

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