

2015-16

Chess

Manual for Coaches

Tournament Information
Terms & Conditions
Rule Book



Important Dates for 2015-16

September 4	Chess Manual & Rule 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
January 12	Introduction to Chesscalate video posted
February 3	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 7	State tournament seeding meeting (evening) Pairings posted online and Chesscalate passwords emailed to head coaches
February 8	Deadline to make online changes to List of Participants for inclusion in souvenir program
February 12-13	IHSA state tournament at Peoria <i>Failure to appear at the state tournament without officially withdrawing will incur a \$100 penalty.</i>
March 7	Advisory Committee meeting

FUTURE STATE TOURNAMENT DATES

(Friday and Saturday of Week 32 on Standardized Calendar)

February 10-11, 2017
February 9-10, 2018
February 8-9, 2019
February 14-15, 2020

Important Changes for 2015-16

TERMS & CONDITIONS

	Communication Cards have been eliminated. No communication may take place between coach and player during a game.
V-B-2b	Teams from the same conference will not be paired in Rounds 3 and 4.
VII-K-1	The uniform item of apparel must be the outermost layer of clothing and must remain clearly visible while team members are in the playing hall.
VII-K-3	Headbands are legal apparel; sweatbands are not.
IX-A	Other than as specifically allowed in the Terms and Conditions or the IHSA Rules of Chess, the use of electronic devices in the competition area is prohibited.

RULE BOOK

Many changes have been made to the Rule Book this year, bringing it into line with the USCF Rule Book where appropriate.

4-4-2b	In a team tournament, when a player is absent and no clock is available, the absent player's time is reduced based on the total elapsed time of the games of teammates.
4-5-1	A player is required to press the clock with the same hand he/she used to move the piece.
6-2-5	A player intending to castle may not touch the Rook first.
6-8-5	If a proper piece is not available when promoting a Pawn, a player must stop the clock and ask a Steward to provide the proper piece. No substitutions are allowed.
8-3-4 & -5	Clarifies the various outcomes when a player touches more than one piece.
8-7	There is no penalty for touching a piece that is off the board.
12-11	A Steward has the authority to intervene and declare a draw in certain circumstances.
14-1	A time delay clock is the preferred choice for use in games.
16-2	If one player is in time trouble, either player may discontinue taking notation.
17-7-5	Flash photography is permitted in the first 10 minutes of a game.
17-13-3	The Standard Lineup and other lineup procedures are defined.
18-3-6	A Steward must report incidents on an Incident Card.
20-7	Forsyth notation is defined.
21-2	Requests for accommodations under Rule 21 must be made to the Head Steward prior to a game.
23-5-4 & -5	A Steward can unilaterally intervene in a game in certain circumstances.

During the IHSA Team Chess Tournament, coaches are invited to use their smartphones to access Chesscalate, an interactive chess tournament management system, to submit substitutions and game results. More information about Chesscalate can be found in this manual.

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Coach's Guide to the IHSA Team Chess Tournament

The 42nd Annual IHSA Team Chess Tournament will be held at the Peoria Civic Center on Friday, February 12, and Saturday, February 13, 2016.

This manual consists of two major parts: the Terms & Conditions for the IHSA Team Chess Tournament and the competitive Chess Rules that are used in tournaments and conference play. Please read these pages carefully. They contain valuable information and instructions that will be needed for this year's tournament.

Entry Procedures

Official Entry

The Official Entry 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 activities director, prior to December 1, 2015. 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, 2015, and updated on December 1, 2015.

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 VIII-B of the Terms and Conditions).

List of Participants and Chesscalate

The List of Participants is the second step in securing your team's entry in the state tournament. Your school's List of Participants must be submitted online, prior to Wednesday, February 3, 2016. This form is available in the Schools Center area of the IHSA Web

site. You will need to obtain your Schools Center user ID and password from your athletic or 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 7, 2016, using information submitted on the List of Participants, and posted on the IHSA Web site that evening. Then, using the Chesscalate app, you make last-minute changes to your Tournament Roster and Standard Lineup until midnight Monday, February 8, 2016.

A guide to the List of Participants and Chesscalate is found on page 5 of this manual.

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 activities director must inform the IHSA Office of the team's intention to withdraw by Wednesday, February 3, 2016. 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

The online rules presentation will be posted in the IHSA Schools Center by January 4, 2016. As head coach, you are required to view the online tournament rules presentation by Wednesday, February 3, 2016. The presentation must be watched in its entirety to receive credit.

Failure to watch the online rules presentation by the deadline will result in your team's automatic withdrawal from the state tournament.

Logistics

The 2015-16 IHSA Team Chess Tournament will take place in the Ballroom of the Peoria Civic Center.

The numbers in this section refer to the maps of the Peoria Civic Center and the surrounding streets and parking lots. The maps are found on pages 7 and 8 of this manual.

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, please visit the Peoria Area Convention and Visitors Bureau web site at www.peoria.org. For the 2016 Tournament a special group rate has been arranged with the Marriott Pere Marquette in downtown Peoria and Embassy Suites across the river in East Peoria.

Arrival and Drop-Off: Upon arrival you should drive down S.W. Jefferson Ave. (a one-way street running southwest) past the Civic Center, then immediately turn right into the access drive. The building entrance is on the right (8). Players may proceed through the Great Hall (9) to the skittles room in Exhibit Hall D (12).

Parking: If your vehicle fits in a standard parking space you may park in the adjacent parking lot (10). Longer vehicles should park in one of the Fulton St. lots (19).

Tournament Office: The Tournament Office is located near the main entrance to the Ballroom (29).

Hospitality Area for Coaches: The Skyline Lounge (31) is just outside the Ballroom. No players are permitted in this area.

Competition Area: The competition area is in the Ballroom (27) at the top of the escalators.

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

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. It is recommended that students and coaches with limited mobility start moving toward the Ballroom well in advance of the general call for competition.

Eating Accommodations: By policy, no outside food is allowed in the Peoria Civic Center, so please plan accordingly. Concessions are available in the building, and the Civic Center usually offers an affordable box lunch option. For a list of restaurants in the Peoria area, please visit the Peoria Area Convention and Visitors Bureau website at www.peoria.org.

Policies

Registration: Check-in will take place in the Great Hall (9) on Friday, February 12, 2016, from 8:15 to 9:30 am. At that time, you will submit your official Tournament Roster and Standard Lineup and pick up your school packet and souvenir programs. Please schedule your arrival so that your registration is completed prior to the Opening Ceremony.

Opening Ceremony: Players and coaches should be in the Ballroom by 9:30 am and in place and set up for Round 1 by 9:40, when introductions begin.

Official Representative: Your team must have a coach or designated representative present at the state tournament site at all times during tournament play or it will not be allowed to participate. A coach or representative must be present in the competition area at the beginning of each round and remain available to tournament officials throughout the day.

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

Pairings: Pairings for all rounds will be posted on the IHSA website (www.ihsa.org). During the tournament,

pairings will be announced via Twitter ([@IHSACHess](#)) and on Chesscalate.

Food and Drink: No food or drink, except for bottled water, will be permitted in the competition area. Cups must be consumed and disposed of at the water station.

Cell Phones: The competition area is designated as a Cell-Free Zone. An exception is made for coaches who are using the Chesscalate system. Other coaches and adults may not handle cell phones while in the competition area. All coaches and adults must have their ringers set to vibrate and must leave the competition area to use their phones. Students are required to turn their cell phones completely off and must not handle or view them while in the ballroom.

Electronic Devices: Other than devices being used by coaches to access the Chesscalate system and devices approved for taking notation, no electronic devices may be used in the competition area.

Roped Area: The roped area near the stage is reserved for the following:

- Coaches of the competing teams.
- Players involved in one of the games.
- Players taking notation for a teammate.

Everyone else must stand outside the ropes. Once a game played inside the ropes is finished, the players must quickly gather their equipment and exit the inner ropes.

Prohibited Items: Alcohol, tobacco, liquid nicotine and similar items are not permitted anywhere on the tournament premises. If a competitor is observed using a prohibited item, he/she will be disqualified from further participation.

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

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

Lost and Found: A lost and found area is maintained in the Tournament Office (29). You can reduce your

chances of losing valuable equipment by labeling items with your school name and by encouraging students to place identification on or in any item they do not always carry with them. Items that are unclaimed and unidentified at the end of the tournament may be donated.

Expectations

One important part of coaching is ensuring that your players have a thorough knowledge of the Chess Rules. Procedures are more precise in competitive chess than in a casual game. Many games and matches (and even the state title) have been determined by a player making correct use of the rules. Players are required to call infractions to an official. During the school year, your team may compete as individuals at some events and as a team against other schools in conference or non-conference play as well as in one or more tournaments.

Listed below are the expectations of a coach at the IHSA Chess Team Championship and most other high school team chess tournaments in Illinois.

Submit the Standard Lineup and Tournament Roster

- The Standard Lineup is eight players listed in board order by playing strength.
- The Tournament Roster is your Standard Lineup, plus up to four alternates.
- The Tournament Roster and Standard Lineup are submitted during registration at the event.
- You can use Chesscalate to manage and submit your Tournament Roster and Standard Lineup.

Know how to make substitutions

- Any round in which your lineup is different from the Standard Lineup requires you to make a substitution.
- You can use Chesscalate to submit substitutions, or you can fill out a Substitution Card and submit it to the Scorekeeper.
- In either case, substitutions must be submitted no later than 10 minutes after the start of the round.
- The substitution must also be recorded on the Official Scoresheet.

- A player replaced by a substitute becomes an alternate but can return to play only at the board position previously played.

Be ready for the start of each round

- A coach is required to be present with the team at the start of each round.
- Maintain quiet during announcements. Special information and instructions for coaches may be part of announcements, so set a good example by being attentive.
- Be sure your players are at the correct table and each player is playing the correct color pieces.
- Place the Official Scoresheet and your team's placard at the first space, with Boards 1 and 2 at the rest of the table.
- Check each player's board and chessmen to ensure they are set up properly.
- Check that each clock is properly set and positioned correctly.
- Move team and personal belongings out of walking paths.

Remind your players

- The team uniform must be worn as the outermost piece of clothing at all times.
- Bottled water is OK but cannot be placed on the table.
- Cups of water must be consumed away from the table.
- After the conclusion of a game, the board, set, clock, and personal belongings must be removed from the table.
- The result of the game must be written on the Official Scoresheet.

Points of Emphasis

Uniforms (VIII-K, p. 13): The IHSA Team Chess Tournament is an event designed for **teams of chess players**. The uniform rule was passed two years ago to emphasize this arrangement and to bring the tournament in line with other IHSA team events. In addition, as the tournament grows larger and larger, uniforms help Stewards determine whether players are where they are supposed to be.

In anticipation of the state tournament, you should remind your players throughout the season that they are expected to wear their team uniform as the outermost piece of clothing at all times when they are in the competition area. Emphasis on this conduct during the season will make it second nature by tournament time. Players who tend to get hot or cold during competition should be educated in ways to rearrange their clothing while remaining compliant with the rule.

Stewards will be instructed to enforce the rule without exception, and penalties will result from repeat infractions. A schedule of these penalties will be sent to coaches later in the school year. We hope that, with proper preparation, your team will never be penalized for an apparel violation.

If you need clarification or advice regarding uniforms, feel free to contact Scott Johnson at the IHSA Office.

Water at tables (IX-F, p. 13): Food and drink are not permitted in the competition area at any time during the tournament, with the exception of water.

Bottled water may be consumed at the playing table, but not placed on the table. Cups of water from the water stations must be consumed and disposed of at the station. Cups may not be brought back to the playing table.

Stewards will be instructed to remove any water cups located at playing tables and penalize repeat violations.

Coach's Guide to Chesscalate

Chesscalate, an application for smartphones, was introduced at the 2015 IHSA Team Chess Tournament. The program is designed to make the tournament experience smoother by:

- Reducing the confusion and bottleneck that occurs before the first round when coaches are checking in and setting their Standard Lineup.
- Reducing the time required to submit substitutions, and helping to prevent illegal substitutions.
- Allowing coaches to post the results of individual boards as soon as those games are complete and view results of other boards from around the competition area during each round.
- Informing a coach immediately after an incident has occurred or a penalty has been assessed.

Here is a brief Q&A about the Chesscalate system.

Q. Am I required to use Chesscalate?

A. No, you are not required to use the mobile system. The familiar substitution cards will be available if you wish to use them, and the Official 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.

That said, we strongly recommend that you or another coach from your school learn to use Chesscalate. During its rollout in 2015 it took a couple of rounds for things to start running smoothly, but after that the reaction from coaches was very positive. If everyone uses the app, it will benefit coaches, players, and parents and greatly streamline tournament operations.

Q. If our team wants to use Chesscalate, whose phone should we use?

A. Any head or assistant coach can be authorized to use the system, but only one device per school will be able to do so. Choose a coach who is familiar with using a smartphone and who will be with the team throughout each round (especially at 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 share the passcode with students or other adults. Coaches relaxing in the Skyline Lounge may 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. Tapping the message will display information about the infraction.

Q. How can I learn to use Chesscalate, or refresh my memory on how to use it?

A. In early January you will be emailed a link to an instructional video about Chesscalate. Then on Sunday evening, February 7, after the first round pairings have been posted, you will be emailed a password and can begin to use Chesscalate to edit your Tournament Roster and Standard Lineup.

Q. How does Chesscalate fit into the registration process?

A. The first step of registration, filling out the List of Participants, does **NOT** use Chesscalate. The List of Participants should include all the players on your team, not just the ones who will be coming to the state tournament. The List of Participants is due by midnight, Wednesday, February 3.

On Sunday evening, February 7, you will receive the Chesscalate password and can use the app to edit your Tournament Roster (the 12 players coming to state, chosen from the List of Participants) and your Standard Lineup (the players on your 8 boards, in order of playing strength).

You can edit your Tournament Roster and Standard Lineup at any time and as often as you like right up until you check in to the tournament on Friday morning, February 12. If your roster and lineup display correctly on Chesscalate, simply confirm it with the clerk, and you are ready to go.

On the following page are some screenshots of the Chesscalate system, with sample data from a previous tournament.

Here's How to Fill Out the List of Participants

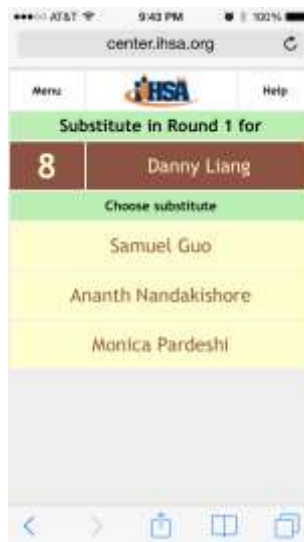
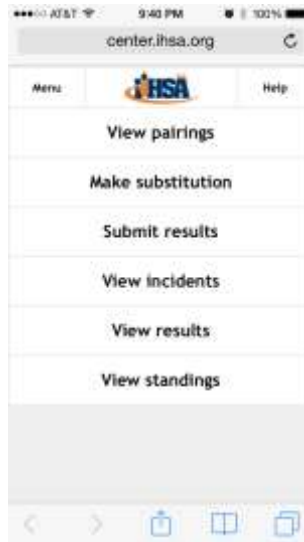
The head coach of each team is responsible for completing the required List of Participants online by midnight, Wednesday, February 3.

Using your IHSA Schools Center user ID and password (available from your athletic or activities director), log in to the system. Start on the IHSA Web site at www.ihsa.org. On the upper right side of the home page, click on "Schools & Officials Center." On the next page, click the "Sport and Activity Tracker" icon. Scan across the strip labeled "Chess" to find the link for the List of Participants.

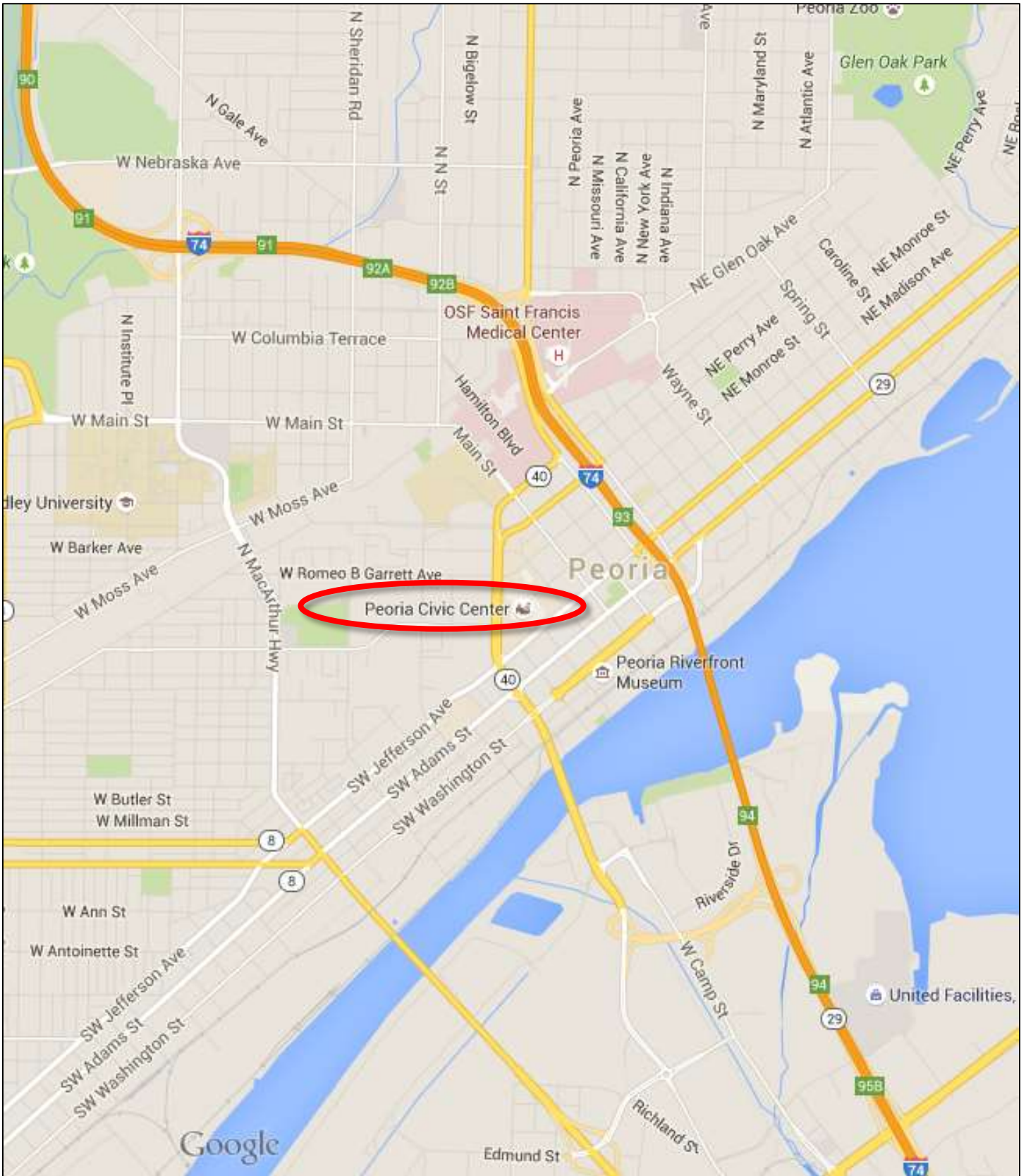
Please fill out each page of the form, making sure to press the button at the bottom of each page to submit your information.

If you experience problems, please contact the Scott Johnson at sjohnson@ihsa.org or call the IHSA Office at 309-663-6377.

Screenshots of the Chesscalate App

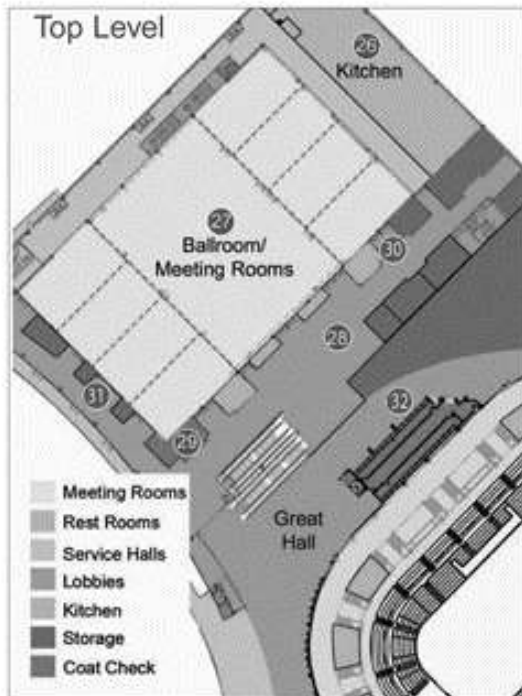
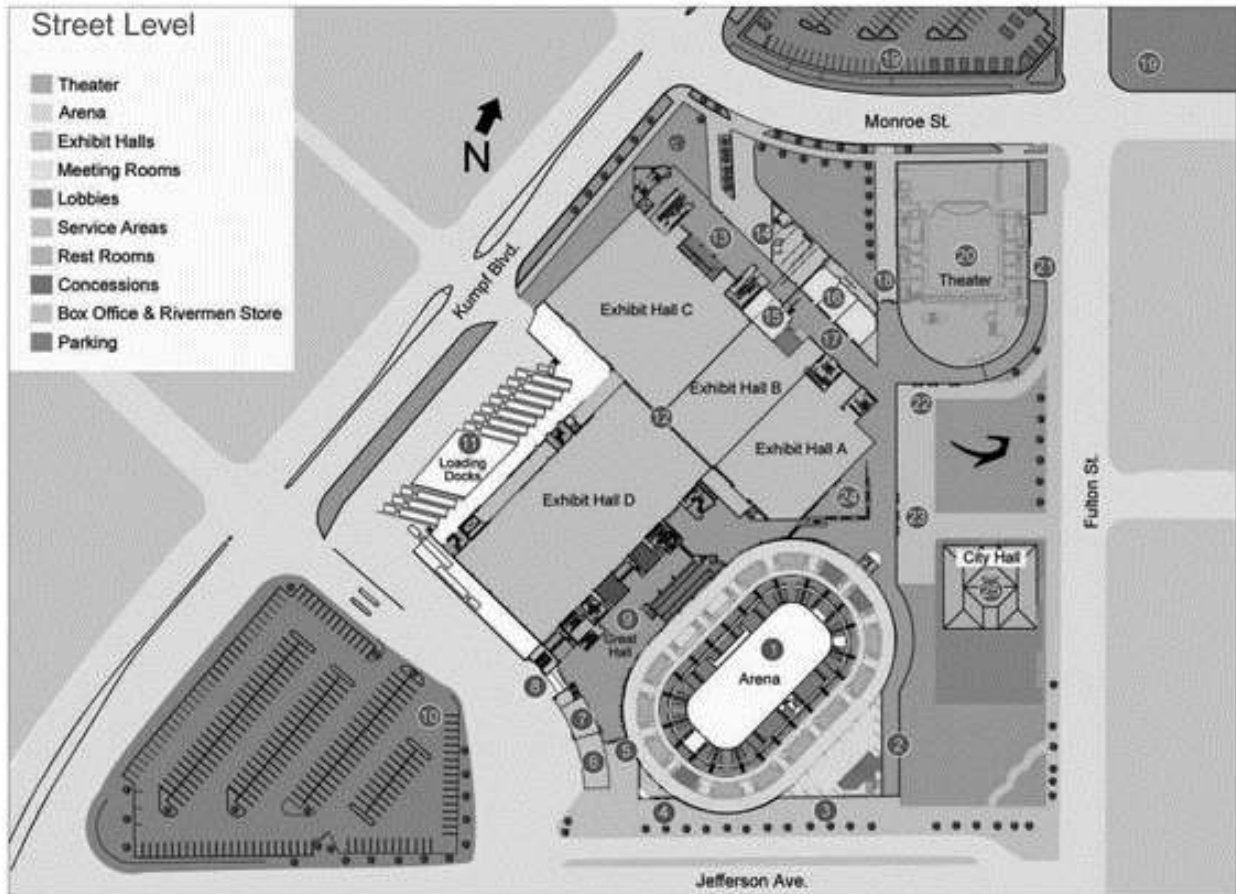


Map of Downtown Peoria



[Google Maps directions to Peoria Civic Center](#)

Map of Peoria Civic Center



FINDING YOUR WAY

Street Level

- 1 Arena
- 2 Arena Entrance
- 3 Arena Entrance
- 4 Arena VIP Entrance
- 5 Great Hall Entrance
- 6 Peoria Rivermen Hockey Team Store
- 7 Box Office
- 8 Box Office Entrance
- 9 Great Hall
- 10 Marquee Parking Lot
- 11 Loading Docks
- 12 Exhibit Halls
- 13 Terrazzo Lobby
- 14 Terrazzo Entrance

15 Business Center

- 16 Meeting Rooms
- 17 Skylight Lobby
- 18 Monroe Theater Entrance
- 19 Fulton Parking Lot
- 20 Theater
- 21 Fulton Theater Entrance
- 22 Skylight Lobby Entrance
- 23 Triangle Lobby Entrance
- 24 Triangle Lobby
- 25 City Hall

Top Level

- 26 Kitchen
- 27 Ballroom / Meeting Rooms
- 28 Pre-function Space
- 29 Coat Check
- 30 Restrooms
- 31 Skyline Lounge
- 32 Club Room

IHSA Team Chess Tournament

Time Schedule

Friday, February 12, 2016

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 (This is an opportunity for conferences to meet regarding issues of interest.)
not before 3:45 p.m.	Start of Round 3
not before 6:30 p.m.	Start of Round 4

Saturday, February 13, 2016

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



2015-16 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 2015-16 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 12-13, 2016, 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 2015-16 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, 2015. All member schools should have received in April, 2015, the 2015-16 Entry Policies and Procedures that outline the online entry procedures for all IHSA-sponsored tournaments.

B. Late Entries

Schools wishing to enter the Team Chess Tournament after the deadline will be considered late. To be considered for late entry, the Principal or Official Representative must contact the IHSA administrative officer. 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 Team Chess Tournament 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 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 contests on any one date or for any one tournament.
 - a. If school A plays school B one varsity match each school must have a minimum of five players on a single date, it is counted as one contest.
 - b. If school A plays school B two or more varsity matches each school must have a minimum of five players on a single date, it is counted as two contests.
 - c. 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 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.)
 - d. 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 contests.
3. A school may count an "open" tournament when there is no team winner, if five or more varsity players participate in the tournament.

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 during the regular season. For the purposes of this requirement a team tournament must involve at least six teams of at least five players each, playing at least three 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 3, 2016.

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 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 submit 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 3, 2016. 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 7, 2016, to seed the

teams entered in the state tournament. Each conference shall be invited to send one representative to the Seeding Meeting.

Tournament pairings will be completed after the Seeding Meeting.

B. Pairing Procedures

1. The Seeding Committee shall rank teams based upon information submitted during the registration process and other related data.

2. The Seeding Committee shall use the following procedure to determine groups and pairing numbers for Round 1:

a. Divide the teams into two parts such that number of teams in the higher-ranked part is:

- i. a multiple of eight and...
- ii. smaller than or equal to the number of teams in the lower-ranked part.

b. Order the teams in the two highest-ranked groups and draw by lot for a pairing number within the remaining six groups of the higher-ranked part.

c. Divide the teams in the lower-ranked part into four groups and draw by lot within each group for a pairing number.

3. After all teams have been assigned a pairing number, proceed as follows:

a. If there are up to 128 teams, pair the teams according to the Swiss System.

b. If there are more than 128 teams, pair the highest-ranked 8 groups as the top half of an Accelerated Swiss System and pair the remaining teams so the teams in groups 9 and 10 play the teams in groups 11 and 12 in Round 1. In the event of an odd number of teams, group 10 shall receive the extra team.

4. Attempts shall be made to minimize pairing of teams from the same conference.

a. Teams from the same conference shall not be paired in Round 1 and 2.

b. Teams from the same conference shall not be paired in Rounds 3 and 4 except when it would require pairing teams outside their point group:

c. Teams with 4 or more points will be paired without regard to conference.

5. The number of competing teams determines the pairing system and whether acceleration is necessary:

a. If there are up to 128 teams, a standard non-accelerated Swiss system pairing shall be used.

b. If there are more than 128 teams, modified accelerated Swiss pairings

shall be used for Rounds 1 and 2. The acceleration break shall be set at the number of teams in the higher-ranked part formed in 2a.

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

7. A team receiving a bye in the first round or whose opponent withdraws before the first round may be re-paired at the Pairing Director's discretion.

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

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

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

VI. TOURNAMENT STRUCTURE AND PLAYING SCHEDULES

A. Participating Players

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. Time Schedule

The time schedule for the 2015-16 IHSA Team Chess Tournament is as follows:

Friday, February 12, 2016

- 8:15 am-9:15 am.....Registration
- 8:45 am.....Meeting of Stewards
- 9:15 am.....Doors open to Ballroom
- 9:30 am.....Opening Ceremony
- 9:50 am.....Forfeit time for Round 1
- 10:00 am.....Round 1
- not before 1:00 pm Round 2

- not before 3:45 pm Round 3
- not before 6:30 pm Round 4

Note: In Round 1, the clock for each player on a team shall be started at 10:00 am. Any team failing to appear by 9:50 am for its Round 1 match will receive a forfeit for that round.

Saturday, February 13, 2016

- 8:30 am.....Doors open to Ballroom
- 8:50 am.. Players seated for announcements
- 9:00 am.....Round 5
- not before 12:00 noon Round 6
- not before 2:45 pm Round 7
- not before 5:30 pm Awards Ceremony

All participants are invited to attend and celebrate the awards ceremony.

D. Time Control

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

In the event a clock without a delay is used, the clock shall be set to 5:05, providing each player with 55 minutes for all the moves of the game.

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. Use of Increment time controls is not permitted.

E. 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 2015-16 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.

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 tournament officials, if needed.

2. 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 shall not be permitted to participate.

3. If a school's competitors are not permitted to participate due to the designated coach or school representative not being present, those competitors shall not be permitted to return to competition in the tournament and the team shall be disqualified from the tournament. Any exception must be approved by the IHSA Administrator.

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

5. A team whose coach or designated school representative is not present in the competition area when a round is started shall not be permitted to begin play until the coach or designated school representative appears. Any exception must be pre-approved by the IHSA Administrator.

C. Tournament Roster, Standard Lineup, 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 the team's Tournament Roster, which includes up to 12 players selected from the List of Participants and the Standard Lineup of 8 players, listed in board order by playing strength.

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 time expires, the team shall forfeit that match to its opponent but is not disqualified from further participation in the tournament.

- 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.

- c. 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" may be permitted by the IHSA Administrator.

- b. The IHSA Administrator may allow the team to continue competing with the player's board being forfeited to the opponent in each round in which the player is unable to participate.

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 5a or 5b, the scores for that player (board) in prior rounds shall stand.

6. For any round (including Round 1) in which a team's lineup deviates from the Standard Lineup, the coach must give notice not later than 10 minutes after the start of the round by using the Chesscalate system or by submitting a substitution card (or cards) to the Scoring Clerk.

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. 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.

"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 shall not be considered after Round 4 has been concluded for 30 minutes.

E. 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:

	Win	Draw	Loss
Board 1	12.0	6.0	0.0
Board 2	11.0	5.5	0.0
Board 3	10.0	5.0	0.0
Board 4	9.0	4.5	0.0
Board 5	8.0	4.0	0.0
Board 6	7.0	3.5	0.0
Board 7	6.0	3.0	0.0
Board 8	5.0	2.5	0.0

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 first in that score group.

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

F. Team Tie-Break System

1. If two or more teams are tied on points at end of the tournament, a tie-break system shall be used (when E-3 or E-4 do not apply) to determine the final standings.

2. For each match played, adjust the results as per E-5 and E-6 if needed, add 10 to the team's match points, multiply by 1 plus the square of the opponent's tournament points, and divide by 100. Add the values for all seven matches to determine the tie-breaker.

Example:

Rd.	Own Match Pts.	Opp.'s Tourn. Pts.	Divide by	Total
1	$(60+10) \times$	$(3^2+1) \div$	100 =	7.00
2	$(35+10) \times$	$(3^2+1) \div$	100 =	4.50
3	$(10+10) \times$	$(6^2+1) \div$	100 =	7.40
4	$(50+10) \times$	$(4^2+1) \div$	100 =	10.20
5	$(68+10) \times$	$(3^2+1) \div$	100 =	7.80
6	$(33+10) \times$	$(5^2+1) \div$	100 =	11.18
7	$(24+10) \times$	$(6^2+1) \div$	100 =	12.58
Total Tie-Break Points				60.66

G. Tie-Break Penalties

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

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

H. 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 the Official Scoresheet, it may be penalized by losing tie-break points.

Note: Results submitted through the Chesscalate system are not official. Results can only be verified by the signed Official Scoresheet.

I. Equipment

1. Each school must provide four chess boards, four Staunton chess sets, and four digital chess time delay capable clocks that comply with the rules published by IHSA. A clock capable of Increment time controls only is not permitted. A digital clock not capable of being set to a time delay setting of five seconds can be used as though it were an analog clock. Chess boards and pieces must conform to 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:

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

- 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.
 - Coach's cell phone ringing or in use, except for official tournament business: minor violation. There is 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. The clothing must be the outermost layer of clothing and must remain clearly visible while team members are in the playing hall. 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, sweatbands, 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. Other than as specifically allowed elsewhere in the Terms and Conditions or the IHSA Rules of Chess, the use of electronic devices in the competition area is prohibited.

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 another 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 premises, 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 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 at least 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 at least six points. Players will not be ranked.

XI. OFFICIALS

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

Index to Frequently Consulted Rules

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

Absent Player

- 8-1-2 adjusting pieces while
- 17-11 during game
- 4-4-1 start of game
- 4-4-2 black is
- 4-4 white is

Adjusting Pieces

- 8-2 not on move
- 8-1-2 opponent absent
- 8-1-1 player may

Agreeing to Draw

- 17-12-1 before game begins
- 12-2 during game

Algebraic Notation

Analysis

- 17-6 annotate game
- 17-3-1 using materials
- 17-4 writing next move
- 17-5 writing several moves

Annoying

- 17-9-2 by spectator
- 17-8 the opponent

Annulled Game

- 3-5-1 chessmen set up wrong

Appeals

- 19-1-2 clock stopped during
- 19-3-3 final
- 19-2 Head Steward action
- 19-4 pairing
- 19-1 player or coach

Capture

- 7-1-2 completion of
- 8-3 compulsory
- 8-5-1b compulsory
- 5-3 definition
- 20-3-5 notation of en passant

Castling

- 7-1-4 completion of move
- 6-2-1 correct method of
- 6-2 definition
- 6-2-4 illegal
- 20-3-3 notation of
- 6-2-3 permanently prevented
- 6-2-2 temporarily prevented
- 8-4 touch move
- 6-2-5 touching rook first

Check

- 10-4 announcing
- 10-5 illegal exposure to
- 20-3-4 notation of
- 10-2-1 to parry a

Checkmate

- 10-2-2
- 2-1-2 colors of squares
- 2-2-1 placement
- 2-1-3, 4 size of squares
- 1-4-1 unsuitable
- 1-4 who provides
- 2-2-2 wrongly placed

Chessmen

- 8-1 adjusting
- 3-1-1 colors of
- 3-5-2 colors reversed
- 9-2, 3 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 of
- 3-1-3 size of King
- 3-1-4 size of Pawn to square
- 3-2 symbols
- 8 touched
- 3-1-5 type
- 1-4 who provides

Claim

- 1-4-1 against chessboard color
- 1-4-1 against chessboard size
- 1-4-1 against chessmen color
- 1-4-1 against chessmen type
- 19-1 against ruling
- 12-6 draw after 50 moves
- 12-11-1 draw after 75 moves
- 12-5 draw by repetition any 3 times
- 12-11-2 draw by position 5 times in row
- 6-8-5 piece not available for promotion
- 8-7 touched men
- 11-3-3 win on time

Clocks

- 14-2-3 after stopped
- 16-4-4 both times expired
- 14-4 defective
- 14-7 during claim verification
- 14-8 game started without clocks
- 16-1-1c pickup not allowed
- 16-1-1 player in time trouble
- 16-5 player using excessive force
- 4-5 operation by player
- 4-3-2 placement

- 14-3 players stop
- 14-9 press without moving
- 14-2-3 restart
- 14-4 settings incorrect
- 11-3 time expired
- 11-3 time forfeits
- 1-4 who provides

Collusion

Color

- 3-1-1 of chessmen
- 2-1-2 of squares
- 3-5-2 playing with wrong

Completion of Move

Conduct of Players

Deputy

- 21-9 for disabled player
- 21-10 for opponent of disabled
- 21-4 keep notation
- 21-8 make moves
- 21-5 operate clock

Definitions

- 5-3 capture
- 6-2 castling
- 10-1 check
- 10-2-2 checkmate
- 1-1 chessboard
- 1-1 chessmen
- 2-3-3 diagonal
- 6-7-2 en passant
- 2-3-1 files
- 7-6 have the move
- 17-2 kibitzer
- 5-1 move
- 3-4 pieces
- 6-8 promotion
- 2-3-2 ranks
- 17-9 spectator
- 12-1 stalemate
- 16-1 time trouble

Determination of Move

Draw

- 12-9 both Kings in check
- 12-2 by agreement
- 12-5 by repetition any 3 times
- 12-11 by position any 5 times in row
- 12-6 fifty move rule
- 12-3 illegal or incorrectly made offer
- 12-5-3 incorrect claim
- 12-4 indirect draw offer
- 12-7, 8 insufficient material
- 12-5-4 loss of right to claim

12-8	no practical winning chances				
12-2-1	offering (proposing)	20-5	Notation	12-1	Stalemate
12-5	repetition	20-4	algebraic abbreviations		
12-1	stalemate	20-3-3	algebraic notation		Stewards
12-10	time expired both clocks	20-3-1	castling	6-8-4	assisting in promotion
16-4-4	time expired both clocks	20-3-1	capture	8-7-3	determine if touch claim is valid
		20-3-4	check	23-5-2	present when time trouble
6-7-2	En Passant	20-3-5	en passant	18-3	record a penalty
		20-4-2	files, algebraic	8-10	stop clocks during touch claim
12-6	Fifty Move Rule	20-7	Forsythe		
		20-3-2	move to		Stop Clocks
	First Move	20-4-5	move, algebraic	16-1-3	any dispute between players in time trouble
4-2	made by	13-1-4	notation sheet	16-3	clearly drawn position
4-4-2	when black absent	13-3	notation systems allowed	8-10	claim of touched man
4-4	when white absent	20-3-6	promotion	15-2-2	claim win by stopping clocks
		20-4-2	ranks, algebraic	14-5	game interrupted
	Forfeit	13-1	required to	14-3	players stop to call Steward
1-4-3	equipment lacking	20-4-4	squares, algebraic	6-8-5	promoted piece not present
11-5	late arrival	20-5-1	symbols for pawns	14-7	verification of notation sheet claim
17-3-3	outside help	3-2	symbols for chessmen	14-3-2	when officials stop clocks
11-4	refusal to take notation	13-1-3	time trouble	14-3-1	when player who stops clock is penalized
		10-2	Parry a Check	19-1-2	appeal preparation
	Illegal			11-3-2	Sudden Death
6-2-4	castling		Pawn		Taking a Move Back (Over)
9-4	incorrect position found after game complete	6-7-2	en passant capture	7-3	asking permission
9-1	incorrect position found during game	6-7	moves	7-4	giving permission
9-3	move found after game complete	3-2	notation symbol		Time Trouble
9-1	move found during game	6-8	promotion of	16-1	defined
16-1-2	move in time trouble			16-1-1b,c	hand off clock
14-5	Interrupted Game		Penalties	16-1-2	illegal move
		17-8	annoying opponent	23-5-2	official's action as a witness
8-1-1	<i>J'adoube</i>	18-2-10	annulled game	16-2	stopping notation
17-2	Kibitzer	2-2-2	board turned wrong		Touch Move Rule
		3-5-1	chessmen set up wrong	8-1	adjusting
	Lost Game	3-5-2	colors reversed	8-3	intentionally
17-3-2	analyzing illegally	1-4-3	equipment lacking	8-2	without the move
11-1	by checkmate	6-2-4	illegal castling	8-8	chessman off board
11-4	by forfeit	12-3	illegal draw offer	8-7	enforcement
11-5	by late arrival	9-1	illegal move	8-6	ignored
11-4	refusing to comply with rules	12-5-3	incorrect draw claim	8-5	opposite colors
11-4	refusing to keep score	11-5	late arrival	8-6	when castling
11-2	resignation	11-4	not keeping score	17-1	Unsportsmanlike Conduct
11-3	time forfeit	6-8-4	pawn not promoted correctly		Won Game
17-1	unsportsmanlike conduct	17-3	receiving advice	11-1	checkmate
		11-4	refusal to comply with rules	18-1	official's ruling
	Move	8-3	touching chessmen with the move	11-2	opponent's resignation
7-2	completion of	8-2	touching chessmen without the move	11-3	time forfeit by opponent
5-1	definition of	17-1	unsportsmanlike conduct		
7-1	determination of	17-3-1	using notes		
4-2	first				
7-6	having the		Promotion		
9-1	illegal	7-1-3	completion of		
20-3-2	notation for	6-8	definition		
7-4, 5	taking back a	20-3-6	notation showing		
		6-8-5	piece not available for		
		7-1-2	Release of Chessman		
		7-1-4a	capture		
		7-1-1	castling		
		7-1-1	move		
		7-1-3	promotion		



2015-16 Chess Rules & Situations

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 must 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 players from one team are 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 (often called Individual/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 Rules 1 and 2.

Article 2. The player of Black must provide a standard time-delay clock. An add-back clock such as an Increment timer is not considered a standard clock. If a standard clock is not available, a non-standard clock may be used without a time delay.

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 The 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 must have a color combination that clearly distinguishes between the light-colored squares and the dark-colored squares.

Article 2. The following colors are acceptable for...

a) ...light squares: cream, white, and buff.

b) ...dark squares: green, brown, black, and blue.

SITUATION: A team whose players will be playing the Black pieces sets up four boards with squares less than two inches on a side and colored red and black (commonly used in checkers). a) The opposing players object to the boards. b) The opposing players start the game and their coach objects. c) The opposing players start the game but after four moves object. d) The opposing players start the game but after 12 moves object.

RULING: In each case, the board may be exchanged under the supervision of a Steward with the position reached transferred to the replacement board. The clocks are stopped while the exchange occurs.

Article 3. The sides of the squares shall be between 2 inches and 3 inches on a side.

Article 4. The most acceptable chessboard in terms of square size 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 the light color.

Article 2. If, during a game, it is found that the board has been incorrectly placed...

a) ...the position reached shall be transferred to a chessboard correctly placed and...

b) ...the game shall continue.

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

RULING: In a), b), and c) the individual has kitized and should be penalized. In d) the Steward should not have intervened. In all cases, once the players become aware of the situation the Steward should apply the provisions of Rule 2-2-2 by transferring to a chessboard the

position at the time of the discovery. The correct action by a), b), or c) would be to call the situation to the attention of a Steward who, while not intervening, would be available in case of a claim.

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...

a) ...White chessmen: cream, white, and buff.

b) ...Black 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 inches and 5 inches.













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.

SITUATION: Player B sets up the equipment using a Renaissance chess set and/or a board with colors red and black. Player W, the coach, or the Steward objects.

RULING: The goal of these rules is to standardize the appearance of the pieces to avoid confusion on the part of players, coaches, or Stewards regarding the position on the board. A player, coach or Steward who objects to a set of pieces should do so at their earliest opportunity. If the game has already begun, only the opponent may object and the position shall be transferred to an acceptable set under the supervision of a Steward provided that no more than 20 moves have been made in the game.

SECTION 2. The chessmen and their notational symbols are as follows:

	K	1 White King
	Q	1 White Queen
	R	2 White Rooks
	B	2 White Bishops
	N	2 White Knights
	P	8 White Pawns
	K	1 Black King
	Q	1 Black Queen
	R	2 Black Rooks
	B	2 Black Bishops
	N	2 Black Knights
	P	8 Black Pawns

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

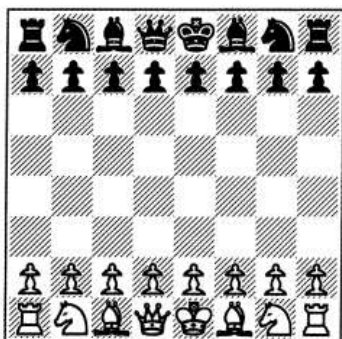


Figure 3-3.

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...

Article 1. ...the initial position of the chessmen was incorrect (other than when the board is turned)...

a) ...if fewer 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.

b) ...if 10 or more moves have been made, the game continues.

c) The Steward shall determine whether Rule 17-1-4 applies.

SITUATION: While a game is in progress, it is pointed by a) a coach, b) a player, c) a spectator, or d) a Steward that the chessmen must have been set up incorrectly because a particular piece, which has not been moved, is not on the proper initial square.

RULING: In a), b), and c) the individual has kitized and should be penalized. In d) the Steward should not have intervened but should have made a note of the situation and remained discreetly available until 10 moves had occurred. In all cases, once the players become aware of the situation, the Steward should apply the provisions of Rule 3-5-1 (annul the game if fewer than 10 moves and have the game continue if 10 or more moves had occurred).

Article 2. ...the player's color was reversed from those assigned, the game shall...

a) ...continue to a conclusion with...

b) ...the result counting as though no reversal had occurred.

SITUATION: 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 result stands. 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 18-2.

RULE 4

Conduct of the Game

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

SECTION 2. The player with the White chessmen makes the first move.

SECTION 3. A clock able to signal the end of a time control 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.

Article 2. The clock shall be placed...

a) ...as directed by tournament officials...

b) ...to the right of the player with the Black chessmen in individual tournaments.

SITUATION: Games are in progress when it is pointed out that one clock is not facing the

correct way by a) a coach, b) a player, c) an official, or d) a spectator.

RULING: In all cases, the irregularity 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.

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 the 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:

a) ...the player of the White chessmen shall start his/her clock, make a move, then start the absent player's clock, but...

b) ...if no clock is available, the player of the White chessman shall inform a Steward of the absence of the Black player. In a team tournament, the absent player's time shall be reduced until present at the board based on total elapsed time of games of teammates in the absence of a clock.

c) ...upon the arrival at the chessboard of the Black player, he/she makes a move, stops his/her clock (thereby starting his/her opponent's clock), and the game continues normally.

SITUATION: 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: Current rules require the move to be made on the board. As with any other move, pressing the clock prior to releasing the piece is a violation. White is penalized 2 minutes.

SECTION 5. Even when not in time trouble,...

Article 1. ...a player must press his/her clock with the same hand with which he/she moved the piece. A player violating this rule shall initially receive a warning, but repeating the offense may result in imposition of a time penalty.

Article 2. ...a player does not have to move the chessmen with the hand with which he/she takes notation.

SECTION 6. When a game is completed, the result must be reported immedi-

ately in the manner required by the tournament officials. Failure to report shall result in a penalty on either the player, his/her team, or both.

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. ...a move to an adjacent square that is not attacked by an opponent's chessman.

SECTION 2. Castling is a move of the King, which must be touched first, and either Rook. Castling 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) ...transferring the Rook, towards which the King moved, 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 must move his/her King unless the King has no legal move.

Article 5. If a player intending to castle touches the Rook first, castling is not allowed and the player must move the Rook if it has a legal move.

SITUATION: A player, intending to castle, clearly touches the Rook before touching the King. The opponent objects to the castle move made, saying the Rook was touched first. A Steward is called to the board.

RULING: As per 8-3-1, the Rook must be moved and the castle move is denied.

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 con-

tiguous 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. A Pawn, upon reaching the 8th rank, undergoes promotion.

Article 1. The Pawn that undergoes promotion...

a) ...becomes one of the following pieces of the same color: Queen, Rook, Bishop, or Knight...

b) ...as part of the same move...

c) ...at the choice of the player making the move.

SITUATION: 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 improper procedure 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. 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.

SITUATION: Player W is on the move with a Pawn on the 7th rank, the 8th rank vacant, and a possible capture on a 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) Since the Pawn was not released on the 8th rank and a promotion is not final until a piece is released on the promotion square, the action is legal. b) Until a chessman is released on a square, a move is not determined. Once touched and not released, a chessman may make any legal move. The action is legal.

SITUATION: 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. 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: 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.

SITUATION: 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. Player W moves the Pawn to the 8th rank, removes it from the board sets it down and picks up a Knight. Changing his/her mind, Player W sets the Knight down, captures Black's piece on the diagonal replacing it with a Queen. Player B stops both clocks, summons a Steward, and claims improper procedure.

RULING: The player B's claim is upheld 2 minutes added to player B's clock. By releasing the Pawn the move to the 8th rank was determined as with the released of any chessman upon a square to which it has been moved.

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

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

SITUATION: 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 chessman 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).

Article 4. On the promotion of a Pawn, the move is not determined (7-1) until the promoted Pawn is exchanged for a new piece. If a player presses his/her clock without exchanging the promoted Pawn for a new piece, the player is breaking Rule 14-9 and can be penalized by having two minutes added to the time of the opponent providing the opponent calls the violation to a Steward's attention before touching a chessman.

A. SITUATION: 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 presses his/her clock, makes the suitable notation on his/her notation sheet and goes in search of a White Queen. Player B protests to an official.

RULING: A player is not allowed to press his/her clock until his/her move is complete. In the case of a promotion, the move is not com-

plete until the Pawn has been replaced with the new piece (7-1-3). The penalty, as specified, is to have 2 minutes added to the opponent's clock.

SITUATION: Player W pushes a Pawn to the 8th rank, says Queen and presses 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.

Article 5. Substitutions for pieces are not permitted. 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 obtained by the player having the move.

SITUATION: 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) presses the clock or b) announces Queen and presses 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: An upside down Rook is not a Queen. Substitutions for pieces are not permitted. Should the players allow a replacement for the Pawn on the board to be other than a chessman in its normal alignment, an illegal substitution has been made that must be corrected when either player calls it to the attention of a Steward. In a) the Steward determines what the Pawn was promoted to, has the piece placed on the board, and play continues. In b) both players have accepted the illegal substitution as a Queen. The Steward corrects the situation by having a Queen correctly placed on the board and the game continues.

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-

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.

SITUATION: While Player W has released a chessman on a legal square (move is determined), he/she has not pressed the clock. Player B makes a move. Player W complains to a Steward that player B moved before his/her move was completed (as per 7-8).

RULING: 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 press their clock after their move is determined before touching a piece to make a move.

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.

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...

Article 1. ...that he/she first warns his/her opponent by saying "adjust" or "j'adoube".

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.

SITUATION: 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.

RULING: Player B had steps he/she could have taken under the rules and failed to use them. Thus, Player B must take the piece (8-3). Any complaint Player B had should have been filed with a Steward long before. Such a protest may have been upheld (17-1) with a warning issued (18-2) 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 (18-3).

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 17-8-5 for distracting an opponent.

SECTION 3. Except as provided in 8-1, if the player whose turn it is to move touches one or more chessmen in a manner that may be reasonably interpreted as the beginning of a move one or more chessmen of the same color, he/she must move the first chessman that can make a legal move.

SECTION 4. If a player intending to castle touches the King first, or the King and Rook at the same time, and then realizes that castling is illegal, the player may choose to either ...

Article 1. ...move the King or ...

Article 2. ...castle on the other side if legal.

Article 3. If the King has no legal move, the player is free to choose any move.

SECTION 5. A player on the move who deliberately touches one or more chessmen of each color, or who moves his/her chessman and intentionally displaces the opponent's chessman with it, ...

Article 1. ...must capture the opponent's chessman with his/her chessman, or, ...

Article 2. ...if this is illegal, must move or capture the first chessman touched that can be moved or captured.

Article 3. If it is impossible to establish which piece was touched first, the player's chessman shall be considered the touched chessman.

SITUATION: Player W grasps a black Pawn with intent to capture and then touches his/her Rook to complete the capture. It is real-

ized 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: Player B's protest is upheld providing Player W can capture the touched Pawn with another chessman. If no capture is possible, then Player W must move the Rook if legal.

SITUATION: 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 therefore touching of a chessman with another chessman is the same as physical contact. Player B must make the capture.

SITUATION: Player W is 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. 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. Unless a Steward sees a touch, it may not be possible for a Steward to enforce the touch move rule.

SECTION 6. In all situations of multiple touched chessmen...

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 7. The enforcement of touched chessmen 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 8. There is no penalty for a piece touched off the board. A player who advances a Pawn to the 8th rank and then touches a piece off the board is not obligated to promote the Pawn to the piece touched until that piece has been released on the promotion square.

SECTION 9. When a player's claim against an opponent is made and disallowed for lack of proper witness, the Steward shall record the claim.

SECTION 10. The Steward must 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 (unless the game is in time trouble where Rule 16-1-2 applies)...

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 touched chessmen provisions of Rule 8 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 17-1-4 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.

SITUATION: 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: If five moves have not occurred, the game is returned to the half move before

the illegal move and a legal move is made applying the Touch Move Rule. If more than 5 moves have occurred, then the game continues without correcting the illegal move.

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.

SITUATION: 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 18-2-7).

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

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

Article 2. The opponent may press 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 result of the game stands.

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 "checkmate".

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 checkmate to the opponent's King.

SECTION 2. The game is won by the player whose opponent resigns the game.

SITUATION: 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.

SECTION 3. The game is won by the player whose opponent exceeds the time limits provided for the contest (except under the conditions 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 is a time limit that states the amount of time allowed for each player for the entire game. 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 time on both clocks shows expired, 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 and consequently is forfeited. Should both players refuse to comply with the rules of chess the game shall be declared forfeited by both players.

SECTION 5. If a player arrives more than 30 minutes late for the start of any game, the game is forfeited.

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.

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.

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.

Article 4. When 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 and before moving, 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.

SITUATION: 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 (12-2-3).

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 statements, whether directed toward the opponent or not, that include but are not limited to 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?"

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.

SITUATION: 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 time expires before he/she can press his/her clock, but he/she claims the draw on the grounds that the move which established the third repetition was completed before the time expired 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 time about to expire, 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).

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 opponent's 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 50 moves have been made by each side without the capture of any chessman or the movement of any Pawns.

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) ...a lone King,...
- b) ...a King and Knight, or...
- c) ...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 ...

a) ...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, or...

b) ...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 when the remaining pieces are...

- a) ...K & Q v. K & Q, or...
- b) ...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.

SITUATION: 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 time is near expiring. Player B does not acknowledge the draw and a Steward is called.

RULING: Draw claim is upheld.

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 clocks show no time remaining.

SECTION 11. A Steward may intervene and declare a game drawn when...

Article 1. ...75 moves have been made without a Pawn move or a piece capture or...

Article 2. ...the same position appears five times in a row.

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.

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

RULING: Only approved electronic devices (see Rule 20-8) are acceptable. 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 notation sheet up to date with time running on Player A's clock.

Article 3. A player in time trouble is not required to record the game. See Rule 16-2.

Article 4. The record shall be...

- a) ...clear,...
- b) ...legible, and...
- c) ...on a notation sheet approved for the contest.

SITUATION: 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.

Article 5. In the event that a player gets more than three 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 (13-4),...
- 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 or more moves behind in notation (except as permitted in 16-2) and the opponent objects to a Steward, and...
- d) ...forfeiture will result if the same player, in the same game, should again become three or more moves behind in notation (except as permitted in 16-2) 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.

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

RULING: This practice, while common and acceptable, has no official standing. This prac-

tice is not Deputy Notation (allowed by Rule 21). Once a Player stops notation the notation sheet has no official standing and cannot be used. A Player who has stopped taking notation then 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. To diagram the position quickly, a player may find it useful to use Forsythe notation described in Rule 20-7.

SECTION 3. In recording the moves of the game, a player may use...

Article 1. ...the algebraic system (Rule 20) of notation,...

Article 2. ...an approved electronic chess notation system (see Rule 20-8), or...

Article 3. ...any other notation system, such as the Descriptive System, that allows the game to be replayed.

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

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

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

RULE 14 Use of the Chess Clock

SECTION 1. A time delay clock is the preferred choice for use in games. A clock set with Increment time is not permitted.

NOTE: As a consequence of this rule, 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 2. Under no circumstances may any person (except the opponent) call to the attention of any player the fact that he/she has failed to press his/her clock after completing a move.

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

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

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

Article 2. A time penalty is imposed against the player told to press 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 to call a Steward.

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 8-10, 14-5, 14-7, and 19-1-2)...

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 or the initial settings are determined to be incorrect, then a Steward should correct or replace the 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 should 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 presses 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.

SITUATION: 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. Before Black is able to stop his clock, Black's time expires. 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 checkmate, the move (and thus the capture) is not complete until the clock is stopped. Had the move created stalemate or been a checkmate, the game would have ended and the time expiring would have been ignored.

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 12-7 and 12-10.

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) ...continue to operate the clock with the same hand with which he/she moves 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.

SITUATION: Player W in time trouble is moving the chessmen with his/her right hand, pressing the clock with his/her left hand, and then writing his/her move on the notation sheet with his/her right hand. Player B has a Steward summoned to stop Player W's action because he/she presses 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: In both cases the players must move pieces and press clock with the same hand. A warning to use correct procedure is sufficient for a first offense. The player has no obligation to record moves with the same hand that handles the pieces. In b) The Steward should endeavor to remain with the game to observe the play until the time control is reached.

Article 2. If either player is in time trouble and an 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.

SITUATION: Playing in time pressure, Player B moves a piece exposing his King to check and presses the clock. Player W, not noticing the check, makes a move and presses his/her clock. Player B notices the check, and moves his/her King out of check. Player W realizes the illegal move, 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.

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

SECTION 2. If one player is in time trouble, either player may discontinue taking notation.

SITUATION: Player A has less than 5 minutes remaining and continues taking notation. A teammate offers (by word or motion) to continue the notation for him. a) The opponent objects to a Steward. b) A coach complains to a Steward. c) A Steward sees the event.

RULING: The action of the teammate is kibitzing. In a), b), and c) the teammate is to be penalized. Action against the player is at the judgment of the Steward depending upon distraction to opponent or usefulness in information player of time remaining on clock.

SECTION 3. 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 4. A game is drawn when...

Article 1. ...a player demonstrates a forced repetition of position as in Rule 12-5 (Note: This 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 5. 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.

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.

SITUATION: 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.

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 in an attempt to gain an advantage, has been used.

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 accidentally speaking loudly enough to another person to be overheard by the players) shall 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).

SITUATION: 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.

SITUATION: 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. (The best Player A can do is to score a draw because Player A does not have mating material.) Player B's time expires, but before Player A notices it, a teammate says: "Time has expired".

RULING: Sudden death games end automatically when time expires, so the result of the game stands. However, the kibitzer should be penalized as in Rule 17-3-3.

SITUATION: 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 17-3-3.

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 is 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, in which case a lesser penalty than forfeiture shall be imposed. The severity of the lesser penalty shall be in accordance with the influence the advice could have had on the game.

SITUATION: 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 recommending to the Head Steward to award a win by forfeit (17-3-3) 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.

SECTION 4. It is not a violation to...

Article 1. ...write the next move on the notation sheet prior to making a move.

Article 2. ...change the move written on the notation sheet prior to making a move.

Article 3. ...make a move on the board different from the move on the notation sheet then correct the notation sheet.

SECTION 5. Writing 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 notation sheet.

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 and flash photography is permitted only during the first 10 minutes of play.

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 must refrain from behavior and mannerisms that might be distracting or annoying.

Article 4. A player, even with the move, must refrain from mannerisms or behavior that distract players of other games.

Article 5. Stewards should 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.

SITUATION: 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.

SITUATION: 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 (18-3) 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.

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,...

Article 1. ...players with games in progress must not 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.

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 shall 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 shall 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 18-2) 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. A coach is responsible for submitting the Standard Lineup at registration. Any player change in any round from the Standard Lineup requires a substitution. 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...

c) ...by the coach reporting any substitute to tournament officials within 10 minutes of the start of the round, and...

d) ...providing the name of the substitute has been included on the Standard Lineup submitted to the Tournament Director prior to the beginning of Round 1.

Article 4. 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. Altering the normal scoring for the outcome of the game.

Article 9. Combinations of any items listed in 18-2-1 to 18-2-8.

Article 10. Canceling (annulling) a game and ruling that a new game to be played in its place.

Article 11. Declaring a game lost by both players.

SECTION 3. In the event of a penalty, a Steward shall...

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.

Article 6. The information is recorded on an Incident Card and provided to the Head Steward as directed.

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 to a Steward before the player making the appeal makes any further move.

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

SECTION 2. The Head Steward may:

Article 1. Gather any information from players, witnesses or coaches. The Head Steward may require the appeal or information regarding the appeal to be submitted in writing.

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.

Article 1. An illegal pairing includes a pairing against a player from a previous round.

Article 2. Potentially illegal pairings 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 stated restrictions.

SITUATION: 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 could 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.

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 Head Steward 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 or colon (:)= capture

Article 2. hyphen (-) = move to

Article 3. 0-0 = castle to Kingside, and 0-0-0 = castle to Queenside

Article 4. plus sign (+) or ck = check

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.

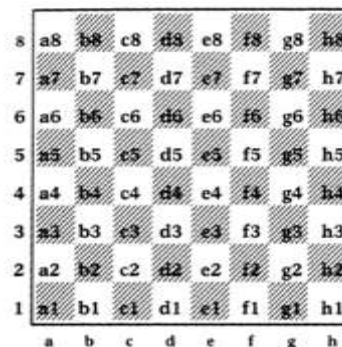
Article 1. The chessmen are designated by their initials (3-2).

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).

BLACK



WHITE

Figure 20-5
Algebraic Notation

Article 4. Each square is identified by a symbol comprising first the letter of the file and then the number of the rank, which is the same no matter which piece 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 colon (:) 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 20-4-5 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 an x or a colon (:).

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. Players may choose to use Forsythe notation to quickly record a position especially when restarting notation.

Article 1. The board is described from White's 8th rank to the 1st by using initials and numbers.

Article 2. The chessmen are represented by their letter symbols (3-2):

a) To notate White chessmen use capital letters.

b) To notate Black chessmen use lower case letters and/or circle the letters.

Article 3. Numbers are used to tell the number of vacant squares.

Example of Forsythe Notation recording a position using the position shown in Figure 20-7.

N 1 b k 3 r
p 5 p p
3 b 1 p 2
8
2 B n P 2 K
3 P n 3
P P P 4 P
R 1 B 1 Q 2 R

Or slashes may be used to separate the ranks:

N 1 b k 3 r/p 5 p p/3 b 1 p 2/8/2 B n P 2
K/3 P n 3/P P P 4 P/R 1 B 1 Q 2 R



Figure 20-7

SECTION 8. The following notation-taking devices are approved for use in competition, provided that each move is made on the board before it is recorded:

- Monroi
- Personal Chess Manager (PCM).

RULE 21 Players With Disabilities

SECTION 1. Players with 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. Request for special consideration under Rule 21 must be presented to the Head Steward prior to the beginning of a game and is expected to be submitted during registration.

SECTION 3. 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 4. When a temporary or permanent 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 notation of the game may be taken...

- ...in Braille, or...
- ...on a tape recorder.

SECTION 5. When a temporary or permanent 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 an end of game signal especially for the blind shall be admissible.

Article 4. ...an opponent's clock may be started when a board with securing apertures is used as provided in 21-6-1 only after the move is deemed executed as determined in 21-7-2.

SECTION 6. A player's temporary or permanent disability may require...

Article 1. ...the use of two chessboards, with the disabled player using one with securing apertures.

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 must be corrected immediately and before starting the clock of the opponent.

SECTION 7. When a board with securing apertures is used as provided in 21-6-1:

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' notation sheets. 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 notation sheets are also found to differ, the moves shall be retraced up to the point where the two notation sheets agree, and the Steward shall readjust the clocks per Rule 14.

SECTION 8. Where a temporary or permanent 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 9. As the nature of a disability requires, a player shall have the right to make use of a deputy 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 take notation 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 10. A non-disabled player in a contest against a 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 11. The 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. All provisions of Rules 1 to 22 shall apply in all chess contests covered by IHSA regulation, unless advance notification of exceptions has been given to participants.

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

Article 1. Notification is made to the IHSA Office and members of the IHSA Chess Advisory Committee at least four 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 the IHSA State Tournament Series

SECTION 1. A **Tournament Manager** is chosen by the IHSA Office. In the case of the state final tournament the IHSA Representative shall serve as the Tournament Manager.

Article 1. The 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 and substitution 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 are called 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 feet long for a team of eight and 14 feet long for a team of five.

Article 6. The Tournament Manager, with the approval of the IHSA Office, shall secure the services of a Tournament Director, Pairing Director, a Head Steward, a Scorer, and approximately one Steward for every eight 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 rest rooms, b) location of dining facilities, c) location of skittles rooms or other areas for relaxation, d) rules concerning spectators, and e) locations where results will be posted.

Article 8. The Tournament Manager is responsible for forwarding information on the tournament to the IHSA, including a) results of the tournament, b) Incident Cards and c) a 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 the authority to impose penalties for player conduct not associated with a game. 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, 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 and rule on all forfeits arising from the Rules of Chess.

Article 4. The Head Steward shall receive all rule appeals.

Article 5. The decision of the Head Steward is final on all rule appeals.

Article 6. The Head Steward is authorized to rule on matters not specifically covered by the playing rules but must file a written report of such occurrences, including the action taken, in order 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. Whenever possible, a Steward will be present at all games where there is time trouble.

Article 3. Stewards shall rule on matters brought to their attention by the players of a game in progress or a coach.

Article 4. A Steward may intervene in a game...

a) ...when clocks are not functioning or set incorrectly.

b) ...to declare a game drawn once 75 moves have been reached without a Pawn being moved or a piece captured.

c) ...to declare a game drawn upon the same position appearing 5 times in a row.

Article 5. A Steward may not otherwise intervene in a game unless requested by a player of the game.

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

RULING: A Steward does not intervene in any of these events. The function of a Steward in these situations is to wait for a claim by a player, but not in a manner that suggests something is incorrect. In addition for c) the Steward should discreetly record the times on the clocks and the move number in order to be able to properly enforce Rule 9-1 in case of a player claim.

Article 6. Stewards may not declare a game a forfeit but may recommend such action to the Head Steward.

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 team scoresheets 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.

Summary of Penalties

(This list is an aid, not a rule.)

Types of Penalties

Penalties, in general order of increasing severity:

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

Discretionary penalties (18-3):

- For minor infractions, a steward is advised to start with the smallest penalty.
- For additional offenses, check Incident cards in Tournament Director's room and use a greater penalty.
- Two minutes added to opponent's clock is Standard Time Penalty

Types of Events

Event	Rule	Penalty
Accidental touch	8-1	No penalty
Adjust chessmen...		
multiple of one color	8-3	Move first touched chessman
not own move	8-2	Discretionary
Allow move over	7-4	Discretionary
Arrives late to game	11-5	Forfeit if more than 30 minutes
Board not available	1-4	Black Player forfeited
Board turned wrong	2-2-2	Correct and transfer game
Both kings in check	12-9	Treat as illegal move, game a draw if cannot correct with last played move
Castling found to be impossible	6-2-4	King must be moved if legal move available, plus Standard Time Penalty
Castling found to be impossible; rook touched first	6-2-5	Rook must be moved if legal move available, plus Standard Time Penalty
Chessmen knocked off board...		
accidentally, but can reset game	9-3	Replace on own time
in time trouble and can reset game	16-1-1d	Replace on own time
accidentally, cannot reset game	9-1-4	Reset from notation sheets
and ruled it was done on purpose	17-1-4	Forfeit
Chessmen not available	1-4	Black Player forfeited
Chessmen set up wrong...		
with respect to each other	3-5-1	New game or continue
because board turned wrong	2-2-2	Correct and transfer game
because players used wrong color	3-5-2	Play as is
Clock not available	1-4-2	Black time runs until one is made available
Clock not used	11-4	Forfeit if one available
Draw offered incorrectly	12-3	May be accepted, plus Standard Time Penalty
Equipment not available	1-4	Black Player forfeited
Game outcome not reported	4-6	Discretionary
Illegal draw offer	12-3	May be accepted, plus Standard Time Penalty
Illegal move...		
found after game completed	9-4	Result stands
during game	9-1	Go back to position just before illegal move and apply touch move provisions plus Standard Time Penalty
Kings both in check	12-9	Treat as illegal move, game a draw if cannot correct with last played move
Late arrival to game	11-5	Forfeit if more than 30 minutes
Move taken back	7-3, 7-4	Discretionary

Event	Rule	Penalty
Notation of game not kept...		
moves behind in recording	13-1-5	Must catch up while his/her clock is running and discretionary
refused to do	11-4	Forfeit
Pawn promoted...		
clock pushed before piece on board	6-8-4	Standard Time Penalty
substitute used for piece	6-8-5	Treat as illegal move limited to 1 move back from promotion announcement
Pieces set up wrong...		
with respect to each other	3-5-1	Game annulled
because board turned wrong	2-2-2	Correct and transfer game
because player with wrong color	3-5-2	Play as is
Result not reported	4-6	Discretionary
Rook touched before king when castling	6-2-5	Must move Rook, plus Standard Time Penalty
Set not available	1-4	Black Player forfeited
Take move back	7-4	Discretionary
Spectator says to...		
move a piece	17-3	Treat as kibitzer; discretionary for player
punch clock	14-2	Treat as kibitzer; discretionary for player
player in time trouble	14-2-2	Treat as kibitzer; discretionary for player
Touch chessmen...		
accidentally	8-1	No penalty
multiple of own color	8-3	Move first touched chessman
not own move	8-2	Discretionary
own move, own chessmen	8-1, 8-3-1	Must move if not warn opponent of adjust
own move, opponent's chessmen	8-5	Must capture if not warn opponent of adjust
own move, own & opponent's chessmen	8-5	Must capture and if not legal, move own

Provided solely for your convenience

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.



IHSA Team Chess Tournament Substitution Form

Round # _____ Table # _____ Board # _____

School _____ Pairing # _____

Name of Person Replacing Round 1 Player

 First Name, Last Name

 Coach's Signature

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.

(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)

Touch Move Illegal Move Illegal Position Notation
 Clock Phone/Device Conduct 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 team tie-break points **Minor violation:** 1 team tie-break point

Situation	Rule	Penalty
Electronics	T&C's J-2	
cell phone in use		Minor violation and forfeiture of game.
cell phone ringing or vibrating		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		Minor violation. (No violation for a coach's phone vibrating.)
headphones	T&C's J-3	Must be removed. Warning on first offense.
Spectator/player/coach conduct including, but not limited to, kibitzing	17	Recorded warning for each offense. Discretionary (see Penalty Summary page).

Quick References

Situation	Rule
Draws	12
legal offer	12-2-1
can't withdraw after offer	12-2-3
offer when less than 10 moves	12-2-4
accept an illegal offer	12-3
penalize illegal offer	12-3-4
position appears 3 times in game	12-5
50 moves without capture or Pawn move	12-6
insufficient material to win	12-7, 12-8
both Kings in check	12-9
no time remains on both clocks	12-10
Steward calls after 75 moves without capture or Pawn move	12-11-1
Steward calls if position repeats 5 times in a row	12-11-2
Legal clocks and equipment	T&C's I-1
Clock problems (set-up and malfunction)	14
player told to press	14-2
clocks stopped	14-3
when Steward stops clocks	14-3-2
restart stopped clocks	14-3-3
malfunction	14-4
not available at start of game	14-8
press clock before move completed	14-9
Substitutions	Ready to provide Substitution Card if asked

Player Action Items

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

Major violation: Up to 5 team tie-break points

Minor violation: 1 team tie-break point

Situation	Rule	Penalty
Touch move		
accidentally	8-1	No penalty.
own move, own chessman	8-3-1	Must move if did not warn of adjust.
own move, opponent's chessman	8-3-1	Must capture if did not warn of adjust.
own move, multiple chessmen	8-5	Must move or capture first touched.
not own move	8-2	Discretionary (see Penalty Summary page).
Illegal move	9-1	Go back to position just before illegal move and apply touch move provision; add 2 minutes to opponent's clock unless more than 5 moves have been made or a player is in time trouble (see 16-1-2).
Notation		
refuse to take	11-4	Call Head Steward to consider forfeit.
either player in time trouble	13-1-3	Excused from taking notation.
3 or more moves behind	13-1-5	Catch up on own time (with opponent's notation if necessary).
notation not algebraic	20-6	No penalty.
Distracting opponent or kibitzing		
distracting or annoying	17-1, 17-8	Discretionary (see Penalty Summary page).
no outside help (material or individual)	17-3	Call Head Steward to consider forfeit.
leaving game for extended time	17-11, 17-10	If opponent and/or Steward not informed beforehand, call Head Steward to consider forfeit.
Game set-up at start of game*		
board turned incorrectly	2-2-2	Transfer position to correctly turned board.
chessmen on wrong squares (fewer than 10 moves made)	3-5-1a	Annul game; begin new game with the correct starting position and divide the remaining time equally between the players.
chessmen on wrong squares (10 or more moves made)	3-5-1b	Game continues.

Time Penalties

Situation	Rule	Penalty
Illegal move		
within previous 5 moves	9-1	Go back to position just before illegal move, apply touch move provision, and add 2 minutes to opponent's clock.
more than 5 moves ago	9-1-5	Play on from position reached.
game completed before discovered	9-4	Result stands.
Illegal draw or incorrect draw claim	12-3-4, 12-5-3b & 12-6-2b	Add 2 minutes to opponent's clock.
Clock pressed before move (or promotion) complete	6-8-4, 14-9	Add 2 minutes to opponent's clock.
Player's cell phone ringing or vibrating**	T&C's J-2	Minor violation plus loss of 10 minutes on player's clock or half the time on the clock (whichever is less).
Player's cell phone in use	T&C's J-2	Call Head Steward to consider forfeit.

* Before start of round, Steward should try to check all boards and sets in his/her area of responsibility.

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