



Chess Championship Bulletin

May 7, 2022

I. GENERAL INFORMATION

- A. Schools choosing to enter the DCSAA Chess Championship Tournament have the responsibility for reading and adhering to the rules and regulations of this bulletin.
- B. Eligibility rules for all participants can be found in DCMR Title 5; Chapter 27.
- C. Any child enrolled in and attending a public, public charter or private school in grades 9 through 12 is eligible to play in the scholastic chess tournament sponsored by the DCSAA.
- D. The tournament will tentatively run from 11am-5pm. All participants must pre-register.
- E. Registration closes on Wednesday, May 4th 2022 at midnight.

II. STATE TOURNAMENT

- A. Tournament Format
 1. The policies in this section apply to all DCSAA -sponsored tournaments unless advertised by the organizer or the DCSAA in pre-tournament announcements. In addition, the Chief TD, may at his discretion, alter any of the provisions in this section because of extenuating circumstances and to ensure fair competition.
 2. Each section will normally play 4 or 5 rounds. If there are large numbers of players who register they may play up to 5 rounds, at the discretion of the Tournament Director (TD). There are at least two circumstances when the TD may decide to play fewer than 5 rounds:
 - When a section contains 16 to 31 players, the TD may decide to play 4 rounds instead of 5. When this occurs, the TD will announce the decision prior to the start of play in the 1st Round.
 - When extenuating circumstances exist (e.g. the approach of severe weather).
 3. All rounds for all sections will use a time control of "Game in 25;d5". This means each player may use up to 25 minutes to make all of his/her moves and there is a 5 sec delay or free time after each move.



- B. Pairings
 - 1. Pairings are done based on Individual Swiss system tournaments
- C. Byes
 - 1. Players who intend to miss a round of the tournament may request a one-half point bye either during registration or at any time prior pairing of the round. Byes can only be requested prior to the 3rd round. A player may receive only one bye during the tournament. No points will be given for any additional rounds missed. All bye requests are subject to the approval of the Tournament Director.
- D. Tie Breaks
 - 1. Ties are broken in accordance with the procedures specified in the USCF Rule Book.

III. Tournament Registration

- A. Online Registration is open and will close at midnight on Wednesday, May 7th, 2022. After the Online Registration period closes students **will not be able to register onsite.**
 - **Register by clicking the link below**
Team Registration: <https://rb.gy/jeje5f>
Individual Player: <https://rb.gy/rdx3gj>

IV. Team Play

- A. **Prizes:** Awarded for both individual and team competition.
- B. **Definition of a Team:** A team consists of at least two players from the same school playing in the same section of the tournament.
- C. **Registering as a Team:** During tournament registration it is important for players to ensure that the names of their schools are properly recorded. This is the responsibility of the individual player or coach, not the tournament organizer or a TD. Except as specified in Section 6, when two or more players from the same school play in the same section of the tournament they are “by default” assumed to be a team
- D. **Calculating Team Points:** A team’s points are calculated by adding together the team’s 2-4 best individual scores. When the final scores for two or more teams are the same, the tie is broken in accordance with the procedures specified in the USCF Rule Book.



V. Pairings & Game Results

- A. **Pairings:** for tournaments are generated by USCF-approved computer software designed for this purpose (e.g. Win-TD, SwissSys). Manual pairings will be used only in the event that a computer is unavailable or inoperable. Manual corrections will be made to computer-generated pairings only if, in the judgment of the TD, the pairings are clearly incorrect. The computer will be operated by either the TD or a designated Assistant TD who is proficient in the use of the software. The TD is the final authority for the validity of the pairings and tournament results.
- B. **Reporting of game scores:** Each playing board in the tournament room will be furnished with a Score Report Form. This is a form with places to record the section, round, board number, name of the player with White, name of the player with Black, and the result of the game. At the conclusion of the game, and before resetting the board, players will raise their hands and have their game result verified by a TD. The TD will ensure the Score Report Form is correctly filled out, and the TD will initial the form. After resetting the board, both players take their completed Score Report Form to the Scorer's Table. Volunteers at the Scorer's Table will transcribe the game result to the official result (pairing) sheet. Both players will verify that their game result is correctly recorded by writing their initials beside his/her score on the official result sheet.
- C. **Alternative reporting method:** If Score Report Forms are unavailable, or at the discretion of the TD, the players will report the game result directly to the volunteers at the Scorer's Table. Each player will then initial the result (pairing) sheet as above.
- D. **Data entry of game scores:** After all games in the round for one section are complete, a volunteer or TD brings the completed result (pairing) sheet to the TD or Assistant TD responsible for pairings, along with the individual Score Report Forms for each board. Scores are then entered into the computer and checked for accuracy before the next round is paired. In the event of any discrepancy between the results recorded on the pairing sheet and the Score Report Form initialed by the TD, the Score Report Form takes precedence. However, the TD has the authority to correct any result or Score Report Form if, in his judgment, the score was incorrectly recorded or reported.

VI. Player Conduct

- A. **Values:** The values of sportsmanship, integrity, and respect for other players and tournament facilities are of the highest importance. The game of chess is between the two players paired against one another, and no one is authorized to interfere with their play.
- B. **Recording of Moves (Also called "taking chess notation" or "keeping score"):** The standards outlined below parallel the standards used by the USCF at national-level scholastic tournaments.



- C. **Notation:** If players know how to record their moves it is strongly recommended to keep score or record the move of the player and the opponent.
- D. **Observing Games:** Spectators are not allowed in the playing room during play. Players currently engaged in a game may watch other games in the playing room, but they must leave the room once their game is complete.
- E. **Behavior During Play:** Players will not talk to one another or argue during play. Any player with a complaint or a matter to discuss will stop the game clock and raise his/her hand in order to call the attention of a TD. Players do not need to ask permission to use the bathroom, and players will not stop their clocks if they use the bathroom.
- F. **Behavior in-between Rounds:** Players will behave responsibly in between rounds. Excessive noise outside the playing room disturbs other players. Stay out of any area of the Tournament Site that is designated as off-limits. Throw away trash in a proper garbage can.
- G. **Cell phones, pagers & beeping watches:** These devices distract other players when they activate and are inconsiderate. The tournament director may penalize offenders in accordance with guidelines contained in the USCF Rule Book.
- H. The TD has the authority to take appropriate action to ensure players adhere to the rules of player conduct. The TD may take action ranging from simple warnings, time penalties, forfeiture of game, expulsion from the tournament, and barring from playing in future tournaments.

VII. Conduct of Parents, Coaches & Bystanders

- A. As a general rule, parents, coaches, or other bystanders are not allowed in the tournament room once play begins. Anyone allowed in the tournament room will respect the players. The players will not be distracted or otherwise interfered with in any manner. Failure to obey this rule may result in the offender being asked to leave the tournament room, and possibly being told to leave the tournament.
- B. It is completely acceptable for parents or coaches to escort players to the tournament hall and help them find the right place for their game. For first-time players this helps the tournament director begin the round in an orderly manner and is greatly appreciated.
- C. **Disabled Players:** Rules governing assistance to disabled players are specified in the USCF Rule Book.



- D. **Photographs:** During the first few minutes of a tournament, the Chief TD may authorize parents, coaches, or other interested individuals to take photographs. However, because some parents are very sensitive to their children being photographed, if someone objects to photography the TD may decide against photographs in the best interest of the smooth conduct of the tournament.
- E. **Reporting Misconduct or Misbehavior:** Parents and Coaches are responsible for the behavior of their children or children they brought with them to the tournament. Any person observing misconduct or misbehavior that they are unable to handle in a reasonable and responsible manner will report it to one of the TDs or to a designated Tournament Volunteer. The TD will take appropriate steps to prevent misconduct or misbehavior from occurring.

VIII. Tournament Volunteers

- A. If tournament directors and the organizer are the backbone of a tournament, then volunteers at the tournament site are the muscle that makes a tournament successful. Whether parents, other adults, or mature adolescents, volunteers are a blessing and will never be turned away. Their help with numerous tasks (especially setting up and tear down of tables, chairs and boards at the facility; registration; and, helping track the recording of game results) is indispensable. It is almost impossible to organize a high quality tournament without the personal time and effort donated by volunteers. This event, as the other events sponsored by the DCSAA, needs great volunteers!

IX. Chess Equipment

- A. **Boards and Pieces:** The organizer provides USCF tournament standard chess boards and pieces for use by all players. Arranging to have sufficient sets available is the responsibility of the tournament organizer.
- B. **Chess Clocks:** Clocks are not mandatory equipment; however, it is in the best interest of any chess player to learn to use a clock as opponents often have them. In accordance with USCF rules, if either player has a clock it must be used for tournament play—players cannot “agree” to not use a clock when one is present. If necessary Clocks will be provided by the Organizer. If a game has started without a clock, Tournament directors may at their own discretion “place a clock on a game” that appears to be proceeding at an unusually slow pace.
- C. The Tournament organizer provides pieces and boards for a tournament.