

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. It is free (\$) to participate in the intramural chess tournament.

SCOPE

1.1 These rules do not intend to cover every situation that could possibly arise within a chess match or chess tournament. If a situation arises that is not covered by these rules, the tournament director will use their judgment to make a decision based on what the ruling would be in an official USCF chess tournament and based on fairness. Our rules are intended to be more forgiving than the rules in official chess tournaments, and any special decision that may get made will be made with that fact in mind.

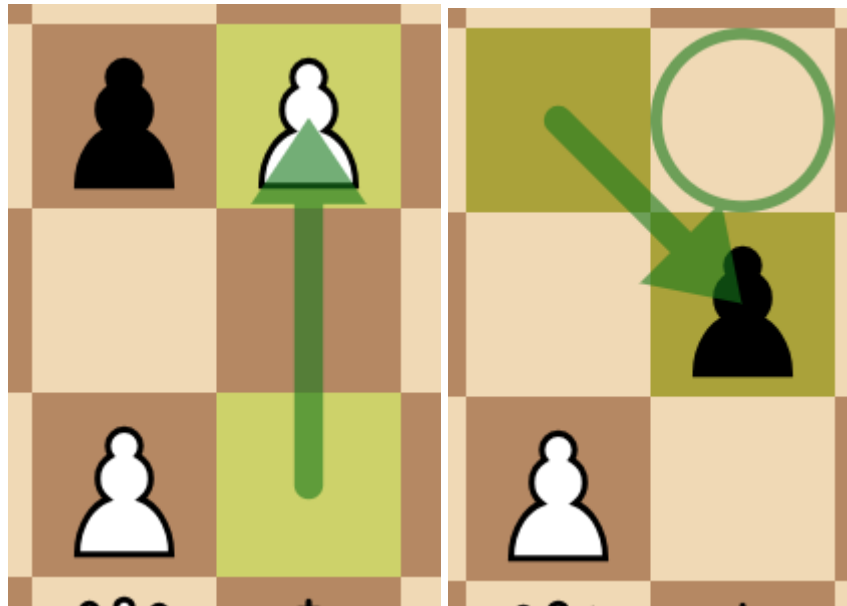
EQUIPMENT

2.1 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 CHESS RULES

3.1 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_fnsdsksa. A few of the most commonly misunderstood chess rules will still be clarified below.

3.2 En passant is a special pawn move. If a player's opponent moves a pawn two squares forward, and 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:

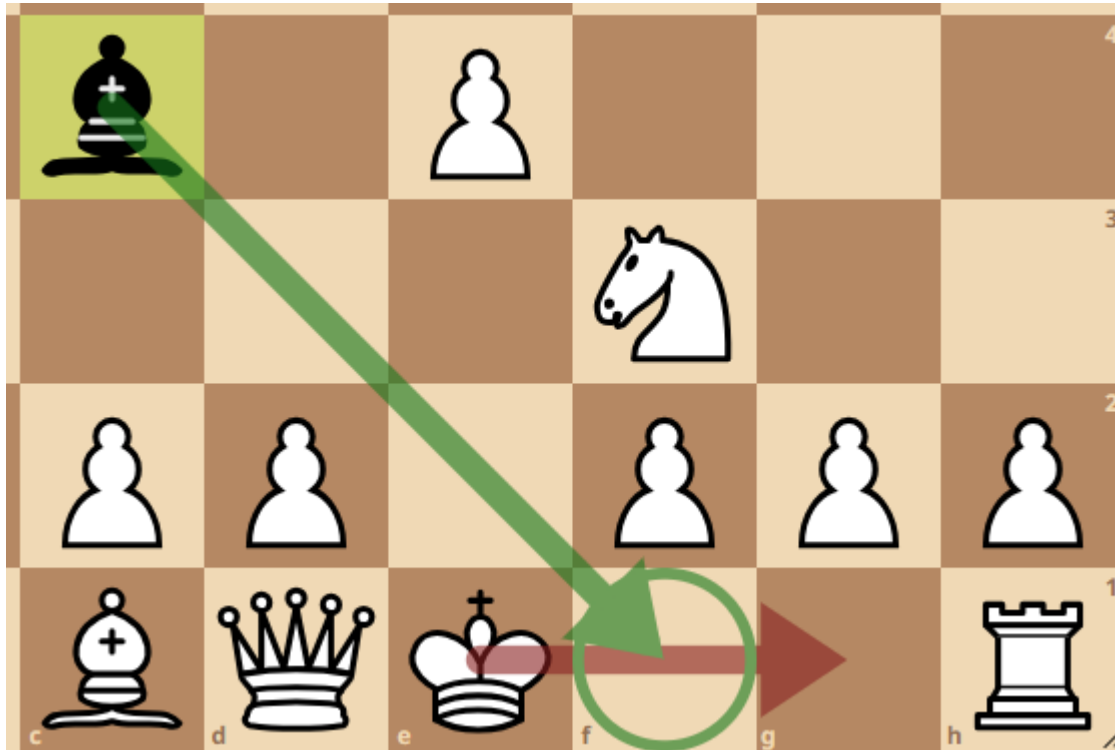


Picture one: White moves a pawn two squares. Picture two: Black captures the pawn en passant.

3.3 Castling is a move you may make with your king and one rook if there are no pieces between the king and rook. 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 that may disallow castling are as follows:

- a. You may never castle after you have moved your king during a game.

- b. 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.
- c. 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.
- d. 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.

- 3.4 A pawn is promoted to any piece of the same color except for a king if it reaches the opponent's back rank, or “the end of the board.” You may promote to any of these pieces even if you haven't had any pieces of that type captured (so you can theoretically have more than one queen at a time, more than 2 rooks, etc).
- 3.5 Check is when a player places their opponent's king under attack so that they could take it on their next turn if nothing was done about it. Checkmate occurs when a player's king is in check and has no legal way to escape it, including moving the king to safety, blocking the check with a piece, or capturing the piece that is giving the check. The player who checkmates their opponent wins the game.
- 3.6 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.
- 3.7 A draw by threefold repetition can be claimed when the exact position in a game has repeated itself three times, even if other moves have happened in between the repetitions. Either player may claim this type of draw while their clock is running, but the game continues if neither player calls it. If a claim of this type is made incorrectly then the game continues.
- 3.8 Similarly, a draw by 50 move rule can be claimed if 50 moves have been made (a “move” being each player taking a turn, so 50 plays by each side rather than 25 by each side) without the movement of a pawn or capture of any piece.
- 3.9 Players do not have to call check when they put their opponent in check, but they may if they wish to.

TOURNAMENT FORMAT

- 4.1 If there are enough players for it to be reasonable, then 5 rounds will be played. Less rounds will be played if players would have to face the same opponents repeatedly, or for other reasons at the discretion of the Tournament Director.

- 4.2 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. Sections may be merged if there are less than 4 players in one section, or at the discretion of the Tournament Director. 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.
- 4.3 The tournament will use the 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 in every round.
- 4.4 Games are played with a 10+5 time control, meaning that each player starts with 10 minutes on their clock and gains 5 seconds for every move. For what happens when you run out of time, see 5.7.
- 4.5 Players receive 1 point for each win, half a point for each draw, and no points for each loss.
- 4.6 Players receive 1 point for a round if they are given a bye for that round. Each player may receive at most one bye, and byes are generally given to players with the least points to minimize the chances of free points from byes being a deciding factor. Byes are only used if an odd number of players are playing in a specific round, so that it's impossible to pair every player.
- 4.7 The player with the most points at the end of all rounds is declared the winner of the tournament, unless there is a tie for first.
- 4.8 In the event of a tie in points for first place, the players tied for first participate in a tiebreak process that consists of one or more tiebreak matches. The seeding for the tiebreak bracket is decided as follows, moving to the next step only if the current step cannot decide seeding.
- The player(s) with the highest tiebreak points get the highest seed. Tiebreak points are based on how well the players' opponents played and are tracked automatically by the pairings program.
 - The player(s) who had better head-to-head results against the other tied player(s) gets the higher seed. This step is skipped if the tied players did not all play each other.
 - The player(s) who played more games as black during the original 5 (or fewer) rounds gets the higher seed.
 - The players play rock paper scissors, and the winner gets the higher seed. If more than 2 players are tied at this step, a random number generator decides seeding for all tied players.

For all ties that aren't for first place, the tie is broken with tiebreak points, but no matches are played to break the tie. Players with the same number of points and tiebreak points are considered to have tied without the need to break the tie.

NOTE: *The tiebreak point system rewards people who played opponents who performed better in the tournament and is calculated automatically by the Swiss pairing program. Using it to directly decide the winner is not ideal, but using it for seeding purposes is acceptable.*

- 4.9 The format/bracket for the tiebreak is as follows, based on how many players are tied for the most points. Each "match" is a tiebreak match as described in 4.10.
- If only two players are tied, they play one match, and the match's winner is the champion.
 - If three players are tied, then first, there is a match between the 2nd and 3rd seeds. The winner of that match plays the 1st seed in a match to decide the champion.
 - If 4 players are tied, a standard 4 person single elimination bracket will be created for the tied players. 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.
 - If 5 or more players are tied, a bracket is created to be as large as necessary to fit all the tied players. The extra matches played before 4 players remain will begin with a 3+0 blitz game as described in 4.10b and the higher seed picks their color, rather than starting with a 3+2 blitz game. Once only four players remain, the rest of the matches follow the normal tiebreak match procedure,
- 4.10 The format for each tiebreak "match" is as follows. As soon as someone wins any game in this process, the tiebreak match is over and you don't play any more games.
- The players play a 3+2 blitz game. The higher seed picks what color they play as in this game.
 - If the 3+2 blitz game was a draw, the players play a 3+0 blitz game with colors swapped from the previous game..
 - 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

- 5.1 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.
- 5.2 After making a legal move, a player must press their side of the clock, which will stop 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 only determined without the chance of taking it back when they press the clock after playing a legal move.
- 5.3 Players may begin to make their move while their opponent is in the process of pressing the clock, but if their opponent does not press the clock then they must stop and put the piece back because their opponent may still change their move.
- 5.4 It is a player's responsibility to remember to press the clock after each move. If a player makes a move and forgets to press the clock, it is their own responsibility to realize this and nobody should alert them to it (See 7.2). Only the player's opponent may alert them to this mistake if they wish to.
- 5.5 Players must make moves with only one hand and then press their clock with the same hand. Players also must release the piece they are moving before pressing the clock.
- 5.6 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. If their opponent is the one that knocked over the pieces, then they do not have to fix them.
- 5.7 A player may pause the clock and alert the tournament organizer to give a penalty for an infraction, solve a dispute, or claim a draw. Players may also ask for assistance counting moves if they think it is likely that they will have to claim a draw by the 50 move rule.
- 5.8 A player may pause the clock if they go to promote a pawn and the piece that they wish to promote to is not readily available by their board. Their clock will be resumed when they are back at their board with the desired piece in hand.
- 5.9 If a player runs out of time and this is pointed out by their opponent, the game is immediately over. The player who ran out of time loses the game, unless their opponent cannot possibly checkmate them through any legal series of moves. In the latter case, the result of the game is a draw. **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 other means before they 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.*
- 5.10 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, unless the player playing the move is clearly unaware that their move "mated" their opponent and they take back the move to play something else without pressing the clock. It is highly recommended that players press the clock after playing a checkmating or stalemating move to minimize the possibility of a dispute.
- 5.11 Draw offers are allowed at any point during a game, which may be accepted or declined by the other player. Players should refrain from repeatedly offering draws when it is clear that their opponent is not accepting.
- 5.12 Players may resign the game at any time if they feel that a loss is inevitable. This awards the win to their opponent.
- 5.13 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.
- 5.14 If absolutely necessary, the tournament director may adjudicate a game in progress by declaring the result of the game based on what the result should be with best play from both sides. This ends the game. This should only be done to avoid delaying the tournament for far too long, or if both players in a game are making no progress for a prolonged period of time but refuse to claim or agree to a draw. The tournament director may also warn a player that they need to show that they can make progress soon or else the game will be adjudicated. These options would only be exercised in extreme cases.

ILLEGAL MOVE/INFRACTION PENALTIES

- 6.1 The tournament director may assess penalties to players for any egregious infractions that they notice, or when a player in a game stops their clock to alert them that an infraction occurred. By default, the tournament director will not intervene

when they see minor infractions occur unless a player calls them over. Players should generally alert the tournament director by stopping the clock and raising their hand.

6.2 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, pressing the clock without moving at all).
- b. A player fails to press the clock with the same hand as they make their move with or is still touching the piece they moved as they press the clock.
- c. A player presses 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).
- f. A player stops the clock when they have no valid reason to.

6.3 Penalties are assessed as follows:

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

This is the standard way to assess penalties, but may be made stricter if a player is intentionally trying to gain an unfair advantage, up to and including immediate loss of the game for a first offense of this nature, only in extreme cases.

6.4 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. If the illegal move is to move into check or fail to move out of it, then they may capture their opponent's king to win (again, only in tiebreakers). Other penalties follow the normal process.

6.5 If both players in a match refuse to follow the rules or both do not show up for the game, the tournament director may declare the game lost by both players.

SPECTATORS

7.1 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.

7.2 Spectators are forbidden from providing any assistance to players during games, including help with moves, alerting a player that their opponent has run out of time, or alerting a player that they forgot to press their clock. Any clear assistance being given during a game may result in disqualification for all players responsible.

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