



HOOD RIVER YOUTH CHESS

2024 League 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.
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Rule 1: Player Eligibility & Registration

Player Eligibility

- Open to students Kinder – 5th grade
- Open to all levels
- Prior to each contest, participants must check in with a member of the HRVPRD staff
- For postseason eligibility, a player must have participated in at least 6 of 12 league matches

Registration

- Players should register on the HRVPRD website hoodriverparksandrec.org by March 15th

Rule 2: League, Tournament & Match Format

League Format

- 4 League game dates
- Game Dates: Thursdays, April 4 – 25, 2024
- Each player will compete in three matches game date
- Rate of play: Rapid-play (10-min/3 sec delay)
- Approx. Games Times: 2:15 PM, 2:45 PM and 3:15 PM

Championship Tournament Format

- Team Round Robin
- Rate of play: Rapid-play (10-min/3 second delay)
- Date: Saturday, April 27th, 2024

- Times: TBA

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

Defaults

- A default is an un-played game without penalty
- To receive a default, the player (or parent) must notify the HRVPRD Recreation office by 12:00 PM on the day of the contest.
- To verify that the request is legitimate, the player must notify the Rec office via e-mail or in person.
- Limit of 2 defaults per player
- Defaulted games must be played at a later date and time chosen by the two players (e.g. on chess.com)

Forfeits

- A forfeit is defined as one of the following:
 - Failing to show up for a contest without contacting the Recreation office
 - The final score shall be 2-0.
- If a player/team forfeits two or more games, they will be dropped from the tournament

Grace Period

- Each player will be granted a 5-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: Playing Area & Equipment

Playing Area

- All games will be played at your local Hood River County School District school building

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 you forfeiting the game.
 - Make sure you know what the time limit is before you start to play!

Rule 5: Timing & Scoring

Timing

- Matches will be held with a 30-min limit on completion

Rule 6: Movement of Pieces

The following rules apply to the movement of the pieces.

- Pawn:
 - The pawn moves one square straight forward. When this pawn has not moved at all, i.e., the pawn is still at the second row (from the owning players view), the pawn may make a double step straight forward.
 - This is only available on the first move, so once a first move is made, the double step cannot be done.
 - When taking a piece, the pawn goes one 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 step horizontally, then two steps vertically OR first two steps vertically, then one step horizontally (all forming an L shape and a total of 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 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 piece moves during a turn.
 - During the castling, the **king** moves two 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 squares on its initial movement. When a pawn makes a double step from the second row to the fourth row, and there is an enemy pawn on an adjacent square on the fourth 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 row.
 - In this same move, the double-stepping pawn is taken. Taking en-passant must be done directly: if the player who could take en-passant does not do this in the first 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 queens or up to ten rooks, bishops, or knights if all pawns are promoted.

Rule 7: 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.

Initial Setup



Overview

- The goal in chess is delivering a checkmate – trapping your opponent’s king.
- Chess is played between two players each having 16 chess pieces (white/black).
- Players alternate turns moving their pieces on a 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.

Chess Time Clock

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

General Rules

- White moves first and players take turns alternately moving one 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 ones opponent.
 - The King is not allowed to make a move, such that it 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 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.
 - 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
- In the event of a Stalemate:
 - This would be considered a draw

Awards

Awards will be presented in the following manner:

- District Team Champions
- District Team 2nd Place
- District Individual Champions
- District Individual 2nd Place
- School Individual Champion
- School Individual 2nd Place