



CHESS STATE COMPETITION

GENERAL INFORMATION

CHECK-IN

1. Check-in will be on Friday, February 28, from 8:00 – 8:45 am.
 - a. During that time frame, the coach or school representative will check in, pick up your school packet, and validate the lineup for Round 1 - any changes or withdrawals should be made during this time.
 - b. Coaches and/or school representatives are required to be on-site for all eight rounds of play.
 - c. Packets will include a competition schedule, roster of all contestants for your school, one program and coach tags (# of coach tags determined by # of coaches listed for your school on the entry form) - review your roster sheets and report any corrections.
 - d. Coaches that have not checked in by 8:45 am will not have students paired for Round 1.
 - e. A Wi-Fi code will be included in the school check-in packet. Please limit sharing this - the purpose of the Wi-Fi access is so coaches can see when results and pairings are posted online.
 - f. Your Skittles room assignment is included in the school's check-in packet. Skittles areas will be available, and teams are preassigned to Skittle rooms. Please note that tables and chairs are on a first-come-first-serve basis.

COACHES MEETING AND AREA

1. A coaches' meeting will be held at 10:30 am on Friday in the coaches' area outside of the competition hall.
 - a. If coaches have questions during the tournament, please speak with a tournament official. Team packets will include a coach tag.
 - b. Coach tags should be worn throughout both days of competition and will allow only coaches access to the competition area.
2. There will be an area just outside of the competition area for coaches to relax and network. The coaches area may also be used to store equipment. Please note that this area is not secured. Additionally, this area is for coaches, not parents or students.

GENERAL EVENT INFORMATION

1. T-shirts and other apparel will be available for purchase only on Friday during the competition if your school has not pre-ordered apparel.
2. Outside food/drinks are not permitted into the Peoria Civic Center by spectators, coaches, or players. NOTE: CASH WILL NOT BE ACCEPTED AT THE CONCESSION STAND
3. Parking is available in the parking lots adjacent to the Peoria Civic Center. Parking is \$10.00 per day.

GENERAL COMPETITION INFORMATION

1. An opening ceremony for all competitors and coaches will begin at 9:45 am. Last minute instructions for the competition will be given by the IESA Chess Administrator and the IESA Chess Tournament Director at that time.
2. It is the participant's responsibility to report to the playing floor when the round is scheduled to begin. All Round 1 matches are scheduled to begin promptly at 10:00 am. When a round begins, the clocks for all matches will be started, even if the competitor has not yet arrived.
3. **As a reminder, boards and pieces will be provided; however, it is the responsibility of the player assigned to BLACK to bring a clock.**
4. **Spectators will not be allowed to enter the competition hall. This is designated for players and coaches only.**
5. Notation sheets will be available for participants at the competition tables. **Students are required to keep**

notation for each game.

6. Both competitors are responsible for reporting/confirming the results of the match with the score table. Please make sure that your players are aware of this expectation.
7. Pairings and results will be posted by the competition hall and online only. Pairings will not be posted by the Skittles area.

STUDENT EXPECTATION REMINDERS

1. No writing on tables, only bottled water is allowed in the competition area, and only competitors will be allowed on the competition floor.
2. When reviewing the pairing information, make sure students know which color they will be playing for the game. It is important that each game begin with the proper colors being played.
3. At the conclusion of the game, students should reset the board for the next round before reporting their score. Both players must report the result of the game to the scorekeeper.
 - a. As a reminder, boards and pieces will be supplied for every game; however, clocks must be supplied by the player assigned to black. Please make sure all clocks are marked with a player or school name.
4. When outside of the competition room, students:
 - a. Should not be on the outside balconies.
 - b. Should not be on the elevators, unless needed.
 - c. Should act responsibly on the escalators.
 - d. Should not throw objects over any railings.



CHESS STATE COMPETITION PROCEDURES AND RULES

TOURNAMENT RULES

1. The IESA Chess Rules will govern the play of the tournament.
2. The player assigned the Black pieces is expected to supply the clock and are to comply with the rules. The equipment of the player assigned the White pieces may be used in the event it more clearly complies with the rules. If the player of the Black pieces arrives after the start of the round, equipment set up by the player of the White pieces may be used.
3. Touch move rules apply. When castling, the correct procedure is to touch the king first, but there is no penalty if the rook is touched first provided the castling is completed with a continuous movement.
4. Players are required to keep a move-by-move notation of the game. With less than 5 minutes on their clock, a player may discontinue notation. If such a player does discontinue notation, the opponent may do so also.
5. Players with games in progress may view other games of their teammates but must stay behind them where they cannot easily be seen.
6. Analysis or playing extra games in the playing area is strictly forbidden. Players may go over games or play additional games in the 'skittles' area.

FLOOR OFFICIALS

1. Stewards will be on the tournament floor at all times to assist players in the event of problems or questions. The player should raise and keep hand up to summon a Steward. When a Steward is being summoned, the clock may be stopped. A clock may be restarted only by a Steward or at the instruction of a Steward.
2. When making a claim, or in case of a dispute, either player may stop both clocks and raise a hand to summon a Steward. Keep hand up until a Steward comes to assist the players. It is up to the player to make a claim. If the player thinks that the Steward has made an error in a ruling, the player may ask to appeal to the Chief Steward. Improper or frivolous claims may be penalized. A clock may be restarted only by a Steward or at the instruction of a Steward.

TIME AND BEGINNING A GAME

1. Time control is Game/30 minutes with a delay of 5 seconds for all rounds. Analog clocks may be used if no standard time delay clock is available. Bronstein clock settings are not to be used.
2. Only a player may claim a time forfeit.
3. Start your opponent's clock as soon as the start of a round is announced. Do not wait for the opponent to arrive. Face all clocks in the direction specified by the Tournament Director.
4. If both players are late for the start of a round, the first player to arrive must split the elapsed time and then start the opponent's clock. If neither player has a clock, the elapsed time from the start of the round must be split equally when one is obtained. You may need the assistance of Steward for this procedure.

DRAWS

1. If a player wants to offer a draw to his/her opponent, the player should do so after they make a move but before your opponent's clock is started. Your opponent may decline the draw by saying so or moving a piece. Draw offers may not be taken back and remain in effect until your opponent moves or declines the offer. The game is over if both players agree to a draw.
2. To claim a draw because the same position has occurred 3 times (with the same player to move) or by the 50-move rule, you must have a reasonably complete score sheet. If the claim is ruled incorrect, the Steward will add 2 minutes to the opponent's clock.