Chess Tournament Rules

Any rule and situation not specifically covered is subject to judgement and discretion of the Intramural Sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural leagues and tournaments.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player cannot transfer to another team in that league for the duration of the season.
- ✓ For postseason eligibility, a player must have participated in at least one (1) regular season game.
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one (1) calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Players should register on the Fusion Play App by the posted deadline.

Rule 2: League Format & Team Composition

Tournament Format

- ✓ Swiss Chess Tournament

Match Format

- ✓ League
  - ☐ Open

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5

- ✓ In order to verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

Forfeits

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 2-0.
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ Each player will be granted a **five-minute (5:00)** grace period.
- ✓ If the player arrives before the grace period is up, the game may begin.
- ✓ If the player has not arrived at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.

Rule 4: Playing Area & Equipment

Playing Area

- ✓ All games will be played in the Marc L. Burnett Student Recreation and Fitness Center Club Room 212.

Equipment

- ✓ All chess boards, pieces, and time clocks will be provided by Intramural Sports.

Rule 5: Timing & Scoring

Timing

- ✓ Matches will be held with a thirty-minute (30:00) time to completion (fifteen minutes (15:00) per player for moves).

Scoring

- ✓ Points for game (1-0, 0-1, 0.5-0.5)
- ✓ Four (4) rounds per player
- ✓ Round match ups will be determined by the software (swissonlinetournament.com)

Rule 6: Movement of Pieces

The following rules apply to the movement of the pieces.

- ✓ Pawn:
  - ☐ The pawn moves one (1) square straight forward. When this pawn has not moved at all, i.e., the pawn is still at the second (2^{nd}) row (from the owning players view), the pawn may make a double step straight forward. This is only available on the first (1^{st}) move, so once a first (1^{st}) move is made, the double step cannot be done.
  - ☐ When taking a piece, the pawn goes one (1) square diagonally forward.
- ✓ Rook:
  - ☐ The rook moves in a straight line, horizontally or vertically. The rook may not jump over other pieces, that is: all squares between the square where the rook starts its move and where the rook ends its move must be empty. As for all pieces, when the square where the rook ends its move contains a piece of the opponent, then this piece is taken. The square where the rook ends its move may not contain a piece of the player owning this rook.
- ✓ Bishop:
  - ☐ The bishop moves in a straight diagonal line. The bishop may also not jump over other pieces.
- ✓ Knight:
  - ☐ The knight makes a move that consists of first one (1) step horizontally, then two (2) steps vertically OR first two (2) steps vertically, then one (1) step horizontally (all forming an *L* shape and a total of eight (8) separate movement options).
  - ☐ The knight jumps: it is allowed to jump over any piece that is not on the square it intends to occupy without being affected. However, any piece on the square the knight occupies will be taken.
- ✓ Queen:
  - ☐ The queen has the combined moves of the rook and the bishop, i.e., the queen may move in any straight line, horizontal, vertical, or diagonal, and still cannot jump over other pieces.
- ✓ King:
  - ☐ The king moves one (1) square in any direction, horizontally, vertically, or diagonally.
  - ☐ **The king is the most important piece of the match, and moves must be made in such a way that the king is never in check**.

Special Movements

- ✓ Castling:
  - ☐ Castling is the only time in the chess game when more than one (1) piece moves during a turn. During the castling, the **king** moves two (2) squares towards the **rook** he intends to castle with, and the rook moves to the square through which the king passed.
  - ☐ Castling is only permissible if all of the following conditions hold:
    - Neither king nor rook involved in castling may have moved from the original position;
    - There must be no pieces between the king and the rook;
    - The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square)
  - ☐ E.g. White's king on e1 and rook on a1 move to: king c1, rook d1 (long castling), white's king on e1 and rook on h1 move to: king g1, rook f1 (short castling), and similar for black

- ✓ En Passant:
  - ☐ En Passant may only occur when a pawn is moved two (2) squares on its initial movement. When a pawn makes a double step from the second (2^{nd}) row to the fourth (4^{th}) row, and there is an enemy pawn on an adjacent square on the fourth (4^{th}) row, then this enemy pawn in the next move may move diagonally to the square that was passed over by the double-stepping pawn, which is on the third (3^{rd}) row. In this same move, the double-stepping pawn is taken. This taking en-passant must be done directly: if the player who could take en-passant does not do this in the first (1^{st}) move after the double step, this pawn cannot be taken anymore by an en-passant move.
- ✓ Pawn Promotion:
  - ☐ If a pawn reaches the opponent's edge of the table, it will be promoted – the pawn may be converted to a queen, rook, bishop or knight, as the player desires. The choice is not limited to previously captured pieces. Thus it is theoretically possible having up to nine (9) queens or up to ten (10) rooks, bishops, or knights if all pawns are promoted.

Rule 7: Playing Rules

Tn Tech Intramural chess is self-officiated. Players should review the rules prior to play and honor the legitimate calls of their opponents. The Intramural Sports Office will settle disagreements that cannot be resolved in a reasonable time.

Initial Setup



Overview

- ✓ The goal in chess is delivering a checkmate – trapping your opponent's king.
- ✓ Chess is played between two (2) players each having sixteen (16) chess pieces (white/black). Players alternate turns moving their pieces on a sixty-four (64) square board of alternating dark/light colors. The game ends when one side's king piece is "Checkmated".

Determining who Starts

- ✓ Players will come together at the beginning of the contest to play paper-rock-scissors to determine who will play white.

General Rules

- ✓ White moves first and players take turns alternately moving one (1) piece at a time; movement is required. If it is a player's turn to move, is not in check, and has no legal moves, it is a "Stalemate", and the game will end. Points will determine the winner.
- ✓ Each type of piece has its own method of movement. A piece may be moved to another empty position or may capture an opponent's piece, replacing on its square.

In Game Rules

- ✓ Check:
  - ☐ When the king of a player is in a position to be captured by a piece of the opponent, one says that the king is in check. It is considered good manners to say check when one checks one's opponent.
  - ☐ It is not allowed to make a move, such that one's king is in check after the move. If a player accidentally tries to make such a move, he must take the move back and make another move (following touch move rules).
  - ☐ Note that there are three (3) different possible ways to remove a check:
    - Move the king away to a square where he is not in check.
    - Take the piece that gives the check. (In case of a check, given by a rook, bishop or queen)
    - Move a piece between the checking piece and the king.
- ✓ Checkmate:
  - ☐ When a player is in check, and he cannot make a move that removes his king from the check, then he is mated. The player that is mated lost the match, and the player that mated him won the match.
- ✓ Stalemate:
  - ☐ When a player cannot make any legal move, but he is not in check, then the player is said to be stalemated. In a case of a stalemate, the winner will be determined by the points of captured pieces.
- ✓ Touch Move:
  - ☐ Chess being a mental game, it is expected that players will consider their moves in advance. On a player's move, if they touch their own piece, they are required to move that piece, unless it has no legal moves. If they touch an opponent's piece, they are required to take that piece if they may legally do so. A move is not final, however, until the player lets go of the piece.
  - ☐ As some of our IM players may be newer to the game and trying to learn/improve we hope opponents with more experience will be lenient when it comes to such intricacies and help explain some of the finer details.

Winning the Game

- ✓ The match is over when a king on either side is captured
- ✓ If time expires, the match is considered a draw.
- ✓ If time expires for one (1) player, the player with time remaining wins the game.

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.

