

# ABBREVIATED TOURNAMENT RULES

## 2016 NEW MEXICO SCHOLASTIC CHESS CHAMPIONSHIPS

**NOTE:** In the event of conflict between these abbreviated rules and the Constitution or Bylaws of the **New Mexico Scholastic Chess Organization** (available from the TD), the Constitution and Bylaws apply.

**TOURNEY FORMAT.** Each tourney is divided into several sections. You play only opponents in your section. The director will avoid pairing teammates except in later rounds when allowed by the *Plus Two* rule. Pairings follow the Swiss system. A loss does not eliminate anyone from the tourney. ***Do not withdraw just because you lost a game.*** If you decide to withdraw from today's tourney, you **must** notify a TD before the next round is paired or you may be fined.

**AWARDS.** Trophies are awarded to the top 3 teams in each section except for the K-12 championship section. The top three places, including ties, in each championship section will receive a plaque. Any player who finishes among the top three, including ties, of the other sections will receive a gold, silver, or bronze medal. Honorable mention medals will be awarded in each section for positive or even scores at the chief TDs discretion. The awards ceremony will take place following the conclusion of the last round.

**BASIC RULES OF COMPETITION.** Unless otherwise announced, each tournament will follow the rules of chess according to the updated (2016) *U.S. Chess Federation's Official Rules of Chess, 6th edition*.

**TOURNAMENT DIRECTORS.** Tournament Directors (TDs for short) are available to resolve disputes and to answer questions. To summon a TD, raise your hand and wait for the TD to come to your board. Do not get up from your seat! Coaches and spectators are to refrain from settling disputes or answering players' questions. ***When in doubt, call a TD.***

**TEAM SCORE.** Team score in a section is compiled by adding the scores of a school's top four scoring players in that section. The Championship Section may use up to two handicapped scores from Reserve.

**TIE BREAKS.** Individual tie breaks are 1. Modified Median, 2. Solkoff, 3. Cumulative, 4. Cumulative of Opposition. Team tie breaks are 1. Cumulative, 2. Cumulative excluding last round. **NOTE:** In the championship section, tied players are declared co-state champions; see Denker rules for exceptions.

**ROUND TIMES.** Round times are posted after the start of the previous round near the playing room for ***all*** sections. Please show up at least 10 minutes before the posted time.

**TIME CONTROLS AND FORFEITS.** Controls are different for each section. See the tourney flier or ask a TD. All clocks should be set to the base time control whether they have the delay feature or not. If your opponent has not made the time control, you win the game provided you have enough material for a checkmate.

**LUNCH.** There will be no formal lunch break. Listen for an announcement from the chief TD to see if you are allowed to eat lunch while playing your game. But please don't make a mess for others to clean up. ***USE TRASH BARRELS.*** Please respect what is not yours.

**TALKING RESTRICTIONS.** There is to be no talking in the playing room. When you talk, you distract those still playing. ***Never, ever whisper anything to someone who is still playing.*** Ask a TD to deliver your message.

**CHESS NOTATION.** The minimum required chess notation is as follows (grades K-3 notation not required):

K-6 TOURNEY: Champ. Sect., entire game; other sections first 20 moves.

K-9 TOURNEY: Champ. Sect., entire game; other sections, first 30 moves.

K-12 TOURNEY: Champ. and Resrv. Sects., entire game; other sections, first 30 moves.

If your opponent is supposed to keep notation but doesn't, call a TD and your opponent will be warned. On a second warning, your opponent may forfeit his/her game for failure to keep notation.

NOTE: 1) If either you or your opponent have less than 5 minutes of sudden death time, you may stop keeping notation.

2) If in sudden death your opponent makes an illegal move, you may request the TD to add 2 minutes to your clock.

**USE OF ALLEGRO CLOCKS.** You may use a USCF *allegro* clock. USCF has declared the *allegro* clocks (those with a built-in time delay) as preferred. Set the time delay to 5 seconds.

**INSUFFICIENT LOSING CHANCES.** *No claims for insufficient losing chances will be allowed. An allegro clock will be placed on the game.*

### **REPORTING RESULTS.**

1. As soon as your game is over, shake hands with your opponent. It's good sportsmanship.
2. Sign your notation sheet (if you have one) and your opponent's. You do not need to turn in the notation sheet. Keep it for future reference or in case of a disputed result.
3. Walk to the results table by the exit door *with your opponent* and report your result to the scorekeeper.

**SPECTATOR RULES.** If your game is over, you may reenter the playing room and watch games in progress provided you obtain a door pass and remain quiet. *As a spectator, do not talk to or distract a player in any way. Don't crowd around a game.* Give the players plenty of air and light. Stand behind your own teammate to prevent eye contact. Do not react to the status of the clocks.

**SCHOLARSHIPS TO THE NATIONAL CHAMPIONSHIPS.** The Scholastic Organizing Committee wishes to help the state's best players participate in the national scholastic championships in April/May. If you want to be considered for financial aid, please obtain a financial aid *application form* from the chief TD.

### **IMPORTANT REMINDERS:**

- Touch move is in effect. Accidental touches won't be penalized.
- Don't ask a TD if you're in checkmate. If you're in check and can't find a way out, it's the same as checkmate.
- You may offer your opponent a draw if you feel that neither of you can win the game. You may **only** offer a draw when it's your turn: make your move, offer the draw, then punch your clock (if you are using one), in that order.
- When castling, move the king before you move the rook.

**\*\*\* VERY IMPORTANT MEETING FOR PARENTS/COACHES \*\*\***

**PARENTS AND COACHES:** Watch for an important announcement of a meeting to elect a representative from today's tourney to the 2016-2017 Scholastic Steering Committee. The Steering Committee is responsible for **organizing** the 2017 state youth chess championships. The meeting is open to parents and coaches. Ten eligible parents and coaches are needed for a quorum. Nominations will be taken from the floor.