION 4 - A coach may appeal a pairing to the Tournament Director only if the coach can demonstrate that the pairing is illegal or potentially illegal. Examples of such pairings are:

Article 1 - An illegal pairing would be a pairing against a player from a previous round.

Article 2 - Potentially illegal pairings would include:

a) Being assigned the same color 3 times in a row.

- b) Being paired against an opponent outside one's own pairing group.
- c) Being paired against an opponent in one's own conference in violation of any stated restrictions.

Article 3 - No pairing appeal will be considered after 10 minutes have elapsed from the start of the round.

Article 4 - The decision of the Tournament Director is final. Any further activity may be ruled unsportsmanlike and penalized appropriately.

RULE 20 - NOTATION

SECTION 1 - Players record the moves of games using the algebraic system (20-4).

SECTION 2 - In recording the symbol of the chessmen, the letters as given in 3-2 are to be used.

SECTION 3 - Except as provided in 20-4 and 20-5, the following symbols shall be used:

Article 1 - x = capture

Article 2 - (Hyphen) = move to

Article 3 - a) 0-0 castle to Kingside, and b) 0-0-0 castle in Queenside

Article 4 - Check may be shown with a) +, b) ck

Article 5 - e.p. = en passant

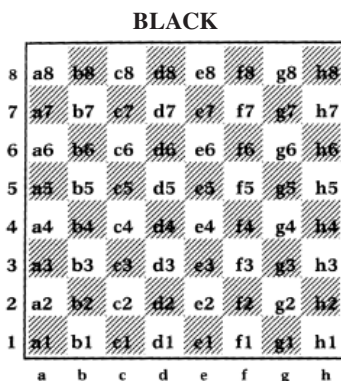
Article 6 - () = used to show promotion following a Pawn move to the 8th rank with the symbol of the piece to which the Pawn was promoted being placed in the parenthesis.

SECTION 4 - Algebraic Notation describes squares and moves by use of a grid system of numbers and lower case letters.

Article 1 - The chessmen are designated by their initials (3-2).

Article 2 - The files are designated by lower case letters a to h from left to right on White's side of the board (see Figure 20-5).

Article 3 - The eight ranks are numbered from 1 to 8 counting from White's first rank (see Figure 20-5).



ALGEBRAIC NOTATION
(Figure 20-5)

Article 4 - Each square is identified by: a) a symbol comprising first the letter of the file and then the number of the rank, and b) is the same whoever is moving.

Article 5 - A move by a piece is described by giving the initial of the piece followed immediately by the symbol of the square of departure then, following the separation symbol, the symbol for the square of arrival. The separation symbol is...

- a) ...a hyphen if the move is to a vacant square and...
- b) an x or : if the move is a capture.

Article 6 - Additional symbols given in 20-3 may be added as necessary.

SECTION 5 - When no ambiguity will result, abbreviations in the algebraic system may be used as follows:

Article 1 - For Pawns...

- a) ...a move by a Pawn is described as given in 20-5-6 except the letter P for Pawn is omitted.
- b) ...the omission of a preceding initial always indicates that a move or capture is made by a Pawn
- c) ...captures by Pawns are shown by combining the letters of the files of departure and the file of arrival.

Article 2 - The description of a move may omit the square of departure and give only the square of arrival.

Article 3 - Captures by pieces are shown by giving the initial of the piece and the symbol of the square on which the capture occurs linked by a : or an x.

Article 4 - If the omission of the square of departure would result in ambiguity, the letter of the file or the number of the rank is added to the initial of the piece moved.

SECTION 6 - Other systems of notation may be used to record a game provided the game notation is consistently recorded and the game may be reproduced from the notations to the satisfaction of tournament officials. Such other systems include a) Descriptive System, b) computer notation, and c) any recognized variety of algebraic and includes the use of foreign language abbreviations for pieces in any notation system.

SECTION 7 - The following notation-taking devices are approved for use in competition, provided that each move is made on the board before it is recorded:

- (a) Monroi Personal Chess Manager (PCM).

RULE 21 - PLAYERS WITH PHYSICAL DISABILITIES

SECTION 1 - Players with physical disabilities that are either temporary or permanent and which prevent them from fulfilling certain rules shall have special consideration in meeting the rules.

SECTION 2 - To be eligible to compete, a player must be able to communicate in some clear manner his/her selection of moves in a way that does not require prompting of any kind.

SECTION 3 - When a temporary or permanent physical disability prevents a player from taking notation...

Article 1 - ...a player may appoint a deputy to take notation with notification to Stewards of the necessity prior to the game who shall,

Article 2 - ...notify the opponent of the circumstances and inform him/her that he/she may appoint a deputy to take notation at any time he/she requests.

Article 3 - ...the score of the game may be taken a) in Braille, or b) on a tape recorder.

SECTION 4 - When a temporary or permanent physical disability prevents a player from operating his/her clock...

Article 1 - ...said player may appoint a deputy to operate his/her clock with notification to Stewards of the necessity prior to the game, who...

Article 2 - ...shall notify the opponent of the circumstances and inform him/her that he/she may appoint a deputy to operate his/her clock at any time requested.

Article 3 - ...a chess clock with a flag made specially for the blind shall be admissible.

Article 4 - ...an opponent's clock may be started when a board with securing operators is used as provided in 21-5-1 only after the move is deemed executed as determined in 21-6-2.

SECTION 5 - A player's temporary or permanent physical disability may require...

Article 1 - ...the use of two chessboards with the disabled player using one with securing operators.

Article 2 - ...the announcement of moves clearly in which case a) the opponent shall repeat them, b) the move shall then be executed, with c) a slip of the tongue in announcing the move being corrected immediately and before starting the clock of the opponent.

SECTION 6 - When a board with securing operators is used as provided in 21-5-1:

Article 1 - A chessman shall be deemed touched when it has been taken out of the securing aperture.

Article 2 - A move shall be deemed as executed when,

- a) A chessman is placed into a securing aperture,
- b) In the case of a capture, the captured chessman has been removed and the capturing chessman inserted in its place, or
- c) The move has been announced.
- d) If, during the game, different positions should arise on the two boards, such differences have to be corrected with the assistance of a Steward and by consulting both players' scoresheets. In resolving such differences, the player who has written down the correct move, but executed the wrong one has to accept certain disadvantages.
- e) If, during a game, different positions should arise on the two boards and the game scores are also found to differ, the moves shall be retraced up to the point where the two scores agree, and the Steward shall readjust the clocks per Rule 14.

SECTION 7 - Where a temporary or permanent physical disability prevents a player from making moves on the board, said player may appoint a deputy to make the moves with notification to a Steward of the necessity prior to the game.

Article 1 - Stewards shall notify the opponent of the circumstances.

Article 2 - The move shall be confirmed by the opponent before the deputy makes the move on the board.

Article 3 - No communication between the deputy and the player shall occur before the move on the board.

Article 4 - Confirmation of the move between the players shall constitute application of Rule 8.

SECTION 8 - As the nature of a physical disability requires, a player shall have the right to make use of an assistant who shall have the following duties:

Article 1 - To make the moves for him/her on the board of the opponent;

Article 2 - To announce the moves of the opponent;

Article 3 - To keep score for him/her.

Article 4 - To inform him/her at his/her request, of the number of moves made;

Article 5 - To inform him/her, at his/her request, of the time used by both players;

Article 6 - To start the clock of the opponent;

Article 7 - To claim the game in cases where the time limit has been exceeded, and

Article 8 - To carry out necessary formalities in cases where the game is adjourned.

SECTION 9 - A non-physically disabled player in a contest against a physically disabled player may make use of a deputy whose duties shall be to...

Article 1 - ...announce the moves of the disabled player, and

Article 2 - ...make the disabled player's moves on the board.

SECTION 10 - The physically disabled player may elect to utilize partial assistance by electing such provisions as deemed necessary but such selection must be specified to both a Steward and the opponent prior to the start of the game.

RULE 22 - APPLICATION OF THE RULES

SECTION 1 - Except where specifically given to participants in advance of initial registration, all provisions of Rules 1-22 shall apply in chess contests covered by IHSA regulation.

SECTION 2 - Except in the IHSA Team Chess State Tournament, experimentation with rule changes involving any change not specifically allowed shall be permitted provided:

Article 1 - Notification is made to the IHSA Office and members of the IHSA Chess Advisory Committee at least four (4) weeks prior to mailing notice to participants, and

Article 2 - All participants are informed of the differences prior to initial registration.

SECTION 3 - The IHSA Chess Advisory Committee shall recommend to the Board of Directors at the earliest possible time adoption of rule changes believed desirable and changes to conform to the FIDE and USCF Chess Rules.

SECTION 4 - The IHSA Chess Advisory Committee shall receive and consider recommending to the Board of Directors suggestions for changes from any interested party at an annual meeting.

RULE 23 - OFFICIALS IN STATE TOURNAMENT SERIES

SECTION 1 - A Tournament Manager is chosen by the IHSA Office.

Article 1 - A Tournament Manager does not make decisions concerning rules during a tournament unless he/she also is a Steward.

Article 2 - The Tournament Manager is responsible for securing playing facilities, providing scoresheets, providing score report forms, and providing a system for displaying tournament results.

Article 3 - The Tournament Manager shall provide playing room(s) where quiet can be maintained.

Article 4 - In order to assist in maintaining quiet in the playing room(s) remaining, the Tournament Manager shall provide a separate room(s) where players may go when their games are finished in order to obtain refreshment, relax, analyze a completed game, or have practice games. Such areas shall be termed skittles areas.

Article 5 - The Tournament Manager shall arrange the playing facility in such a way that teams will play with team members next to each other. Such playing areas shall consist of a playing surface of a minimum of 24' long for a team of 8 and 14' long for a team of 5.

Article 6 - The Tournament Manager, with the approval of the IHSA Office, shall secure the services of a Pairing Director, a Head Steward, a Scorer, and approximately one (1) Steward for every eight (8) teams. A person may serve in more than one of these capacities.

Article 7 - The Tournament Manager shall provide a suitable location for posting information concerning the tournament and its operation in places selected so as to easily inform players, coaches, and spectators. Such information should include a) location of male and female rest rooms, b) location of dining facilities, c) location of skittles rooms or other areas for relaxation, d) rules concerning spectators, and e) location of score displays.

Article 8 - The Tournament Manager will ensure the forwarding of information on the tournament to the IHSA which shall include, a) results of the tournament, b) 18-4 cards and c) financial report.

Article 9 - The Tournament Manager shall also send to all participating schools a map by which to locate the host school, motel information, food service

information and a statement of expectations regarding participants' behavior and building use guidelines. He/she shall also provide an operative telephone for incoming calls throughout the tournament.

Article 10 - The Tournament Manager shall have power to impose penalties relative to player conduct. Such conduct and penalties shall be announced at the meeting of players and coaches as well as posted.

SECTION 2 - The Tournament Director, designated by the IHSA, will supervise the operations of the Tournament.

Article 1 - The Tournament Director is responsible for supervising the Head Steward, the Pairing Director, all Stewards and the Scorer.

SECTION 3 - The Head Steward is in charge of the Stewards.

Article 1 - The Head Steward shall conduct a meeting with the Stewards to review rules, assignments, and duties.

Article 2 - The Head Steward shall assign and supervise the Stewards.

Article 3 - The Head Steward shall receive all rule appeals.

Article 4 - The decision of the Head Steward is final on all rule appeals.

Article 5 - The Head Steward is authorized to rule on matters not specifically covered by the playing rules but is to file a written report of such occurrences that includes the action taken to enable rule changes to be made as needed.

SECTION 4 - The Pairing Director has sole responsibility for pairings.

Article 1 - Pairings shall be made as prescribed in the IHSA Team Chess Tournament Terms and Conditions.

Article 2 - Appeals of a pairing shall be considered by the pairing director.

SECTION 5 - The Stewards are assigned to matches to ensure adherence to the rules and to provide availability of an official.

Article 1 - Stewards shall enforce the rules on any violation they witness as provided in the rules.

Article 2 - Stewards shall rule on matters brought to their attention by the players of a game in progress or a coach.

SECTION 6 - The Scorer is charged with recording results of team and individual matches on suitable display sheets.

Article 1 - The Scorer is responsible for providing notation sheets for each round upon which a game may be recorded.

Article 2 - The Scorer is responsible for providing score reporting forms for each round.

Article 3 - A Scorer does not make decisions concerning rules during a tournament unless he/she also is a Steward or Tournament Director.

Rule Clarifications

The following are not rules, but efforts to clarify how some situations should be or have been ruled. You are invited to submit actual occurrences or hypothetical circumstances to be considered for inclusion in this section to assist others. Write to Scott Johnson, Assistant Executive Director, IHSA Office, 2715 McGraw Drive, Bloomington, IL 61702-2715.

RULE 2-2

a) Play: While a game is in progress, it is observed by a a) coach of a game in progress, b) player of a game in progress, c) official, or d) spectator that the board is incorrectly turned. The individual tells the players of the game.

Ruling: In a, b, and c the position at the time of the discovery is transferred to a chessboard correctly placed and the game continues normally as provided in 2-2-2. In d, the action is the same but in addition the spectator is cautioned against interfering in any way in a game (17-2) and the warning recorded (18-3). Future kibitzing by the same spectator should be dealt with more harshly. Correct action by a spectator would be to call the matter to the attention of a Steward.

b) Play: An official has been called because it has been observed that a board is incorrectly turned. In the process of transferring the moves to a board correctly turned, it is realized that the White Queen was on the same file as the Black King.

Ruling: No matter how the board is turned, for the pieces to be set up correctly, the Kings must be on the same file and the Queens on the same file. When a king and Queen are initially on the same file, the game is annulled because Rule 3-5-1 was violated with penalty as specified in Rule 18-2 being applied to the game.

RULE 3-5

a) Play: While a game is in progress, it is pointed out that the chessmen must have been set up wrong because a particular piece has not been moved but is on an incorrect initial square by a) coach, b) player, c) official, or d) spectator.

Ruling: In all cases where the incorrect initial setup becomes known to the players of the game, the game must be annulled as provided in 3-5-1. In addition, where the discovery is pointed out by anyone but the players of the game, the person giving the

information must be penalized (17-2-2). The correct action for a coach or spectator would be to call the matter to the attention of a Steward.

b) Play: A team (or player) comes late to a round, begins the game, and later complains that his/her opponent has the board set up with the player to play Black although according to the pairing list a) he/she should have had White. b) In addition a witness claims that the opponent had boasted of doing this deliberately to ensure himself/herself an extra White.

Ruling: a) Regardless of the cause of the color mix-up, 3-5-2 stipulates that once a game begins, it must continue to a conclusion, and, if the game is already over, then the results stand. It is the duty of all players to confirm color assignment from the pairing lists. They should not automatically take someone else's word for it. b) But within the discretion of the officials if the witness is considered reliable and unbiased, then unsportsmanlike conduct on the part of the one player could be ruled (17-1) and penalized as the official saw fit under 18-3.

c) Play: A player or coach objects to the assignment of color in the pairings.

Ruling: If a player or coach or official believes an error has been made, it is appropriate to call it to the Pairing Director's attention to consider a change in the color assignment questioned. Such a change would be made only when better color balance can be achieved for all teams involved. Such claims for reassignment must not be considered after the contest is substantially under way.

RULE 4-3-2

Play: Games are in progress when it is pointed out that one clock is not facing the correct way by a a) coach, b) player, c) official, or d) spectator.

Ruling: In all cases, the irregularity (4-3-3) should be corrected under the supervision of an official to avoid disagreement when the times are switched from one clock unit to the other. In addition, while either a, b, or c could intervene directly into the game to point out the difficulty and start proceedings to correct it, should a spectator intervene in the game to tell the players directly, then 17-2 would be violated and the individual penalized accordingly (18-3). The correct procedure for a spectator would be to call the matter to the attention of a Steward.

RULE 4-4-2

Play: White is present at the start of the game but Black is absent. Player W writes down his/her first move and starts Player B's clock without making a move on the board. Player B arrives later at the board, observes his/her clock running, and that Player W has not made his/her first move on the board. Player B appeals to an official seeking an adjustment of the clock.

Ruling: The action of White was acceptable under the rules a few years ago. Current rules require the move to be made on the board. As with any other move, to punch the clock prior to the piece being released is a violation. With the game not be in a time trouble, Whites clock should be advanced 2 minutes. Blacks clock is not adjusted

RULE 6-8

a) Play: Player W advances a Pawn to the 8th rank and looks around for a Queen. Seeing none, he/she informs his/her opponent he/she is promoting the Pawn to a Queen. He/she then punches his/her clock, makes the suitable notation on his/her scoresheet and goes in search of a White Queen. Player B protests to an official.

Ruling: A player is not allowed to punch his/her clock until his/her move is complete. In the case of a promotion, the move is not complete (7-1-3) until the Pawn has been replaced with the new piece. Rule 6-8-4 is quite clear on the action a player must take if a piece is not available for promotion. Equally clear is the penalty (6-8-5).

b) Play: Player W pushes a Pawn to the 8th rank, says Queen and punches the clock. Player B stops both clocks and complains to an official that W's promotion was illegal.

Ruling: Player B is correct on procedure and claim. Player W is penalized by 2 minutes being added to Player B's time. A Queen is properly placed on the board and Player B's clock started to continue the game.

c) Play: Player W pushes a Pawn to the 8th rank. Seeing no Queen available to place on the board, he/she places a Rook on the board upside down and a) punches the clock or b) announces Queen and punches the clock. Play continues. After several moves, Player W moves the upside down Rook diagonally. Player B stops both clocks and complains to a steward of an illegal move because a Rook cannot move diagonally.

Ruling: By allowing play to continue, the opponent is understood to have known it was a Queen because of common practice. No time penalty is applied, but the Queen replaces the upside down Rook before play continues.

d) **Play:** Player B is on the move with a Pawn on the 7th and the 8th rank vacant. a) Player B removes the Pawn from the board, places a Black Rook on the board, and stops the clock. b) Player B places a piece on the 8th rank then removes the Pawn from the board and stops the clock. White stops both clocks, summons a Steward and claims two (2) minutes because Player B did not move the Pawn to the 8th rank before the promotion.

Ruling: The proper method of promotion is to move the Pawn to the 8th rank, take it from the board, replace it with a piece, and stop the clock. As with castling, the intent of the move in both a) and b) is clear and no penalty is provided for not following the procedure precisely. The claim is denied.

e) **Play:** Player W is on the move with a Pawn on the 7th rank, the 8th rank vacant, and a possible capture on the diagonal 8th rank. a) Player W picks up a captured Queen starts to place it on the 8th rank, returns the Queen to the captured pieces and captures with the Pawn on the diagonal. b) Player W moves the Pawn to the 8th rank, removes it from the board without releasing it, and then captures the Black piece on the diagonal. Player B stops both clocks, summons a Steward, and claims improper procedure.

Ruling: a) The intent to make a promotion was clear. As in the obligation to capture an opponent's chessman by touching it with a chessman, the touching of a captured piece with intent to promote becomes a touch move. Only a promotion, if legal, can now be the move. If a promotion is not legal, the Pawn (having been touched) must capture.

b) Player B's claim is denied. By not releasing the Pawn, or having touched a captured piece, changing the move of the Pawn is no different than changing which square a piece moves to when it hasn't been released.

RULE 6-8-5

Play: Player B moves a Pawn to the 8th rank and removes it from the board. Player B then picks up a Queen and without letting go, places the Queen on the square to which the Pawn had been moved. Player B then removes the Queen, places a Bishop on the square and lets go. Player W calls a Steward and requests that Player B be required to restore the promotion to a Queen.

Ruling: As when applying the touch move rule, a chesspiece is not considered moved to a square until the move is determined which includes releasing. Until the piece chosen for promotion is released on the promoting square, the move is not determined and may be altered. Selection of the promotion is considered similar to selection of a square (e.g., which square a Bishop is moved to when slid along a diagonal).

RULE 8

a) **Play:** Player W constantly places his/her pieces on the edges and corners of squares. Player B adjusts them after each of Player W's moves, but fails once to say, "I adjust", although it is obvious that he/she is adjusting. Player W claims that Player B must capture the touched piece. Player B protests that the pattern established in that game (Player W sloppily pushing the piece approximately onto the square and then adjusting it) constituted extenuating circumstances and that the touch-move rule should not be invoked when it was patently clear that he/she was adjusting a piece that badly needed adjusting.

Play: Player B had steps he/she could take under the rules and failed to use them. Thus, Player B must take the piece (8-3-1). Any complaint Player B had should have been filed with a Steward long before. Such a protest may have been upheld (5-1 and 17-1) with a warning issued (18-4) and further sloppy placement penalized even with loss of the game (18-1). Lacking a prior complaint, the rules recognize no extenuating circumstances, but the action of the other player should be recorded (18-4).

b) **Play:** Player W on the move hovers his/her hand over the board for just a few seconds before grasping the piece to be moved. But in the process, his/her trailing fingers clearly touch one of Player B's pawns. Player W then grasps the piece his/her hand has been slowly approaching and makes a move. The opponent demands that the player capture the Pawn.

Ruling: Rule 8-3 provides the touch must be in a manner to indicate intent to move. The tournament officials by interviewing the players and spectators able to give an unbiased report must decide if intent to move was involved.

c) **Play:** Player W grasps a black Pawn with intent to capture and then touches his/her Rook to complete the capture. It is realized that the Rook cannot make the intended capture so Player W replaces the Pawn and moves his/her Rook. Player B protests saying the Pawn was touched first and so

must be captured as the capture is possible with another piece.

Ruling: An order of movement has been ruled when two chessmen of opposite colors have been touched (8-3-2-b). The action of Player W conforms to interpretation so the protest is denied.

d) **Play:** Player B takes a Bishop, moves it toward a white Pawn, and touches the Pawn with the Bishop. Suddenly realizing the Bishop could be recaptured, Player B retreats the Bishop two squares and releases it to complete the move. Player W demands the Pawn be captured.

Ruling: The chessman being held is considered an extension of the individual holding it. The touching of a chessman with another chessman is the same as physical contact (8-3-2a). Player B must make the capture.

RULE 9

a) **Play:** Player B bumps the table and several pieces overturn. It is determined that the position cannot be re-established. Player W complains that Player B did it intentionally to avoid losing the game.

Ruling: If it can be determined from unbiased witnesses (or other evidence such as a hopelessly lost game) that the charge is true, Player B would be forfeited (17-1 and 18-3-9) rather than the game being annulled.

b) **Play:** An illegal move occurs during a game, which is not brought to the attention of either player. Player W does not notice the illegal move. Player B does notice the illegal move, but does not mention it to Player W. The game continues. Player W gains material advantage over Player B. Player B calls a Steward and says that he/she believes that an illegal move was made earlier in the game.

Ruling: Good sportsmanship demands that a player call an illegal move to the attention of the opponent and Stewards as soon as possible. Under 17-1-4, if the official decides that the delay in calling the illegal move occurred not because it was not known but rather to have the advantage of being able to return to an earlier part of the game, then the official would forfeit the offender. Otherwise, the position would be reinstated to what it was before the move replacing the illegal move. If the position could not be reinstated, the game would then be annulled (see 18-2). If the game had been in time trouble and it was discovered that both kings were in check, the player corrects the irregularity by establishing the correct position set up from the last move. In case it

is impossible to create a legal position from the last-played move of one player, then the game shall be proclaimed a draw.

RULE 11

Play: Player B is down in material. Sighing, he/she stands and extends his/her hand to his/her opponent. They shake. Player B walks to the side of the board where he/she sees a combination, which could lead to a draw some moves hence. He/she returns to his/her place and makes a move. Player W protests to a steward.

Ruling: The act of shaking hands cannot, in itself, be taken as an act of resignation as provided in 11-2. For a handshake to constitute an agreement, it must be in response to a verbal offer of a draw or statement of "checkmate" or resignation.

RULE 12

a) Play: Player B in time pressure has the opportunity to make a move that repeats the position for the third time. He/she makes the move, says "Draw" at the same time, then releases the moved piece. His/her flag falls before he/she can punch his/her clock, but he/she claims the draw on the grounds that the move which established the third repetition was completed before the flag fell and that therefore the game was over in view of his/her announced intention to draw as he/she made the move. He/she points out that with his/her flag poised to fall he/she had no time to do more than say "Draw" and to indicate the move by making it. Player W argues that Player B did not announce his/her intention to make a move that repeated the position before he/she made the move (12-5-2).

Ruling: The draw cannot be allowed (12-5-3). Player W could then claim a win on time (11-3).

b) Play: Player W, on the move, offers his/her opponent a draw without making a move on the board. Player B makes no reply but begins to study the position carefully. Player W looks again at the position and sees that he/she can win a Pawn by a combination. Player W grasps the piece to make the intended move, but while he/she is holding the piece, Player B says, "I accept the draw". Player W claims that the offer is no longer in effect since Player B had made no response before the piece had been touched for the next move.

Ruling: It is a draw. The draw offer remains in effect until declined, accepted or a move is made by the player who was offered the draw (12-4).

c) Play: With both players in time trouble, and each having a K and R, Player W stops both clocks and claims a draw. Both Player W and Player B each have a K and R, and Player W's flag is near falling. Player B does not acknowledge the draw and a Steward is called.

Ruling: Draw claim is upheld.

d) Play: With both players in time trouble, Player B has a K and N while Player W has a K and Q. Player B stops both clocks and claims a draw because of no practical winning chances. Player W does not acknowledge the draw and a Steward is called.

Ruling: A draw claim is denied because Player W has winning material.

RULE 13

a) Play: Player B complains that Player W is not using the proper notation sheet for the tournament.

Ruling: Any sheet upon which the moves may be recorded for both Black and White for each move in order is acceptable. Players who do not use the tournament provided notation sheets need to remember that all notation sheets are the property of the tournament organizer.

b) Play: Player W in time trouble is moving the chessmen with his/her right hand, punching the clock with his/her left hand, and then writing his/her move on the scoresheet with his/her right hand. Player B has a Steward summoned to stop Player W's action because he/she punches the clock immediately with his/her left hand after releasing the piece with the right hand. a) It is early in the game. b) The game is in time trouble.

Ruling: a) The Steward allows procedure to continue. Rule 4-3-4 allows a player to take the action of Player W. b) In time trouble, the players must move pieces and punch clock with the same hand. A warning to use correct procedure is sufficient for a first offense. The Steward should endeavor to remain with the game to observe the play until the time control is reached.

c) Play: Player W stops taking notation. Player B calls a Steward and complains of Player W's action. Player W claims exemption as he/she is in time trouble.

Ruling: The Steward upholds Player W as there are fewer than 5 minutes remaining in the time limit.

RULE 13-1-2

Play: Player B objects to Player A using an electronic notation device.

Ruling: Mon Roi electronic devices are acceptable providing the rule are checked as being off. Any other electronic notation device must be approved by the IHSA Administrator for use. In the event the electronic device is not approved, the penalty is limited. Penalty shall be limited to changing to paper notation if the match has been underway for more than 15 minutes. If the match has been underway for less than 15 minutes Player A must change to paper notation and bring the scoresheet up to date with time running on Player A's clock.

RULE 13-2 and RULE 13-4

Play: Player A has less than 5 minutes remaining. Player A stops taking notation and passes his/her scoresheet to a teammate to continue notation.

Ruling: This practice, while common and acceptable, has no official standing. This practice is not Deputy Notation (allowed by Rule 21). Once a Player stops notation the scoresheet has no official standing and cannot be used. A Player who has stopped taking notation that realizes a draw by the 50-move or 3-position repetition rule is possible may diagram the current position on the board and continue notation from that position to establish a draw claim.

RULE 14-2-1

Play: Player A has moved a piece and recorded the move but did not punch the clock. Player B does not want to move without the clock being punched and after waiting several minutes tells Player A to punch the clock. Player A requests a Steward to penalize Player B.

Ruling: Player B is not penalized. The wording of 'any individual' is applies to everyone except the players of the game in question.

RULE 15-2

Play: In a game in sudden death, the position on the board becomes such that White has a King and a Pawn and Black has a King and two Knights. Upon his/her move, Black captures the Pawn. Black's flag falls. White claims a win on time.

Ruling: White's claim is upheld. While it is true that the capture of the White Pawn means White no longer has enough material for a mate, the move (and thus the capture) is not complete until the clock is stopped. Had the move created stalemate or been a mate, the game would have ended and the flag fall would have been ignored.

Black could have requested the game be declared a draw on the basis of the opponent having no practical winning chances (12-8) before the flag fall.

From the play, a Steward would have seen the coming capture of the Pawn that would create the draw.

RULE 16-1-2

Play: Playing in time pressure, Player B moves a piece exposing his King to check and punches the clock. Player W, not noticing the check, makes a move and punches his/her clock. Player B notices the check, and moves his/her King out of check. Player W realizes the illegal moves, stops the clocks and summons the Steward to back up one move and correct Player's B's move to expose his King to check.

Ruling: No correction is made. Play continues from the position reached. No time penalty given to either player. Had the game not been in time pressure, then Player W's appeal would have been upheld.

RULE 17

a) **Play:** Player W, down in material and position, complains to a Steward that Player B has just suggested he/she should resign.

Ruling: There are many ways to humiliate an opponent (17-1-1). Suggesting a player is defeated and doesn't know enough to quit is one of them. A player has the right to play out the game until checkmated if he/she wishes without verbal abuse from his/her opponent. Opponent should be penalized as in 18-3.

b) **Play:** A kibitzer's comments are loud enough to be heard by Player W on the move. The comment points out that a certain move leads to a) checkmate, b) stalemate, c) win of material, d) permits the opponent to checkmate, or e) the opponent to win the material.

Ruling: Even if the advice was clearly unsolicited as provided in 17-3-3, a penalty must be imposed when the outcome of the game may be seriously influenced. It is not sufficient for a player to avoid making the kibitzed move. Such avoidance in itself may influence the game as the player may have made that move had the kibitzer not mentioned it. In all cases the kibitzer is to be penalized the greatest. Such penalty should keep in mind his/her possible interest in the outcome of the game. Penalties may be applied to the kibitzer and/or the team he/she is supporting and may even serve as sufficient penalty for the player of the game in progress.

Penalties in the game can include the player being permitted, directed to, or denied making the kibitzed move. The scoring of the outcome of the game may be changed from that provided in the rules; for example, a win scored for one player and a draw for the other. An official may direct play to continue and postpone final judgment pending a) outcome of game, b) conference with other officials, or c) further consideration. The minimum penalty will be a major violation and 2 minutes added to the opponents clock. Spectators kibitzing shall be thrown out for at least a round.

c) **Play:** In the final game of a dual team match, whose outcome has already been decided, Player A is working to defeat Player B on time in sudden death. Though only his/her King remains, Player A refuses to take Player B's only remaining piece, a Rook, thus avoiding a draw. Player B's flag falls, but before Player A notices it, a teammate says: "The flag has fallen". NOTE: The best Player A can do is to score a draw because Player A does not have mating material.

Ruling: Sudden death games end automatically upon the fall of a flag, so the result of the game stands. However, the kibitzer is to be penalized as in Rule 17-3-3.

d) **Play:** Player B arises from his/her playing position and a) begins to play while standing, b) moves to the side of the board and plays from there, or c) moves behind the opponent and plays from there.

Ruling: A player need not remain seated or even in the immediate area of the game throughout the contest. Rules do not specify what position a player should assume to play his/her game. In some situations an unusual position or mannerism could be penalized under 17-8 after a warning. In general, a player whose turn it is to move has a great deal of latitude in behavior. A player not on the move should be much more restricted in his/her behavior.

e) **Play:** Player W arises from his/her playing position and moves from game to game looking them over.

Ruling: A player need not remain seated or even in the immediate area of the game throughout a contest. A player who does move from his/her normal playing position should expect to come under suspicion (17-3-1). An opponent or opposing coach may inquire of an official regarding the legality of such movement. Upon such an inquiry, an official should exercise his/her judgment regarding the player's possible misconduct or violation of the rules. Regardless of the decision, the official should a) note the

circumstances for the record for later reference as in a penalty (18-4) and b) inform the player of the complaint and the decision. The official may advise the player as to proper future behavior to avoid further difficulties.

The player should not be dealt with in such a manner as to restrict team members' interest and concern regarding the outcome of their teammates' or competing teams' games. However, movement must not be permitted to a) allow players to gain information for their game by seeing how another game is being played, b) to convey in any manner moves or position evaluation to a player. A Steward's best judgment shall prevail.

f) **Play:** Player W complains that he/she overheard his/her opponent talking away from the board with a friend about the sacrifice he/she was considering. The friend had said, "Sacrifice a whole piece? Are you crazy?" A neutral observer confirms the conversation. The player asks for a forfeit on the grounds that the opponent was discussing the game. The opponent protests that though he/she mentioned a planned move, he/she had received no help from his/her friend and that it was absurd to suppose his/her weaker playing friend could give him/her useful advice.

Ruling: The Steward would be entirely justified in awarding a forfeit (17-3-2) and penalizing the friend (17-2-2). While likely the conversation was intended to be casual and the advice was not useful to Player B, the discussion caused the advice to be given.

g) **Play:** A coach moves from game to game a) observing and studying them, b) makes notes and/or diagrams, c) makes faces or gestures, or d) makes comments or exclamations.

Ruling: A coach's proper place is with his/her team (17-13). His/her natural concern and interest should be permitted in observing games. He/she must be permitted to take any notes or make any diagrams deemed useful for later instruction of his/her players. Such notes or diagrams must not be used or seen by a player still in a contest nor shall a coach discuss any game or part of a game with a player whose game is still in progress (17-3). In observing games in progress, it is a natural mannerism to express through facial expressions or gestures one's own thoughts of a game. For this reason, a coach must be behind his/her players (17-13-2). A coach in a position where a player will be able to see gestures and/or facial expressions must expect to be challenged and should expect to have his/her player, his/her team, or himself/herself penalized as the best

judgment of the official dictates. Audible comments of any nature are unacceptable and should be treated as in 17-2-2 and 17-3-2.

h) Play: In a team tournament, it is discovered that one or more of the team members is a graduate of the school and no longer eligible to participate under IHSA By-laws.

Ruling: This matter must be reported to the IHSA Office and will be pursued by the IHSA Office in accordance with the IHSA Constitution and By-laws. Use of an ineligible player under IHSA By-laws is not a matter to be ruled on by tournament officials at a chess tournament.

i) Play: During a game, Player B stands and walks behind his teammates. a) Player B watches the game for sometime. b) Player B turns around and watches the games of the teams at the next table. Player W complains to a Steward that Player B is analyzing games on another chessboard and should be penalized for violation of 17-3-2.

Ruling: Claim is allowed ONLY IF the Steward discovers one of the games being watched is so similar that Player B could have gained information. What is meant by analysis on another chessboard otherwise does not apply. Analysis on another chessboard means to test moves by following different lines of moves in order to discover

the best play. Rule 17-3-2 is not to be applied in such a manner as to discourage a player's natural interest in watching nearby games in progress.

j) Play: A game in time trouble is being observed by several spectators. A spectator a) says, "You forgot to punch your clock." b) is overheard to say, "The Bishop move wins material." c) is overheard to say, "Player W had better go for a draw." A Steward is called or overhears the occurrence.

Ruling: The Steward does not penalize the player unless he/she decides the comment may have been able to significantly influence the outcome of the game. In any event, penalties greater than adding time to the opponent's clocks should not be given as the advice was clearly unsolicited. The kibitzer is to be penalized. Such penalties may consist of being removed permanently from the playing room and, in cases where the spectator is a teammate of the player in the game, the team may be penalized by score in the match or tournament standings, tie-break points, or a combination of these penalties may be appropriate.

k) Play: Player W stands from a game in progress and moves behind his teammates watching their games and checking the team scoresheet. Player B complains to a Steward that Player W is in violation of 17-10-1 by not remaining at his/her game.

Ruling: Player W left the board. He did not leave the table. Claim denied.

Play: Player A having completed his/her move punches the clock of his/her teammate located on the opposite side of the board from Player A's clock. Player B draws attention to the error. Player D, the opponent of Player A's teammate, complains about the interference in his/her game to a Steward.

Ruling: Player A is penalized as a kibitzer for interfering in the game of Player D. Also, Player D receives two minutes.

RULE 23

a) Play: A Steward observes that: a) a player castles incorrectly; b) a player makes an illegal move; and, c) a player sets up a board incorrectly and begins play.

Ruling: The function of a Steward in these play situations is: a) the Steward waits for a claim by a player as in Rule 9-1; b) the Steward, without calling attention to the player, records the times on the clocks and the move number to be able to properly enforce Rule 9-1-1 should a player make a claim; and, c) the Steward should intervene and correct the situation as provided in Rule 2-2-2.

Schools Are Required to Use the Internet to File List of Participants

In order to ensure timely and accurate information, schools are required to complete the Team Chess State Tournament List of Participants online.

Start on the IHSA Web site at www.ihsa.org. On the upper right side of the home page, click on "Schools & Officials Center." Using the Schools Center user ID number that you obtained from your activities director, log in to the Schools Center. Click the Sport and Activity Tracker icon. Scan across the strip labeled "Chess" to find the link for the List of Participants.

Fill out each page of the form, making sure to press the button at the bottom of each page to submit your information.

If you experience problems, please contact the IHSA Office at 309-663-6377.

Penalty Summary for IHSA Team Chess State Tournament

(this list is an aid, not a rule)

Discretionary (18-3):

For minor infractions a steward is advised to start with the least penalty.
For additional offenses (check 18-4 cards in Director's room), use a greater penalty.

- Warning (18-3-1)
- Time penalty assessed (18-3-2, 18-3-3, 18-3-4)
- Tie-break points lost (18-3-5)
- Match points lost (18-3-6)
- Expulsion (18-3-7)
- Forfeiture of game (18-3-8, 18-3-9)
- Alter scoring of game result (18-3-10)
- Combination penalties (18-3-11)
- Cancel a game and have a new game played (18-3-12)
- Game lost by both players (18-3-13)

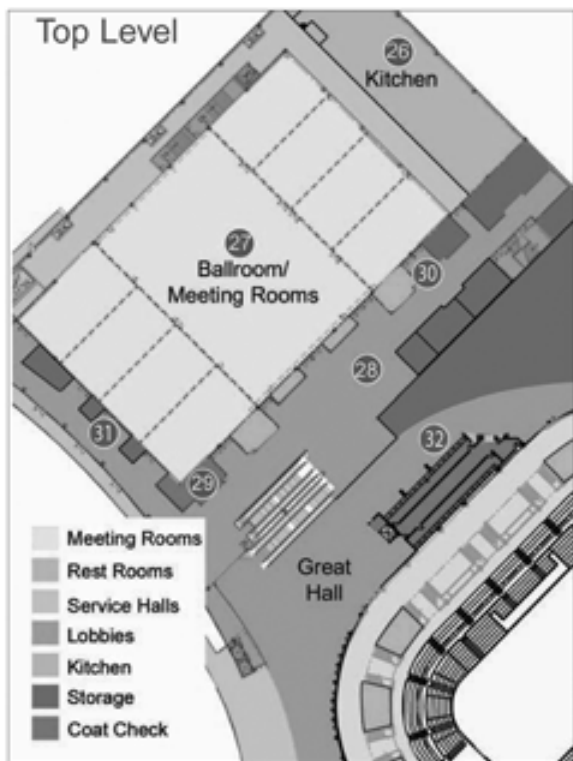
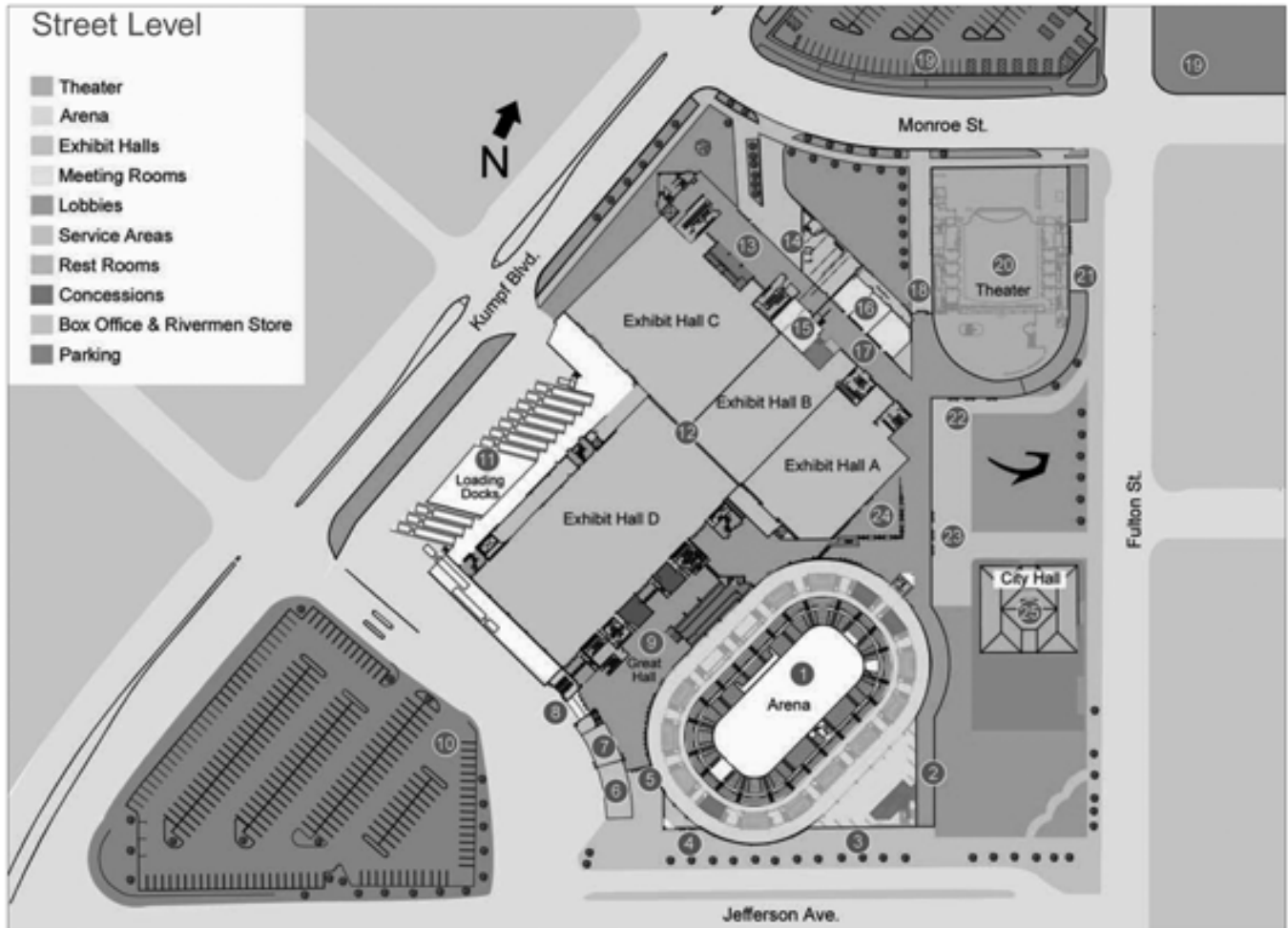
Event	Rule	Penalty	Source
Accidental touch	8-1	No penalty	8-1
Adjust chessmen...			
multiple of one color	8-4	Opponent decides move option	8-4-1 8-4-2
not own move	8-2	Discretionary	18-3
own move, own chesspieces	8-1	Must move if not warn opponent of adjust	8-3-1
own move, opponent's chesspieces	8-3-1	Must capture if not warn opponent of adjust	8-3-1
own move, own & opponent's chesspieces	8-3-1	Must capture and if not legal move own	8-3-2
Allow move over	7-3	Discretionary	18-3
Arrives late to game	11-5	Forfeit if 30 minutes	11-5
Board not available	1-4	Black Player forfeited	1-4
Board turned wrong	2-2-1	Correct and transfer game	2-2-2
Both kings in check...			
in time trouble	9-1-3	Game a draw if cannot correct with last played move	12-8-2
not in time trouble	10-5	Treat as illegal move	9-1
Castling incorrectly	6-2, 6-4, 6-5	No penalty if castle move completed	6-2-5
Castling found to be impossible	6-2-2	King must be moved if legal move available	8-3-1
Castling found impossible-king touched 1st	6-2-4	King must be moved if legal move available	8-3-1
Castling found impossible-rook touched 1st	6-2-5	Rook must be moved if legal move available	6-2-5
Chesspieces knocked off board...			
accidentally, but can reset game	9-2	Game continues	9-2-2
in time trouble and can reset game	9-2-2	Add 2 minutes to opponent	
accidentally, cannot reset game	9-2-4	Game annulled	9-2-4
and ruled it was done on purpose	9-2	Forfeit	17-1-3
Chesspieces not available	1-4	Black Player forfeited	1-4
Chesspieces set up wrong...			
with respect to each other	3-5-1	Game annulled	3-5-1
because board turned wrong	2-2-1	Correct and transfer game	2-2-2
because player with wrong color	3-5-2	Play as is	3-5-2
Clock not available	1-4-2, 14-10	Black time runs until one is made available	1-4-3
Clock not used	14-1	Forfeit if one available	17-2-1
Draw offered incorrectly	12-3	May be accepted	12-3-1
Equipment not available	1-4	Black Player forfeited	1-4
Game outcome not reported	4-6	Discretionary	18-3
Illegal draw offer	12-3	May be accepted	12-3-1
Illegal move...			
found after game completed	9-3	Result stands	9-3-1
during game	9-1	Go back to position just before illegal move and apply touch move provisions and add 2 minutes to opponent	9-1-1
Kings both in check	10-5	Treat as illegal move Game a draw if cannot correct with last played move	9-1 12-8-2

Event	Rule	Penalty	Source
Late arrival to game	11-5	Forfeit if 30 minutes	11-5
Move taken back	7-3, 7-4	Discretionary	18-3
Notation of game not kept...			
moves behind in recording	13-1-4	Must catch up while his/her clock is running and discretionary	13-1-4 18-3
refused to do	11-4	Forfeit	11-4
Pawn promoted...			
not moved to 8th rank first	6-8-1	Explain correct promotion	18-3
clock pushed before piece on board	6-8-5	Add 2 minutes to opponent	6-8-5
substitute used for piece	6-8-4	Treat as illegal move limited to 1 move back 6-8-4 from promotion announce	
Pieces set up wrong...			
with respect to each other	3-5	Game annulled	3-5-1
because board turned wrong	2-2-1	Correct and transfer game	2-2-2
because player with wrong color	3-5	Play as is	3-5-2
Result not reported	4-6	Discretionary	18-3
Rook touched before king when castling	6-2	No penalty if castle move completed	6-2-5
Set not available	1-4	Black Player forfeited	1-4
Take move back	7-2	Discretionary	18-3
Substitution told to...	17-13-4 (b) & (c)	Discretionary	18-3
move a piece	17-3	Kibitzer-discretionary	17-2-2
punch clock	14-2	Kibitzer-discretionary	14-2-1
player-time penalty	14-2-2		
Touch chessmen...			
accidentally	8-1	No penalty	8-1
multiple of one color	8-4	Opponent decides move	8-4-1
option			8-4-2
not own move	8-2	Discretionary	18-3
own move, own chesspieces	8-1, 8-3-1	Must move if not warn opponent of adjust	8-3-1
own move, opponent's chesspieces	8-3-1	Must capture if not warn opponent of adjust	8-3-1
own move, own & opponent's chesspieces	8-3-1	Must capture and if not legal move own	8-3-2

F/A1/Chess/playsituations

Map of Peoria Area





FINDING YOUR WAY

LOWER LEVEL

- 8 main entrance
- 9 main concourse (Great Hall)
- 10 main parking lot
- 12 skittles room (Exhibit Hall D)
- 16 private meeting rooms
- 19 Fulton St. parking lots

MEZZANINE

- 32 overflow room (Club Room)

UPPER LEVEL

- 27 competition area (Ballroom)
- 29 tournament headquarters
- 30 restrooms
- 31 coaches' lounge

Finding your way around the Peoria Civic Center

This year's tournament will take place in the Ballroom of the Peoria Civic Center. Please take the time to read through this page carefully and be sure to bring it with you on your trip to Peoria.

The numbers in this letter refer to the map of the Peoria Civic Center and the surrounding streets and parking lots.

Arrival: Upon arrival you should drive down S.W. Jefferson Ave. (a one-way running southwest) past the building, then turn right into the main circle near the ticket office. The entrance to the Great Hall is on the right (8). Students may proceed to the skittles room to the left in Exhibit Hall D (12). If your vehicle fits in a standard parking space you can park in the adjacent parking lot (10). Longer vehicles should park in one of the Fulton St. lots (19).

Registration: Registration will take place inside the entrance to the Great Hall, starting at 8:15 am. You will be asked to confirm or edit the tentative lineup you provided online.

Competition: Competition starts at 10 am Friday in the Ballroom (27). Players and coaches should be in the ballroom by 9:30 am.

Restrooms: Restrooms (30) are located off the Ballroom concourse.

Coaches' lounge: The Skyline Lounge (31) is just outside the Ballroom and features a panoramic view of the Illinois River and downtown Peoria.

Skittles room: The skittles room is directly under the Ballroom in Exhibit Hall D (12).

Passing between competition and skittles: Two flights of escalators (or an elevator) separate the competition area and the skittles room. We recommend that students and coaches with limited mobility start moving toward the Ballroom well in advance of the general call for competition.

IHSA Chess Tournament goes mobile with Chesscalate

In 2015 the IHSA Chess Tournament will introduce a new mobile scoring and substitution system called Chesscalate. Coaches will be able to use their mobile phones or tablets to report substitutions (at the start of the round) and submit results (as the action on each board is completed). Complete instructions will be presented in an online video available in January. Until then, here is a brief Q&A about the new system.

Q. What problems are you trying to solve?

A. There are several:

- We want to reduce the confusion and bottleneck that occurs before the first round when coaches are checking in and setting their standard lineup.
- We want to reduce the time required to input substitutions and results. Until now, all the data entry has been done by a single scorekeeper and at times, backups can occur.
- We want to be able to post (on the internet) the results of individual boards as soon as those games are complete, instead of waiting for all eight games at the table to finish.
- We want a way to serve notice of incidents and penalties directly to the coach in a timely manner.

Q. Am I required to use a mobile device?

A. No, you are not required to use the mobile system. The old familiar substitution cards will be available if you wish to use them, and the written scoresheet will still need to be filled out, signed by representatives of both teams, and turned in to the scorekeeper to confirm any results submitted through Chesscalate. Mobile reporting simply speeds up these processes.

Q. If we want to use Chesscalate, whose phone or tablet should we use?

A. Any coach can be authorized to use the system, but only one mobile device per school will be able to do so. Choose a coach who is familiar with using a mobile device and who will be with the team throughout each round (especially the start of the round, when substitutions need to be reported).

Q. Will wireless service be available in the Civic Center Ballroom?

A. In order to facilitate the Chesscalate system, wireless service will be provided to all coaches, free of charge, in the Ballroom and upper concourse areas. Coaches will be asked not to provide the passcode to students or other adults. Coaches in the Skyline Lounge will be free to use the wireless service without restriction, except for streaming audio or video.

Q. How will I be notified of penalties?

A. If your team is penalized, a message will appear on the Chesscalate menu page. If your mobile device is a cell phone and you provide your cell phone number, you will also receive a text message (but remember, your phone must be set to vibrate only).

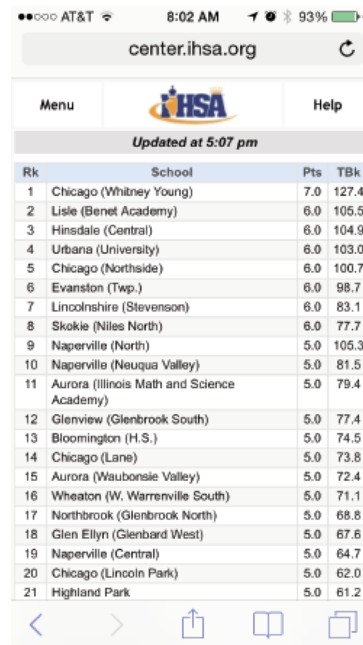
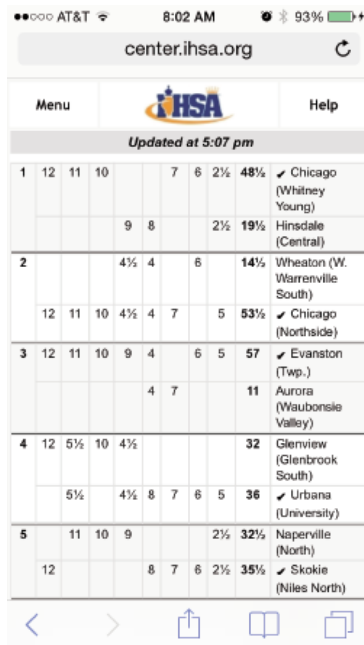
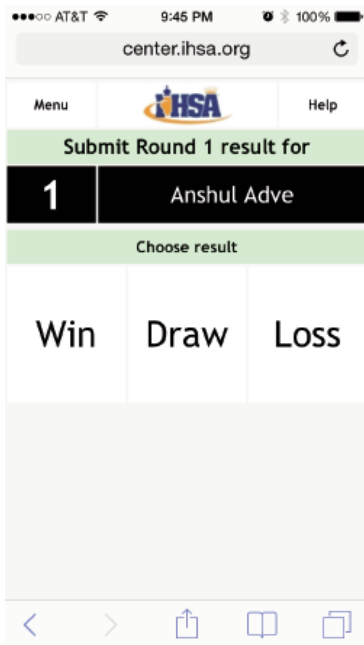
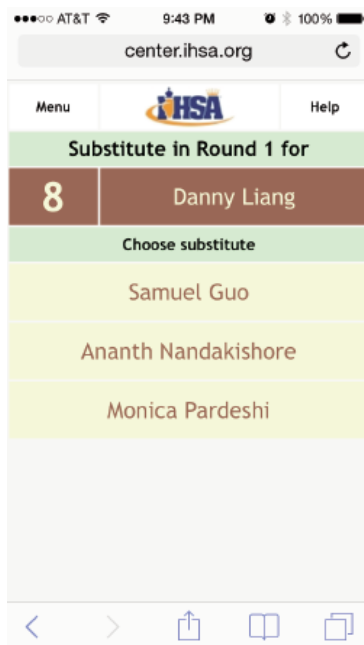
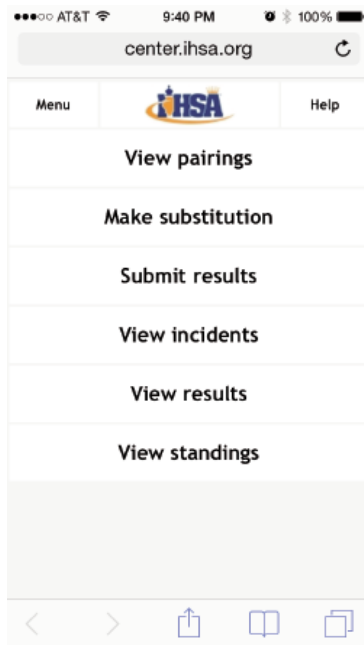
Q. How did you pick the name "Chesscalate"?

A. We wanted a short, simple name, and most of the puns starting with "chess" have already been put to use. But a Google search for "Chesscalate" returned zero hits. It was only then that we remembered that escalators are an ever-present feature of the IHSA Tournament. Voilà!

Q. What are the chances that this will actually work?

A. One hundred percent, with your support and enthusiasm.

On the following page are some screen captures of the Chesscalate system, with sample data from last year's tournament.



Team Roster & Summary Team Scoresheet

SCHOOL: _____					Pairing No. _____					
Team Number of Opponent										
Own Team Result										
Own Team Score										
Opponent Team Score										
Tie-Break Points										
Bd	Player	Round	1	2	3	4	5	6	7	Totals
1										
2										
3										
4										
5										
6										
7										
8										
Alternates:										
A.										
B.										
C.										
D.										

COACHES: READ AND UNDERSTAND THE STACKING RULE

In accordance with the provisions of IHSA By-law 2.041, for Round 1, players shall be assigned to boards in order of their individual playing strengths with the best players assigned to Board 1, the next best to Board 2, etc. Note: "Stacking" is not an acceptable or appropriate strategy in the IHSA Chess Team State Tournament

1. "Stacking" is the practice of arranging a line-up that results in an advantage over opponents by placing a person of low playing strength on a high value board to enable the remaining team members to play against opponents of a lower playing strength than they would have otherwise.
2. Stacking is unsportsmanlike conduct whose punishment is team disqualification. All team and individual wins and draws are scored as forfeits. All team and individual losses stand as recorded.
3. Special circumstances of switching players from their respective boards shall be brought to the Tournament Director prior to the beginning of the tournament during check-in.
4. A charge of stacking will not be considered after round 4 has been concluded for 30 minutes.

IF YOU HAVE QUESTIONS ABOUT THE STACKING RULE, CONTACT THE TOURNAMENT MANAGER.

SAMPLE CARDS

Player Communication Card

Player's Question

- What is the correct team score?
- May I offer or accept a draw?

Round # _____

Table # _____

Board # _____

Initiated by Player

(Front of card)

Coach Communication Card

Coach's Message

- The score is _____ (our team) to _____ (opponent).
- You may offer or accept a draw.
- You should not offer or accept a draw.
- Your result does not affect the team result.

Round # _____

Table # _____

Board # _____

Initiated by Coach

(Back of card)



IHSA Team Chess Tournament Substitution Form

Round # _____

Table # _____

Board # _____

School _____

Pairing # _____

Name of Person Replacing Round 1 Player

First Name, Last Name

Remember, a player must stay on the same board for the duration of the tournament. You may not move a player who has already played on one board to another board. The penalty for illegal substitution is forfeiture of the match and possible loss of tie-break points. Exceptional substitutions must be cleared by the Tournament Director prior to the start of the round.

Coach's Signature

(Steward: Turn in to Tournament Headquarters immediately after the start of the round)

CHESS INCIDENT CARD (18-3) Round # _____ Table # _____ Board # _____

PERSON CITED: Player Spectator Coach

Pairing # _____ Team _____ Name _____

Other Party/Team _____ Pairing # _____

Witnesses/Team _____

VIOLATION/SITUATION: (check the appropriate box and explain details below)

- | | | | |
|-------------------------------------|---------------------------------------|---|-----------------------------------|
| <input type="checkbox"/> Touch Move | <input type="checkbox"/> Illegal Move | <input type="checkbox"/> Illegal Position | <input type="checkbox"/> Notation |
| <input type="checkbox"/> Clock | <input type="checkbox"/> Phone/Device | <input type="checkbox"/> Conduct | <input type="checkbox"/> Other |

Explain the situation: _____

RULING/ACTION TAKEN: (check the appropriate box and explain details below)

- Warning Time Penalty Minor Violation Major Violation Other

Explain the ruling/action taken: _____

Steward Name (Print): _____

Steward Action Items

These are things you should act upon without request from a player, coach, or spectator

Major violation: Up to 5 tie-break points

Minor violation: 1 tie-break point

Situation	Rule	Page	Penalty
Electronics	T&C's J-2	8	
cell phone in use		8	Minor violation and forfeiture of game.
cell phone ringing or vibrating		8	Minor violation, plus the loss of 10 minutes on the player's clock, or half the time on the clock, whichever is less.
coach's cell phone ringing or in use		8	Minor violation. (No violation for a coach's phone vibrating.)
headphones	T&C's J-3	8	None allowed, must be removed.
Game set-up			
incorrect starting position	3-5-1	14	
if noticed in less than 10 moves			Game annulled without resetting the clocks.
if noticed after 10 moves			Keep playing.
Spectator/player/coach conduct including, but not limited to, kibitzing	17	19-21	Recorded warning for each offense. Steward discretion including, but not limited to: Time penalty (added to opponent) Minor team violation Major team violation Expulsion from playing hall Forfeiture

Quick References

Situation	Rule	Page(s)
Draws	12	17-18
Legal clocks and equipment	Terms & Conditions I-1	7
Clock problems (set-up and malfunction)	14	18-19
Communication cards	Terms & Conditions H-1	7
Substitutions	Coach's responsibility	9

Player Action Items

*These are things that may **ONLY** be acted upon **WHEN REQUESTED** by a player*

Major violation: Up to 5 tie-break points **Minor violation:** 1 tie-break point

Situation	Rule	Page	Penalty
Touch move		15-16	
accidentally	8-1	15-16	No penalty.
own move, own pieces	8-1 & 8-3-1	15-16	Must move if did not warn of adjust.
own move, opponent's pieces	8-3-1	16	Must capture if did not warn of adjust.
own move, own and opponent's piece	8-3-1	16	Must capture if the move is legal.
Illegal move	9-1	16	Go back to position just before illegal move and apply touch move provision <i>and</i> add 2 minutes to opponent's clock
Notation	13	18	Must be kept. If behind, must catch up on own time. If refused, forfeit.
Distracting or kibitzing Opponent	17	19-21	Recorded warning for each offense. Steward discretion, including, but not limited to: Time penalty (added to opponent) Minor team violation Major team violation Expulsion from playing hall Forfeiture

Time Penalties

Situation	Rule	Page	Penalty
Illegal move	6-7-5 & 9	15-16	Go back to position just before illegal move and apply touch move provision <i>and</i> add 2 minutes to opponent's clock.
Illegal draw or incorrect draw claim	12-3, 12-5-3 & 12-6-2	17-18	Add 2 minutes to opponent's clock.
Clock started without making a move	14-9	19	Add 2 minutes to opponent's clock.
Player's cell phone ringing, vibrating, or in use*	T&C's J-2	8	Minor violation, plus the loss of 10 minutes on the player's clock, or half the time on the clock, whichever is less.

*This is the only time penalty that involves subtracting time from the offender's clock.