

GATEWAY CHESS LEAGUE TOURNAMENT RULES

TOURNAMENT RULES

Gateway Chess League Tournaments are rated by the UNITED STATES CHESS FEDERATION. The chess rules, stated in the UNITED STATES CHESS FEDERATION RULEBOOK, except as modified in this document, are the official tournament rules. The rules, highlighted in this document, are included to answer frequently asked questions and to remind players, parents and coaches of useful information.

REFEREES

Referees will be on the floor of the playing hall at all times during competition. If a problem occurs during a game, players should stop both clocks, and raise hands to summon a referee. Other than telling players to stop clocks, referees will not interfere with games, but will answer questions concerning rules and make rulings. Players who believe that a referee has made an incorrect ruling, must immediately request a second opinion from a different referee or the tournament director.

CLOCKS AND TIME CONTROLS

Clocks with time delay must be used if available. Clocks must be set according to the direction of the tournament director. When the game in 30 minutes time control is in effect, regular clocks must be set at 5:30, and time delay clocks set at 25 minutes with 5 second time delay. When the game in 45 minutes time control is in effect, regular clocks must be set at 5:15, and time delay clocks at 40 minutes with 5 second time delay. When the game in 60 minutes time control is in effect, regular clocks must be set at 5:00, and time delay clocks at 55 minutes with 5 second time delay. The game begins either when BLACK activates the WHITE clock or when WHITE makes the first move and activates the BLACK clock.

RECORDING MOVES

All players are encouraged to record moves. All players in grades nine through twelve are required to record moves if the time control is game in 60 minutes. All players are encouraged to record all moves. Players are not required to record moves if either the WHITE clock or the BLACK clock has less than 5 minutes. Claims of draw by threefold repetition of position or of draw by 50 moves without a pawn move or piece capture cannot be honored unless the player claiming the draw has a move record to support the claim. If players use electronic devices to record moves, then the player must make the move before recording it.

TOUCH MOVES

Players who intentionally touch a piece must move it if there is a legal move for the piece. Players who intentionally touch an opponent piece must capture the piece if it can be legally captured. A player may adjust pieces on the board if it is the player's turn to move and if the player first says "adjust".

ILLEGAL MOVES

If an illegal move is made, and discovered within 10 moves of the illegal move, the player whose opponent made the illegal move, should stop both clocks and summon a referee. The referee will reinstate the position to what it was before the illegal move, add 2 minutes to the clock of the opponent of the player who made the illegal move, and require the player who made the illegal move to move the piece touched during the illegal move if a legal move is possible, and to capture any

opponent piece touched during the illegal move if a legal capture is possible.

CHECK

Announcing check is not required.

TIME FORFEITS

Only players may claim time forfeits.

PLAYERS MISSING ONE OR MORE ROUNDS

If it is necessary for a player to miss a round, it is the responsibility of the coach or a parent to notify a tournament official to make the player inactive for subsequent rounds. It is also the responsibility of a coach or parent to request reinstatement in the tournament. Registered players not present at the beginning of round one will be scratched from the round, and not reinstated in the tournament until a coach or parent notifies a tournament official that the player is present. A registered player who forfeit a round will not be paired in the next round, and will be reinstated in subsequent rounds only if a coach or parent notifies a tournament official that the player is present.

DRAWS

Players who want to offer a draw must do so after making a move and before activating the opponent's clock. The draw offer is in effect until the opponent declines it. The opponent may accept the draw offer, verbally decline the draw offer, or decline the draw offer by making a move. If both players agree to a draw, then the game is over regardless of the position on the board.

Claims of draw by threefold repetition of position or of draw by 50 moves without a pawn move or piece capture cannot be honored unless the player claiming the draw has a move record to support the claim. If players are using a clock without time delay and a player has two minutes or less time remaining, the player may request a draw by insufficient losing chances. If the referee believes the claim is correct, then the result is a draw. If the situation is unclear or the claim is without merit, then the referee will replace the regular clock with a time delay clock if one is available.

TIME FORFEITS

A player may make a claim of a time forfeit win after time expires on the opponent's clock. If time has expired on both clocks, then the result is a draw.

REPORTING RESULTS

At the conclusion of a game players must leave the pieces in the final position, fill out a game result form, sign the form, and hold up the form to request that a referee verify the result.

PLAYER CONDUCT

Players are guests of the institution hosting the tournament, and are expected to behave appropriately. During games players may not talk to other players, may not have food or drink in the playing hall, and may not talk to either coaches or parent unless a referee is present. Before the first round, between rounds and after the tournament, players are expected to behave in a manner that is consistent with respect for others and their property, as judged by tournament officials.