

CHESS

ELIGIBILITY

All participants must show their UNI or Government issued ID prior to the tournament. Eligibility status is the responsibility of each individual participant. The chess tournament will carry no charge for participating.

EQUIPMENT

1.1 The UNI Chess Club will provide boards, pieces, and chess clocks for use in the chess tournament. Personal chess sets and/or clocks may be used if both players in a game agree upon it.

BASIC GAME RULES

2.1 Participants in the Intramural Chess tournament should ensure that they learn the rules of chess before participating. The rules will not all be laid out here, as they are widely known and are the same everywhere. Chess.com's YouTube channel has a very clear and concise rules video to learn from if you need a refresher, or have never learned before at all, which can be found at the following link: https://www.youtube.com/watch?v=ej_fnsdskA. A few of the most commonly misunderstood chess rules will still be clarified below.

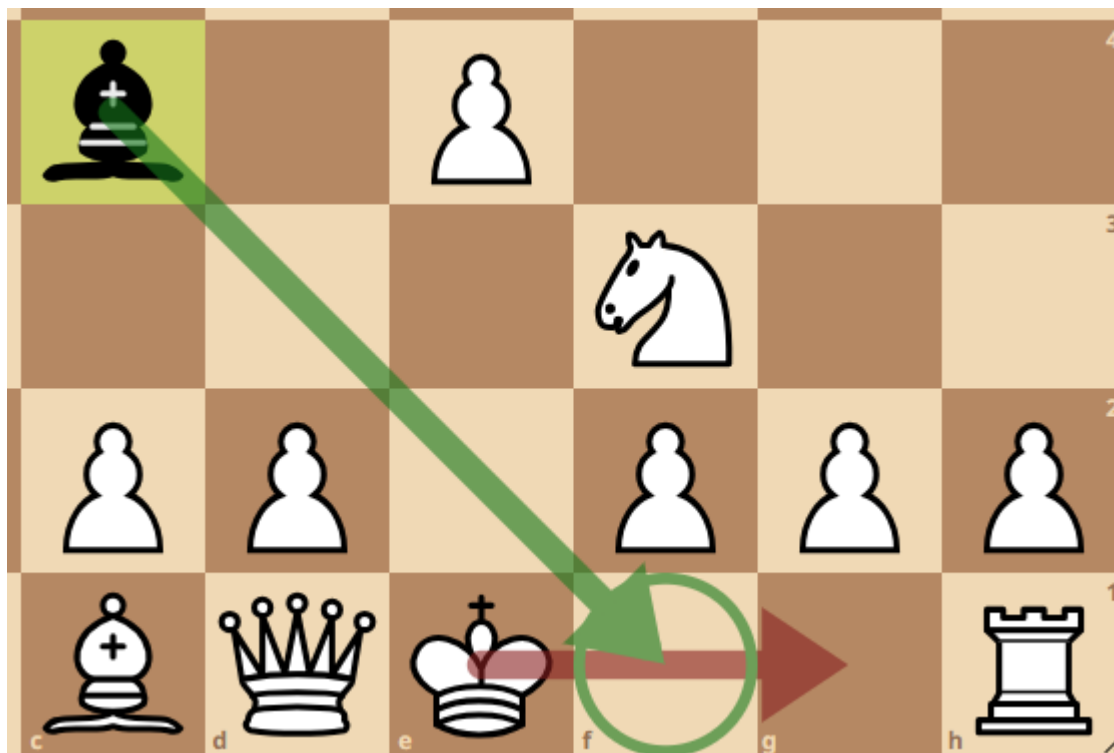
2.2 En passant is a special pawn move. If a player's opponent moves a pawn two squares forward, the player could capture the pawn if it had only moved one square, then they may capture it as if it had only moved one square. A player may only do this on the turn immediately following their opponent's 2 square pawn move. This is what that looks like:



Picture one: White moves a pawn two squares. Picture two: Black captures the pawn en passant. Note where the black pawn ends up after this capture.

2.3 Castling is a move you may do with your king and rook if all of the conditions for being able to castle are met. When castling, the king moves two squares to one side, and the rook moves to the king's other side, traveling either 2 or 3 squares depending on the side castled to. The conditions for castling are as follows:

- You may never castle after you have moved your king during a game.
- You may never castle using a specific rook once that rook has moved during a game. If only one rook has moved, you may still castle with the other one.
- You may not castle while you are in check. Get out of check first, then you may castle if it is legal on a later turn. You may, however, castle while the rook you castle with is under attack.
- Your king must not travel "through" a square that is controlled by enemy pieces to castle. This is commonly referred to as castling through check. This is what that looks like:



Black's bishop controls the f1 square which the white king would have to move through in order to castle. White may not castle in this position.

- 2.4 A pawn is promoted to any piece except for a king if it reaches the opponent's back rank, or "the end of the board."
- 2.5 Checkmate occurs when a player's king is in check and has no legal way to escape it. A checkmated player loses, and their opponent wins.
- 2.6 Stalemate occurs when a player has no legal moves with their king or any other pieces, but they are not in check. Stalemate results in a draw.
- 2.7 A draw by threefold repetition can be claimed when the exact position in a game has repeated itself three times. Either player may claim the draw when this occurs, but the game continues if neither player calls it. The three repeated positions do not have to occur one after the other with no moves in between, but they may.
- 2.8 Players do not have to call check when they put their opponent in check, but they may if they wish to.

GAME AND TOURNAMENT FORMAT

- 3.1 The number of rounds played in the tournament will be based on the amount of players signed up, but will be no more than 4.
- 3.2 There will be a separate competitive section and intermediate section if there are enough players to do so. Players from the different sections will not play each other, and the winner of each section will get an Intramural Champion T-Shirt. If there are not at least 4 players in each section, the sections will be merged. It is suggested that players rated 1000 and above on chess.com enter the competitive section. *Players rated in the 900s and below may find it more enjoyable to play in the intermediate section.*
- 3.3 The tournament will use a Swiss pairing system typical of chess tournaments, rather than single or double elimination. This means that every player will get to play in every round regardless of their previous results and have the opportunity to score points.
- 3.4 Games are played with a 10+5 time control, meaning that each player starts with 10 minutes on their clock and gains 5 seconds after every move. For what happens when you run out of time, see 4.7.
- 3.5 Players receive 1 point for a win, half a point for a draw, and zero points for a loss.
- 3.6 The player with the most points at the end of all rounds is declared the winner of the tournament.
- 3.7 In the event of tie-in points, the winner is decided with a tiebreak between all players who have the highest amount of points, which works as follows. The rules for each tiebreak "match" are detailed in rule 3.8.

- a) If only two players are tied, they play one match, and the match's winner is the champion.
- b) If three players are tied, then first, there is a match between the two players that are lowest in tiebreak points according to the pairings program. The winner of that match will play a match against the person with the highest tiebreak points to decide the champion. If there is no clear two lowest players in tiebreak points, head-to-head results will be used to determine the lower players. If this does not help, then it will be decided randomly.
- c) If 4 players are tied, a standard 4 person bracket will be created for the tied players, seeded by tiebreak points, head-to-head results, and random chance, in that order. The first seed will play the fourth seed in a match, and the second seed will play the third seed in a match. The winners of each match will play a match against each other to decide the champion
- d) In the extremely unlikely event that 5 or more players are tied, the players' tiebreak points are considered, and only the 4 players with the highest in tiebreak points move on into a bracket. If there is a tie between players trying to qualify for the lowest tournament seeds when deciding this, head-to-head results between the players are considered, and then it is decided randomly. **NOTE:** *the tiebreak point system is designed to reward people who played opponents who performed better in the tournament. Using it to directly decide the winner is not ideal, but using it for seeding purposes can be okay.*

3.8 The tiebreak match format is as follows:

- a) The players play a 3+2 blitz game. The player with the better head-to-head record from the original rounds gets to pick what color they play as, otherwise rock paper scissors are used to decide who can pick.
- b) If the 3+2 blitz game was a draw, the players played a 3+0 blitz game with the opposite colors from the first game.
- c) If the 3+0 blitz game was also a draw, players play a 1+0 bullet game with the opposite colors from the previous game.
- d) If the first bullet game is drawn, repeat 1+0 bullet games, switching colors each game, until a winner is decided.

PLAYING THE GAME

- 4.1 When the start of a round is announced, players generally shake hands. Then, the player with the black pieces shall start their opponent's time by hitting a button on the clock. The player with the white pieces moves first.
- 4.2 After making a legal move, a player must press their side of the clock, which will pause their time and start their opponent's, counting down. We do *not* use "touch move" rules like they do in official chess tournaments. A player's move is finalized when they press the clock after playing a legal move.
- 4.3 It is a player's responsibility to remember to press the clock after each move. If a player's opponent makes a move and forgets to press the clock, they are not obligated to alert them to this, but they may if they like.
- 4.4 Players must make moves with only one hand, and press their clock with the same hand. This is to ensure that a move is completed before the clock is touched.
- 4.5 A player should ensure that no pieces are knocked over when they press the clock to end their turn. Any knocked over pieces should be fixed on one's own time, not their opponent's.
- 4.6 A player may pause their clock and alert the tournament organizer to help solve any disputes.
- 4.7 If a player runs out of time, and this is pointed out by their opponent, the game is over. If the player with time remaining cannot possibly checkmate their opponent through any series of legal moves, the game is a draw. Otherwise, the player who ran out of time loses the game. Checkmate and stalemate immediately end the game upon the piece being released when the mating move is played, even if the clock is not pressed afterward. **NOTE:** *a player MUST point out that their opponent has run out of time for them to win the game. If they lose the game by checkmate before they notice or point out that their opponent is out of time, they no longer have the right to claim a win based on their opponent's lack of time.*
- 4.8 Draw offers are allowed at any point during a game, which may be accepted or declined by the other player.
- 4.9 There shall be absolutely no unauthorized cell phone/computer usage from players during a game. This will result in an immediate loss of the game, even if it can be proven that the technology was not being used to cheat. Cell phone/computer usage in between rounds is fine.

ILLEGAL MOVE/INFRACTION PENALTIES

5.1 A player may pause the clock and alert the tournament organizer if their opponent has made an illegal move or committed another infraction so that a penalty may be assessed. The tournament organizer may also penalize any obvious infractions that they notice. The following actions by a player result in a penalty:

- a. A player makes an illegal move (e.g. castling through a check, failing to move out of a check, moving a piece to a square it can't legally move to).
- b. A player fails to touch the clock with the same hand as they make their move with.
- c. A player hits the clock to end their turn while pieces are knocked over and not standing upright unless their opponent is the one that knocked the pieces over.
- d. A player physically prevents their opponent from making a move or pressing the clock when it could have been avoided.
- e. A player behaves in an unsportsmanlike manner (e.g. distracting their opponent on purpose or repeatedly offering draws from a hopeless position).

5.2 Penalties are assessed as follows:

- a. For their first penalty in a game, a player is warned.
- b. For their second penalty in a game, a player's opponent is awarded one extra minute on their clock.
- c. For their third penalty in a game, a player automatically loses the game and the win is awarded to their opponent.

5.3 If a tiebreaker Blitz or Bullet game is being played, the first illegal move played by a player will always result in a loss if their opponent points it out. Other penalties are normal.

5.4 If both players in a match refuse to follow the rules, the tournament organizer may declare the game lost by both players.

SPECTATORS

6.1 Spectators, including players whose current round game has finished, should refrain from causing a distraction to players in games but may walk around and watch.

6.2 Spectators are forbidden from providing any assistance to players during games, including help with moves or alerting a player that they forgot to press their clock. Any clear assistance being given during a game will result in disqualification for all players responsible.

Questions or concerns regarding the rules and regulations should be directed to imsports@uni.edu