

2020 Alabama State Scholastic Chess Championship Tournament Rules

The 2020 Alabama State Scholastic Chess Championship (ASSCC) is a US Chess rated tournament sponsored by the Alabama Chess Federation. The individual championship is being held Saturday, May 2nd and the team championship is being held Sunday, May 3rd. The 7th Edition of the U.S. Chess Federation's Official Rules of Chess, as amended, will be applied. All players must have current US Chess and Alabama Chess Federation memberships.

Tournament Directors (TDs)

TDs will be in the playing area at all times to assist players in the event of any problem or question. To summon a director, raise your hand and keep it in the air until a TD comes to assist you. Remember that, usually, TDs will not intervene in your game. ***In most instances, it is up to you to make a claim.*** If you think a TD has ruled incorrectly concerning your game, you should ask for another TD and make an appeal immediately.

Clocks and Time Controls

The time control is G/45, d5 in the High School, Junior High, and Elementary Championships on Saturday and in the High School and Junior High team sections on Sunday. The time control in all other sections is G/30, d5. Digital clocks are being provided. *Players should not move on their opponent's time; it is not your move until your opponent touches the clock to complete their move.* If a clock malfunctions, players should notify a TD. If a player runs out of time, the opposing player should pause the clock and raise his or her hand to claim a time forfeit. If both players run out of time before a claim for time forfeit has been made against the player who ran out of time first, the TD will rule the game a draw.

Recording Moves

All players are required to record their moves and may be penalized consistent with the Official Rules of Chess for failing to do so. However, because of the high number of beginners, players will not be penalized for the failure to record in the Primary (K-3) Under 300 section in the individual championship or in the K-3 sections of the team championship. Players should be aware that certain claims are not possible without a reasonably complete score sheet. Neither player is required to keep score if either player has less than five minutes at the end of the game.

Approved Electronic Recording Devices (ERD)

*The following approved Electronic Recording Devices may be used during the ASSCC so long as applicable rules are followed: [ChessNoteЯ](#), [Plycounter](#), and [Monroi Personal Chess Manager](#). **Players using an approved ERD must always play the intended move on the board first, before recording it on the device. The ERD must be kept on the table throughout the game and may not be taken outside the playing area while a game is in progress. No electronic devices, approved or otherwise, may be taken to the restrooms.** Failure to follow these rules may result in penalties. A TD who observes violations of these rules may address such violations even without a claim from the opponent.*

Electronic Devices (other than approved Electronic Recording Devices)

Players must not have on their person in the playing area any cell phone, smart watch, tablet, or other Internet-enabled or wireless communication device, unless a prior written exception has been granted by the Chief TD. (Exceptions will be considered if related to a medical condition or disability.) If an unapproved

device is brought into the playing hall, it must be powered off and placed in a bag that is not opened until the player's game is over. **We strongly encourage players to leave their cell phones, smart watches, tablets and other communications devices with their parents or coaches.** Any player found with such a device during a game – regardless of intent – may be subject to penalties from forfeiture of the current game to removal from the tournament at the discretion of the chief TD. If you have any question about whether a device falls under this rule, please ask a tournament director. Cell phone use is not permitted in the playing area. ***CELL PHONES MUST BE TURNED OFF IN THE PLAYING AREA.*** If a player's cell phone rings, the player will be assessed a time penalty on the first offense, and loss of game declared for each repeat offense during the tournament. A player using his cell phone for calling, answering a call, sending a text message, or reading text messages while the game is in progress may be forfeited instantly.

Start of the Game

White's clock must be started as soon as the TD announces that the round has begun. Black's clock may not be started before White has made a move. If both players are late for the start of a round, a TD may take half the elapsed time from each player before starting the clock.

Touch-Move

If you intentionally touch a piece when it is your turn, that piece must be moved if you can do so legally. If you intentionally touch an opponent's piece when it is your turn to move, the opponent's piece must be captured if you can do so legally. You must clearly say "I adjust" before adjusting one or more pieces on the board. You may do so only when it is your turn. If you accidentally release a piece on an unintended but legal square, you must leave it on that square. You may not touch any pieces on the board when it is not your turn. For more detail please see Rule 10 of the Official Rules of Chess.

Illegal Moves

If a player discovers that one of the last 10 moves by either player was illegal, the player should summon a tournament director immediately. The TD will restore the game to the last legal position if possible, in accordance with Rule 11 of the Official Rules of Chess, and the game shall continue by applying the touch-move rule to the move replacing the illegal move. Clocks will not be reset. If neither player is in time pressure (less than five minutes remaining) there will be no time penalty assessed for an illegal move.

Time Forfeits

Only the players involved in a game may claim a time forfeit in that game. No one else may make such a claim or bring a flag fall to the attention of the players. If both players have run out of time before a claim is made, and the game has not already ended by checkmate or stalemate, a TD may declare the game a draw.

Half-point Byes

A half-point bye may be requested for a single round in the Individual Championship if requested before the beginning of the tournament; however, half-point byes are not available for the final round. If a player has to miss the final round, the absence will be recorded as a zero-point bye or a withdrawal so that no points will be awarded. ***There are no half-point byes in the Team Championship.*** Coaches who know that a team member will miss part of the Team Championship should have an alternate available. If a team is paired for a round when a team member is missing and no alternate is available, the team will compete with the players present, in rating order, starting at Board 1. Forfeit wins will be granted as appropriate on any boards at which one team is not represented.

No-shows

A player who does not show up for his or her game loses the game by forfeit and will not be paired for the next round unless reinstated by the Chief TD. (This rule does not apply if the player has requested a bye or otherwise given notice in advance.) Request for reinstatement, if desired, must be made by the player, coach, or parent, to the Chief Tournament Director. If you wish to withdraw from the tournament or need to leave unexpectedly, please notify a TD so that we know to avoid pairing you against another player.

Draws

If you want to offer a draw to your opponent, you should do so after you make a move but before you start your opponent's clock. Your opponent may decline the draw by saying so or by moving a piece. A draw offer is valid, and may not be retracted, until it is accepted or declined by your opponent. A reasonably complete and accurate scoresheet is required to claim a draw by triple occurrence of position or under the 50-move rule. If such a claim is found to be incorrect, two minutes will be added to the opponent's remaining time. In certain situations, the rules allow a TD to declare a game a draw even without a claim by a player. See Rule 14 of the Official Rules of Chess.

Reporting Results

Immediately upon completion of their game, players should carefully complete and sign the results sheet at their board, without disturbing the position, and hold the results sheet up in the air until a TD comes to get it. **Players should not sign the results sheet until the correct result has been recorded! Both players must remain at their board until a TD takes the results sheet.** Only after the TD has done so should both players set up the pieces and leave the playing area. Once you have agreed to the result and signed your result sheet, there will be a presumption that the reported result is correct.

Analysis of Games

Players may not analyze their games in the playing area. Analysis should be conducted in the skittles area or elsewhere. The playing area is for official tournament games only.

Pairings

The SwissSys pairing program will be used for this tournament. Players will generally be paired with other players who have the same score each round. Players should not be assigned the same color three times in a row unless there is no other way to pair the score group.

Player Conduct

Players are expected to be as quiet as possible in the playing area so that they do not disturb other players. **Players may not speak to anyone (other than their opponent or a TD) while their game is in progress. If there is an urgent reason to speak to a parent or coach the player should inform a TD and ask the TD to be present.** Unauthorized communication can be penalized and may cause a suspicion of cheating, which would then have to be investigated. Players may not consult notes, chess books, computers, or other materials during the game. Players may not bring food or soda into the playing area at any time. Drinking water is allowed in the playing area if it is in a container that can be sealed. If a player needs to go to the bathroom while a game is in progress, the player must use the bathrooms designated for tournament players. Permission from the TD is not required for this, however pausing the clock for a bathroom break is not allowed; the clock continues to run. Players may not leave the playing area during a game other than to go to the restroom, unless you have permission and are accompanied by a TD. Distracting, harassing, and

intimidating behavior is not allowed. All TDs have the authority to address such behavior without waiting for a claim or request from a player.

Interference

No interference in any game by spectators or other players will be tolerated. Penalties include expulsion from the tournament. Only a player involved a game may point out irregularities. This should be done by raising your hand to summon a TD.

Penalties

Penalties for rules violations are imposed at the discretion of the TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament.

Tie-Breaks

Because individuals and teams may be tied at the end of the tournament, tie-breaks are used to determine the order of trophies awarded. Individuals and teams tied for First Place in a championship section will be considered Co-Champions for their age group, but trophies will still be awarded based on tie-breaks.

In the Individual Championship, the following four tie-break methods will be used in this order: Modified Median, Solkoff, Cumulative, and Cumulative of Opposition.

In the Team Championship, Teams in each section will be based first on match points – 1 point, $\frac{1}{2}$ point, or 0 points for the team for each round based on the number of game points earned by the team. 2 points out of 4 is a team draw, $2\frac{1}{2}$ or more is a win, $1\frac{1}{2}$ or less is a loss. If two teams are tied based on the match points earned, total game points will be the primary tie-break. If the teams are tied on total game points as well, the U.S. Amateur Team System will be used will be used.

If two individuals or two teams are tied mathematically after consideration of all of the tie-breaks identified above, a coin flip will be used to determine who takes home the higher place trophy. See Rule 34 of the Official Rules of Chess.