**Tournament Director Guidelines / Speech**

Calling a Judge (raising your hand)

* When the game is finished – non-interference philosophy
* Other times to call a judge
	+ When you believe your opponent is making illegal moves
	+ You and your opponent can’t agree on something
	+ You need to use the restroom
	+ 50 move count
	+ Any other situation that you and your opponent cannot resolve together

Clocks

* After 40 minutes of open play, clocks will be used for the last 20 minutes (10 min each)
* K-3, both players must request a clock for entire round (clock must be provided by players)
* 4th grade up, one player can request that a clock be used (clock must be provided by player)
* Whoever runs out of time on the clock first loses the game unless his opponent does not have sufficient material for mate, in which case it’s a draw

Touch Move Rules

* A touched piece must be moved if legally possible
* A touched opponent’s piece must be taken if legally possible
* If a player wishes to adjust a piece to center it better in the square, he must say “I adjust” first

Ways to Win the Game

* Your opponent does not show up for the round within 10 minutes of the start of the round
* Both players agree that it is checkmate (remind non-interference)
* One player resigns
* One player runs out of time and his opponent has mating material

Ways to Draw the Game

* Both players agree that it’s a stalemate
* Three time repetition of position (verification record or judge observes)
* Both players agree to draw
* 50 move rule - explain