



# HOOD RIVER YOUTH CHESS

## 2024 Championship Rules

Hood River Valley Parks and Recreation District

Offices located at:

1601 May Street,

Hood River, OR

Office Phone: 541-386-2055

League Coordinator: 541-490-0699 (call/text)

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- ★ Any rule and situation not specifically covered is subject to judgement and discretion of the Chess Tournament Coordinator.
  - ★ All rules are subject to change at the discretion of the Hood River Valley Parks and Recreation District (HRVPRD), and the Tournament Coordinator has the final decision on all situations covered and not covered by the rules.
  - ★ **Parents-** please drop-off your child in time for their games and return for the Awards ceremony at approximately 4:45 pm (chess is not a spectator sport/activity)
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### **Rule 1: Player Eligibility & Registration**

#### **Player Eligibility**

- Open to students Kinder – 5<sup>th</sup> grade who participated in the 2024 Hood River Youth Chess League
- For postseason eligibility, a player must have participated in at least 6 of 12 league matches
- Players must notify their coach if they plan to attend or not
- Prior to each contest, participants must check in with a member of the HRVPRD staff

### **Rule 2: Tournament Format**

- Team Round Robin (top 4 players from each school)
- Individual Round Robin play (all players not playing in the Team Robin Robin)
- Rate of play: Rapid-play (10-min/3 second delay)
- Date: Saturday, April 27<sup>th</sup>, 2024
- Times: 2 PM – 5 PM
- Exact game schedule will be released Friday, April 26<sup>th</sup>

### **Rule 3: Forfeits, Grace Periods, & Protests**

#### **Forfeits**

- A forfeit is defined as one of the following:
  - Failing to show up for a match
  - The final score shall be 2-0.
- If a player/team forfeits one match, they will be dropped from the tournament

#### **Grace Period**

- Each player will be granted a 3-minute 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.

#### **Rule 4: Championship Location & Equipment**

##### **Playing Location**

- Championship games will be played at Westside Elementary School cafeteria

##### **Equipment**

- All chess boards, pieces, and time clocks will be provided by HRVPRD
- Chess clock tips:
  - Always remember to press your clock after you have moved.
  - Don't forget to check whether your opponent has lost on time. The player is responsible for pointing out that his opponent lost on time.
  - Press the clock with the same hand with which you have moved the piece. It is against the rules to keep a finger on the button or to hover over it.
  - You must not pick up the clock or punch it forcibly. This can lead to forfeiting the game.
  - Make sure you know what the time limit is before you start to play!

#### **Rule 5: Timing**

- Matches will be held with a 20-min limit on completion

#### **Rule 6: Playing Rules**

*HRVPRD Chess is self-officiated. Players should review the rules prior to playing and honor the legitimate calls of their opponents. The Tournament Coordinator will settle disagreements that cannot be resolved in a reasonable time.*

##### **Overview**

- The goal is delivering a checkmate – trapping your opponent's king
- The game ends when one side's king piece is "Checkmated" or a player runs out of time.

##### **Determining who Starts**

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

##### **Chess Time Clock**

- The clock is placed at the side of the playing board
- Black decides on which side to place the clock

##### **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"
  - The King is not allowed to make a move that puts them 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 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.
- Draw:
  - If the position repeats itself 3 times, then the result is a draw
- 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 pushes the clock

### **Winning the Game**

- The match is over when a king is in checkmate or when a player runs out of time
- In the event of a Stalemate: this would be considered a draw

### **Awards**

Awards will be presented in the following manner:

● District Team Champions – trophy	● District Individual 2 <sup>nd</sup> Place – medal
● District Team 2 <sup>nd</sup> Place – trophy	● School Individual Champion – medal
● District Individual Champions – medal	● School Individual 2 <sup>nd</sup> Place – medal