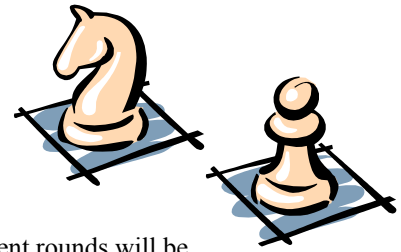


Xaverian Chess Tournament Rules



- The Chess Tournament this year is Single Elimination.
- Pairings will be determined by drawing names out of a hat and subsequent rounds will be determined by your place on the brackets.
- If there is an odd number of people participating, a “bye” will be given in which a player does not need to play a match.
- Colors are determined in the drawing by the order in which the names are drawn.
- The First Round of the Chess Tournament will begin at 2:30pm on Wednesday, February 4th. The Second, Third, Fourth, etc...rounds will continue at 2:30pm on subsequent Wednesdays until we have a Champion.
- Each Wednesday, players must be at Room X119 promptly at 2:30pm in order to start their games right after school. **If you cannot arrive promptly at 2:30pm and/or have an unavoidable conflict you must see Ms. Briody or Mr. Owens prior to 2:30pm to make other arrangements.** Any matches that have been rescheduled with Ms. Briody or Mr. Owens must be completed by the following Wednesday. If they are not the player/players must resign and their opponent will advance to the next round.
- **Touch Move:**
 - The Touch Move Rule is in effect for this tournament.
 - **If you touch a piece you must move it.** If no legal move can be made with the piece you touch, you are not forced to move it.
 - This only implies if there is intention to move the piece. If you brush a piece by accident, this is not considered touch move.
 - Once the piece has moved to a new square and your hand is off of it, the move is made and cannot be taken back.
- Timing Issues:
 - Clocks will not be used in the first round. Games must be finished within 60 minutes. If a game goes longer than the amount of time, a chess clock will be placed on the board. Each player will then receive 15 minutes to complete their moves for the rest of the game.
 - Clock will be used in later rounds. Each player will then receive 45 minutes to complete all of the moves for the game.
 - Using clocks, players must hit the clock paddle (or button) with the hand they move the piece with.
 - To begin a game with clocks, the time is set to the appropriate amount with the paddles even. The player with black pieces will then press the paddle down on his side to start white’s time. When white completes his move, he will press the button closest to him. At the end of each move, the button or paddles must be pressed.
 - To stop the time on the clock, level the paddles so they are even. This should be used if there is an issue with your game and you need help.
 - On analog clocks, there is a red “flag”. When time approaches the final 5 minutes of the game, the clock hand will lift the flag. The flag will continue to lift and then fall when the time hits zero. When the flag has fallen, the player is out of time. Only the players may claim a win on time. No spectators may claim it for them.
- Drawing:
 - If the game ends in a draw, the players will have to play another game on the clock. Players will receive 15 minutes to complete all of their moves for this tie-breaking match. The winner of the tie-breaking match will move on in the tournament.
- If you have any questions, please see Ms. Briody, Mr. Owens, or any members of the Chess Team.

