



**Date/Time: Saturday, 10<sup>th</sup> September 2016 from 1:30pm**

**Venue: Sanatan Dharma Temple, 15311 Pioneer Blvd, Norwalk, CA 90650**

## **Rules for TASC Chess Tournament (Time Control)**

- Tournament is for kids up to **12<sup>th</sup> grade** and Registration is free
- The tournament will be conducted in Swiss-style/Round robin. Tournament format will be decided based on number of participants.
- Each player is suggested to bring his/her own Chess Boards and if possible Chess Clocks.
- The players will be paired after registrations
- **Last Date to Enroll:** Please enroll before September 5<sup>th</sup> , 2016 using below link:  
<http://enrollment.mana-tasc.org/KidsCompetition.aspx>
- Colors of the pieces are assigned by the tournament director/organizers.
- Each game will be set for limited time, exact duration will be decided at the venue based on number of registrations.

### **All standard rules for the game apply. All players - must be able to do the following:**

1. Understand the “touch-move” rule. If you touch a piece intending to move it, you must move it or say “I adjust” and restore the piece to its proper position. (More details below).
2. Properly move all of the chess pieces & Understand pawn promotion.
3. Understand rules for “advanced” moves: Castling and en passant capture (note: please ask the organizer in case of any confusion about en passant rule )
4. Understand Check and the ways to get out of check (move, block, capture) & Understand Checkmate.
5. Understand 3 fold repetition rule. The game can be claimed drawn if the exact same position is repeated thrice.
6. No outside assistance during games is allowed.
- 7. During the game, in case of any confusion/disputes/conflict, tournament organizers decision will be FINAL.**

## **Conduct During the Game**

- a) During the game, players should never discuss their game with anyone.
- b) Players are allowed to get up and walk around (e.g. to use the restroom or go out or get a drink of water).
- c) Announcing check is not required but on the other hand, it is not prohibited. Announcing check is usually a sign that one is a beginner, at higher level tournaments, it is rare to hear anyone announce check.
- d) You may write down your next move on your score sheet. One should not read chess literature during a game.

## Touch-Move

- a) If you touch a piece intending to move it, you must move it; if you touch your opponent's piece intending to capture it, you must capture it; and if you move a piece from one square to another and remove your hand from it, you must leave it where it is — assuming, of course, it is your turn to move and the move made is legal.
- b) If you knock over a piece with the cuff of your sleeve, or the back of your hand, say "I adjust" and restore the piece to its proper position.
- c) If it is your turn to move and you wish to adjust a piece on the board or remove a speck from the board, first say "I adjust" and only then adjust the set and board. But you are only allowed to touch the board and/or pieces when it is your turn to move.

## Chess Clock - Flag Down Rule

- a) Only the players of the game are allowed to call attention to a fallen flag (or time expired) on their clocks. And spectators should never say (or hint) at anything about a game.
- b) A flag is considered to have fallen only when a fallen flag is pointed out by either player. If your flag falls and then you play a move which checkmates your opponent's king, and then your opponent points out that your flag has fallen, you have still won.
- c) On the other hand, if your opponent points out that your flag has fallen before you play the move which checkmates your opponent, you lose (or draw if your opponent has insufficient material, see below).
- d) If a player claims that both flags are down (while they are indeed down), prior to a checkmate, the game is drawn.
- e) Only after both flags have fallen, a director is allowed to rule the game as drawn in order to avoid delaying the tournament.
- f) If your flag falls and your opponent has insufficient material to win on time, the game is a draw.
  - i. Insufficient material is when one's opponent has only a lone king;
  - ii. one's opponent has only king and bishop or king and knight, and does not have a forced win or
  - iii. When one has no pawns and one's opponent has only king and two knights and no forced win.

## ADDITIONAL INFORMATION ABOUT THE GAME

The initial position of the pieces on the chessboard is as follows:



As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

<b>8</b>	<b>a8</b>	<b>b8</b>	<b>c8</b>	<b>d8</b>	<b>e8</b>	<b>f8</b>	<b>g8</b>	<b>h8</b>
<b>7</b>	<b>a7</b>	<b>b7</b>	<b>c7</b>	<b>d7</b>	<b>e7</b>	<b>f7</b>	<b>g7</b>	<b>h7</b>
<b>6</b>	<b>a6</b>	<b>b6</b>	<b>c6</b>	<b>d6</b>	<b>e6</b>	<b>f6</b>	<b>g6</b>	<b>h6</b>
<b>5</b>	<b>a5</b>	<b>b5</b>	<b>c5</b>	<b>d5</b>	<b>e5</b>	<b>f5</b>	<b>g5</b>	<b>h5</b>
<b>4</b>	<b>a4</b>	<b>b4</b>	<b>c4</b>	<b>d4</b>	<b>e4</b>	<b>f4</b>	<b>g4</b>	<b>h4</b>
<b>3</b>	<b>a3</b>	<b>b3</b>	<b>c3</b>	<b>d3</b>	<b>e3</b>	<b>f3</b>	<b>g3</b>	<b>h3</b>
<b>2</b>	<b>a2</b>	<b>b2</b>	<b>c2</b>	<b>d2</b>	<b>e2</b>	<b>f2</b>	<b>g2</b>	<b>h2</b>
<b>1</b>	<b>a1</b>	<b>b1</b>	<b>c1</b>	<b>d1</b>	<b>e1</b>	<b>f1</b>	<b>g1</b>	<b>h1</b>
	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>	<b>g</b>	<b>h</b>

Each move of a piece is indicated by a) the first letter of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

When a piece makes a capture, an x is inserted between a) the first letter of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.

When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, the square of arrival is given as the square on which the capturing pawn finally rests and 'e.p.' is appended to the notation. Example: exd6 e.p.