

TD Instructions to Players – State Tournament

Players will raise their hands to call a judge when they have a question, need help, or wish to make claims or declare the end of the game. In the 4-8 sections, if both players agree to the result of the game they may (but do not have to) call a judge before reporting the score at the scoring table. If there is any question as to the outcome of the game, raise your hand and talk to a judge.

Touch Move Rules:

1. Touch move rules are in effect.
2. If you touch a piece and it can be moved, you must move that piece.
3. If you touch an opponent's piece and you can take it, you must take it.
4. You may avoid this by saying "I adjust" prior to touching a piece so that you can center the piece on its square.
5. If you have problems, raise your hand and call a judge.

Etiquette

1. You should introduce yourself to your opponent. You may wish to tell them your name, and school. Do not brag about your rating.
2. Do not badger your opponent, such as repeatedly telling them to move or to move a specific piece.
3. If you find a player is disrupting play by talking loudly or inappropriately, please raise your hand and call a judge.
4. If you need to leave to go use the restroom, make your move (but do not push the clock if you have one) and then tell your opponent you would like to be excused to use the restroom. Raise your hand to call a judge, who will escort you. If your opponent leaves, please wait for them to return to make your move.
5. Players should not hit the clock too hard or knock down pieces on purpose.
6. If your opponent makes an illegal move (moves into check), point it out to them and quietly ask them to put the piece back and make a different move. If there is any question, call a judge.

Clocks:

1. Depending on the section, players may start on a clock either by individual choice or agreement. The following rules will apply to this tournament:
 - K – 3: Both players will have to agree for a clock to be used and provide their own clock.
 - 4 – 6: If one player wants to use a clock and provides their own clock, it will be used.
 - 7 – 8: Clocks are required. Players are required to provide their own clock and will receive a warning, after which if a clock is not provided, both players will forfeit the game.
2. The players using a clock for the entire round will play Game/30 minutes (30 minute Sudden Death). Players not starting the round with a clock will have a clock placed on their game after 40 minutes of play with Game/10 minutes (10 minute Sudden Death). A clock may be placed early on the last game in a section (such as Kindergarten).
3. The person playing black chooses which side to place the clock. Each player must use the same hand with which he moves the piece to hit his clock.

Illegal Moves:

1. Only the players may make illegal move claims. Do not tell your neighbors if they make illegal moves.

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2. You may call a judge to assist when you think an illegal move has been made, and if both you and your opponent would like help detecting illegal moves, you may ask the judge to tell you when there is an illegal move. However, both players must agree for the judge to make these calls.
3. If an illegal move occurs, attempt to restore the game to the position prior to the illegal move. In most cases, this will require the assistance of a judge, so raise your hand.

Ending a Game:

1. One or both players will raise a hand to signal the judge (players in sections 4-Adult may report directly at the scorekeepers table if they both agree on the result of the game).
2. When the judge arrives at the board, please say either “White checkmates Black,” “Black checkmates White,” “Stalemate,” or “Draw.”
3. The player who loses the game should look closely to verify it is not a stalemate, then tell the judge they agree, or give a reason why it is not checkmate or stalemate.
4. After reporting the result to the judge, the judge will either ask you to reset the board and go report your score, or he may request that you report the score and then return for further instruction prior to resetting the board.
5. When you have agreed on a result to the judge, shake hands. Typically, the winner will say “good game” and may make a comment about a particularly good move.
6. When resetting the pieces, always hand your opponent their pieces that you captured prior to resetting your pieces.
7. Check your board number and then report your score to the scorekeeper by telling them the board number and your name and the color you played, and whether White or Black won or if it was a stalemate or draw.

Ways to Win:

1. Your opponent does not show up by the forfeit time (10 minutes), except in round 1, when players without opponents may be re-paired.
2. You place your opponent in checkmate
3. Your opponent recognizes that you are obviously going to win and resigns the game to you. (Judges may discourage this and suggest the players continue to play to see whether they can get a draw or stalemate).
4. Your opponent runs out of time, so you raise your hand and call the judge and you still have time and have at least a Pawn, a Rook, a Queen or two minor pieces (Bishops or Knights) on the board.

Ways to Draw:

1. You and your opponent recognize that the position is stalemate, which means neither you nor your opponent are in check but the player on move cannot move any pieces without moving into check.
2. You may claim a draw for a verifiable claim to three-time repetition of position.
 - a. Both players agree that all pieces both black and white have been in the exact same position with the same possible moves 3 times during this game, or a judge observes this. This is usually difficult to agree on, and so you should call a judge to observe if you think it will be a possibility.
3. You make a verifiable claim to 50 moves without capture or Pawn move.
 - a. When you have few pieces on the board and the pawns are stuck or not moving, you may raise your hand and ask a judge to count your moves for the 50 moves.
4. Both players agree to a draw (one player offers a draw and the other accepts in front of a judge). (Judges may discourage this and suggest you continue to play to see whether you can win).
5. One player makes a justifiable claim to “Insufficient Losing Chances.”
 - a. Players must be on a clock and the claimant must have less than 5 minutes remaining.
 - b. Player making claim is often significantly ahead in material but afraid of losing on time. The claim amounts to a draw offer, so the first step is to see whether the opponent would agree to a draw.
 - c. A claim is valid if the position is such that a much weaker player would not lose even against a much stronger player. Hence, most valid claims are simplified positions (for example, Rook vs. Rook with no Pawns, opposite color Bishops with no passed Pawns or blocked Pawns, etc.).
 - d. Because evaluating a claim requires great chess skill, ask for the tournament director.**