



CHESSE Technical Guidelines & Ground Rules

I. TOURNAMENT RULES

The tournament shall be governed by FIDE Laws of Chess (January 2018) and the following ground rules:

- A. Chess shall be played as a team and individual competition in both standard and blitz.
 - 1. One (1) team for the Boys and one (1) team for the Girls in the Elementary Level
 - 2. One (1) team for the Boys and one (1) team for the Girls in the Secondary Level
 - 3. Each team shall be composed of two players and a coach

- B. The **Individual Swiss System (7-rounds) with Team Results** shall be adopted:

- 1. The Swiss Manager Pairing Program shall be used. Pairing according to start rank.
- 2. The number of games per day shall be 2-2-2-1 for the standard and 7 rounds for the blitz on the Last day.

Note: Protest in pairing shall not be entertained.

- C. The initial ranking of players will be based on the latest NCFP rating list, unrated players will be ranked alphabetically.

- D. Chess clocks:

- 1. Use of chess clock is compulsory.

- E. There shall be separate championships for the boys and girls in each division:

- 1. Team:

STANDARD	BLITZ
Secondary – Boys and Girls	Secondary – Boys and Girls
Elementary – Boys and Girls	Elementary – Boys and Girls

* Team Championship – Total scores of 2 players in the Region.

* A Region/Team with one player can play for individual event only and will not qualify in the Team Event.

- 2. Individual:

STANDARD	BLITZ
Secondary – Boys and Girls	Secondary – Boys and Girls
Elementary – Boys and Girls	Elementary – Boys and Girls

* Individual Championship – The standing of the players after the end of the competition and tie breaks.

- F. Players shall be required to present their PALARO ID's before the start of each round. **USE OF UNIFORM SHALL BE MANDATORY IN THE 1st AND LAST ROUND.**

- G. Players, coaches and spectators are not allowed to make post game analysis, play against other coaches, spectators, players or discuss finished or unfinished games within the playing area.
- H. Players are not allowed to eat inside the playing area while the game is in progress.
- I. Players who have finished their games shall arrange the chess pieces and vacate the playing area after signing their score sheet and submit it to designated officials.
- J. Players must observe proper dress code while playing, the following are prohibited:

A. USE OF SLIPPERS

B. USING SHORT PANTS/SANDOS

II. RULES AND REGULATIONS

A. STANDARD CHESS

- a. Time control shall be **(1) hour with thirty (30) seconds increment** per move to finish the game using the digital clock.
- b. Recording of moves in algebraic notation is mandatory throughout the game. Violation of this rule shall be considered as an offense.
- c. Illegal moves
 - wrong movement of piece: exposing one's own king to attack; capturing the opponent's king; Using two hands in making a move; non-replacement of piece after pawn promotion; and pressing the clock without making a move.
- d. Penalties

1 st offense	plus 2 minutes to the opponent
2 nd offense	loss of the game
- e. Infringement: Infringements made by a player such as: displacement of pieces on the chess board, use of excessive force in pressing the clock & non-recording of moves shall be penalized as follows;

1 st and 2 nd offense	oral warning
3 rd offense	plus 2 minutes to the opponent's time
4 th offense	loss of the game
- f. The defaulting time is 30 minutes after the official start of each round. The wall clock inside the playing area shall be official clock during the tournament.
- g. In the final round, players from the same region/Team who have scored more than 50% (3.5 or more points), will not be paired against each other.

B. BLITZ CHESS

- a. Time control shall be **five (5) minutes plus (2) seconds increment** per move for each player to finish the game using the digital clock.

b. Illegal moves

wrong movement of piece: exposing one's own king to attack; capturing the opponent's king; Using two hands in making a move; non-replacement of piece after pawn promotion; and pressing the clock without making a move.

c. Penalties

1 st offense	plus 1 minute to the opponent
2 nd offense	loss of the game

d. Infringement: Infringements made by a player such as: displacement of pieces on the chess board, use of excessive force in pressing the clock

1 st and 2 nd offense	oral warning
3 rd offense	plus 1 minutes to the opponent's time
4 th offense	loss of the game

C. GAME POINTS SCORING SYSTEM

A player is credited **1 point for a win, .5 for a draw, and 0 for a loss.**

D. TIE BREAKS

The following Tie break systems (in descending order of priority shall be adopted to determine the final ranking.

a. INDIVIDUAL RESULTS

1. Direct Encounter
2. Buchholz System
3. Median Buchholz
4. S.B. System
5. Greater number of victories (Forfeit Counted)

b. TEAM RESULTS

1. Combined Buchholz Tie Breaks of the members of the Team
2. Combined Median Buchholz Tie Breaks of the members of the Team
3. Combined S.B. Tie Breaks of the members of the Team
4. Combined Numbers of Wins of the Members of the Team
5. Highest rank of a team member (after the tie break)

c. A sudden death match (Armageddon) shall be played to resolve the tie if ties still occur after applying all the tie breaks.

E. MEDALS AND AWARDS

STANDARD EVENT

INDIVIDUAL	GOLD	SILVER	BRONZE
Elem. Girls	1	1	1
Elem. Boys	1	1	1
Sec. Girls	1	1	1
Sec. Boys	1	1	1

TEAM	GOLD	SILVER	BRONZE
Elem. Girls	2	2	2
Elem. Boys	2	2	2
Sec. Girls	2	2	2
Sec. Boys	2	2	2

BLITZ EVENT

INDIVIDUAL	GOLD	SILVER	BRONZE
Elem. Girls	1	1	1
Elem. Boys	1	1	1
Sec. Girls	1	1	1
Sec. Boys	1	1	1

TEAM	GOLD	SILVER	BRONZE
Elem. Girls	2	2	2
Elem. Boys	2	2	2
Sec. Girls	2	2	2
Sec. Boys	2	2	2

III. TOURNAMENT OFFICIALS AND APPEALS COMMITTEE

- A. The Tournament Manager shall be FA Jun Tayuan Uka and the Tournament Chief Arbiter shall be IA Ilann G. Perez
- B. The decision of the Chief Arbiter on a Point of Law is Final.
- C. Any Appeal or Protest on the decision of the Chief Arbiter on a point of Fact must be submitted by the player, the team Coach and Regional School Sports Representative (athletic manager) in writing not more than 30 minutes (standard) and 10 minutes (blitz) after the conclusion of the game in Question.
- D. The members of the appeals committee for the boys' division are the coaches of the top five (5) rank teams of the girls' division before the start of the round in question and vice versa.
- E. If a committee member is from the same region of the involved party the next team in rank shall take his place, and so on.
- F. All deliberations of the appeals committee shall be presided by NSA Representative and Tournament Manager who shall have no voting power.
- G. The decision of the appeals committee on a point of fact is final

IV. IRREGULARITIES AND PENALTIES

- A. Mobile phones and other means of electronic communications is strictly prohibited inside the playing area. A player who will violate this rule shall LOSE his/her game.
- B. A team whose member is giving unsolicited advice or assistance to his teammate while the games are in progress shall lose their match.

V. COLLATILLA

- A. All other matters not covered in this rules shall be decided by the Organizer (Chess Technical Committee) who reserves the right to amend or alter any provision of the above mentioned Rules and Regulations for the success and interest of the tournament.