

# Chess Tournament Rules

## **Chess Tournament for Beginners - 193417**

*This is a practice chess tournament for beginners who have never played in a chess tournament before. The format follows the Swiss System with a 15-minute sudden-death time control. Boards and clocks will be provided, and the tournament will consist of four rounds. Score sheets and pencils are available on request, but are not required. The format is an ideal starting point for kids who want to get involved in scholastic chess at their schools or to participate in competitive tournaments.*

**Instructor:** Oliver Hemmers

**Location:** HMGC

**Date/Time:** July 31, 2025, 5:00 PM to 8:00 PM

A basic understanding of the chess tournament rules is required, and players are expected to be familiar with them. The official US Chess Federation's latest rulebook contains nearly 300 pages of rules for chess play in various settings, detailing the many possible disputes and situations that could arise during matches. Players aren't required to memorize all the rules, but they should be acquainted with the most important ones to play confidently in a tournament. For the most part, a tournament chess game is governed by the same rules that students would use in chess class. In this tournament, the general Chess Tournament Rules of the US Chess Federation apply, unless they are modified for this tournament and described below.

- **TIME-Chess Clock:** Chess tournament games are played with time limits, also known as time controls. A chess clock consists of two clocks, one for each player. In a 15-minute game, each side has 15 minutes to make all their moves. When it's your turn, your time is running down. Once you make your move, you will hit your lever of the clock, which stops your clock and starts your opponent's clock. If your time runs out, you forfeit the game, unless the opponent does not have sufficient material left to mate; in that case, it is a draw. Also, the same hand that moves your pieces must be used to hit the clock. In this tournament, all moves in a game must be played within 15 minutes for each player.
- **CHESS ETIQUETTE:** Chess is a quiet game that requires focus. For this reason, there are several expectations for player and spectator behavior. Under no circumstances are you allowed to comment on or interrupt another player's game. In most chess tournaments, you can move around the playing hall and can observe other games being played, but you are forbidden from interfering with other players' games. Interference can result in disqualification from the event. The same goes for making distractions. Behavior such as talking, making noises, moving the clock, or the chessboard is not allowed. A chess tournament room should be silent except for players saying "check" or "checkmate". It is common courtesy to shake hands

before the game and before the player with the black pieces starts his opponent's clock.

- **TOUCH-MOVE:** In general, the touch-move rule applies. When you touch one of your pieces, you must move it when it is legal. When you touch one of your opponent's pieces, you have to take it if possible. Say to your opponent, "I adjust" **before** touching a piece that you would like to position correctly on a square. Make sure your opponent clearly understands your intention. In this instance, the touch-move rule does not apply. Also, remember that castling is a King-Move; therefore, the King needs to be moved first, before you touch the rook. Furthermore, illegal moves are not allowed. For example, when a king is in check, this needs to be addressed first before another piece is moved that does not address the check.
- **CHESS NOTATION:** Although not mandatory, it is recommended that players use special chess notation sheets to record their games. Chess notation is a method of recording the moves played during a chess game. Not only is this beneficial for players to review their games after a tournament, but it is also the primary method by which Tournament Directors resolve potential disputes during a game.
- **RESULTS & SCORING:** Each player will be given a score after each round. Players who won will be given one point (1.0). Players who draw or stalemate will be awarded a half point (0.5). No points (0.0) will be given to players who have lost that round. In each round, players will be paired with others who have the same or similar number of points. Everyone will play the same number of games, and awards will be distributed at the end of the tournament based on the number of points each player has earned. Both players need to report their results to the head table after each game.
- **TOURNAMENT DIRECTOR (TD):** The Tournament Directors, commonly called TDs, are the officials during a chess tournament. If you and your opponent have a dispute or disagreement, you pause your clock, raise your hand, and a Tournament Director will come over to make a ruling.
- **CHESS RATING:** A chess rating is a numerical ranking system used to estimate a chess player's strength based on their prior results in rated chess tournaments. Ratings range from 100 to 3000. When you win a chess game, your rating goes up, and when you lose a chess game, your rating goes down. A draw has only minimal effects on ratings when all players have similar playing strength. This tournament is not officially rated.

## FREQUENTLY ASKED QUESTIONS

- **AS A PARENT, AM I ALLOWED IN THE CHESS PLAYING AREA?** This will depend on the event, but for the most part, the answer is no. **For the current event, spectators are allowed to sit quietly in the same room, provided the space is sufficient and spectators do not interfere with the players.** In most events, parents are only allowed in the chess playing area at the beginning of a round to assist their child with finding their board. **Communicating with players during a round is strictly prohibited.**
- **HOW DO TIEBREAKERS WORK?** Several tiebreaker methods are used to determine placement at the end of a tournament. The most common method for breaking ties utilizes the cumulative scores of the opponents each player played. If two players are tied after the first tiebreaker method, a second tiebreaker method is used. This continues with additional methods until the tie is broken.
- **WHAT DO I DO ONCE MY GAME IS OVER?** Once your game is over, please report to the head table with your opponent to inform them of the game's result. You will tell the tournament official your board number, name, and the outcome of your game. Both players must be present to confirm the result. Once you've confirmed the result of the game, you may promptly leave the playing hall or sit quietly in your chair and wait for the next round.
- **HOW DO I KNOW WHEN I AM READY TO PLAY IN A CHESS TOURNAMENT?** Once you know how to finish a game with a checkmate, you are ready to play in a chess tournament. In this practice tournament the focus is on settings, processes and learning how a tournament is conducted and therefore only basic knowledge is required.
- **DO I HAVE TO USE A CHESS CLOCK?** Yes, you will have to use the clock, which will be provided by the tournament director. If you have questions about how to use a chess clock, make sure to ask the Tournament Director for assistance.
- **DO I HAVE TO USE CHESS NOTATION?** The short answer is no, chess notation is not mandatory, but it is highly recommended. Proper notation is the only way for players to review their game but more importantly it is the only way for Tournament Directors to settle disputes that may occur during a game. Tournament Directors will give preference to the player that notates since that is the only evidence they have for what occurred. If you don't notate, you are leaving it up to your opponent to record the events of the game correctly.