



CHESS

TOURNAMENT RULES

1 PARTICIPANTS

- 1.1 Participating teams are the member schools of WNCAA,
- 1.2 Each school may field One (1) team. The WNCAA eligibility rules shall govern the qualifications of the team members / players.

2 TEAM COMPOSITION

- 2.1 Each team shall be composed of four (4) regular players (Boards 1-4) and one (1) or (2) alternate players. Each team may appoint a Team Captain who may or may not necessarily be a playing member of the team.
- 2.2 The order of the (6) players submitted before the start of the tournament shall be the order for the entire duration of the tournament.

3 TOURNAMENT SYSTEM / FORMAT

- 3.1 The tournament shall be in a single round – robin (all-play-all) event.
- 3.2 The team, which accumulated the highest number of GAME POINTS at the end of the tournament, wins the championship and shall be declared winner/champion of the 2023 WNCAA CHESS TEAM TOURNAMENT. A tie on the team standings after the last round shall be broken by rule on tie – breaks.
- 3.3 The tournament shall be governed by the FIDE (Federacion Internationale Des Echecs) Laws of Chess which was adopted at the on July 15, 2022 and the NCFP tournament regulations particularly the prohibition of agreed draws below thirty (30) Moves.

4 BOARD AND COLOR ASSIGNMENTS / SUBMISSION OF LINE-UP

- 4.1 No player shall play on a board lower than his designated board assignment nor more than TWO (2) boards higher. Substitution of players must be done in consecutive order. Violation of these rules shall be penalized with outright forfeiture and loss of the game by the erring players.
- 4.2 At least five minutes (5) before play is due to start in each round, team captains must submit to the Arbiter or his assistants a team line – up consisting of four (4) players who shall play for that particular round. If a team fails to submit a line – up, then only the regular players on the regular boards (order 1 –4 of the official line – up) shall be allowed to play.
- 4.3 Teams named first in the pairings shall play white on the odd boards 1 & 3, and black on even boards 2 &4.

5 SCORING SYSTEM

- 5.1 For a won game, the winner gets one (1) point and the loser gets zero (0). For a draw, each player shall be given one – half (1/2). The total number of game points earned over four (4) boards constitutes a team's score for a particular round.
- 5.2 Final placing / ranking shall be determined by game points.
- 5.3 Match point shall be used for tie breaking purposes only. (Art. 9.1.1).

6 RATE OF PLAY

- 6.1 Rate of play shall be 30 minutes, with 30 seconds increment for each player to finish the game. Claim of a draw based on the Quickplay Finish Rules (Appendix G) IS NOT ALLOWED.
- 6.2 No player can win on time forfeit if he does not have any mating material. Should his opponent oversteps the time limit in trying to execute a mate, the game shall be declared drawn. (Helpmate shall not be considered)
- 6.3 In an obviously drawn position, where in the judgment of the Arbiter a player is trying to win on time alone, the game shall be declared drawn.

7 USE OF CHESS CLOCKS / UNIFORMS / REQUIREMENTS

- 7.1 Use of chess clock is mandatory / compulsory.
- 7.2 Players are obliged to wear their respective proper uniforms during play. Jackets are not allowed if there is no shirt. The shirt must be printed with the name (surname) of the player at the back and must be uniform in color. Penalty for violation of this rule is forfeiture and loss of the game for the erring player. Players without uniforms ,

tournament ID's and those wearing shorts and sandals are not allowed to play. They must produce the above mentioned requirements within defaulting time before making a move.

8 RECORDING OF GAMES / DEFAULTS

- 8.1 In the course of play, each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation on the scoresheet prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3 of the FIDE Laws.
- 8.2 Players using digital clocks with 30 seconds increment per move are required to record their moves throughout the game.
- 8.3 A player who arrives more than thirty (30) minutes late and has not made a move shall be declared in default.
- 8.4 A team with less than two (2) members playing in a given match shall automatically lose the match 0-4, result of the game of the player present however shall count for individual award purposes.

9 TIE BREAKS

- 9.1 TEAM AWARDS. In case of a tie, the following tie breaks in descending order of priority shall be used :
 - 9.1.1 Match points. – (2) two match points for a match game won (4, 3 1/2, 3, 2 1/2), (1) one match point for a match drawn (2-2), (0) for a match lost (1, 1 1/2, 1/2, 0)
 - 9.1.2 Direct Encounter or “winner over the other”; in case of one-all (1-1) result of their matches, the team with higher game points total in (2) two matches Wins.
 - 9.1.3 By the BEST INDIVIDUAL RESULTS starting on board 1. If a tie still exists, by the result on board 2 and down to the last board until the tie shall have been broken.
 - 9.1.4 By Sonnen Born Berger System (FIDE SB): Sum of the scores of the opponent teams, each multiplied by the scored achieved against this opponent team.
 - 9.1.5 By MEDAL System: more gold wins, then more silver (if the tied teams have no gold medals), then bronzes (if the tied teams have no gold or silver medals).
If the tied teams have no gold or silver medal at all, the Armageddon system in a one (1) game play off over (4) four boards shall be applied.

9.2 FOR INDIVIDUAL AWARDS:

Only those who have played at least 3 games for \boards 1-4 and 1 game for boards 5 and 6 shall be considered for individual awards. Ties breaks are as follows:

9.1.1 % base on the number of games played

9.1.2 Direct Encounter (Winner over the other)

9.1.3 More number of won games in White or Black. Forfeited games not Counted.

9.1.4 Won games with the black pieces. (unplayed or forfeited games shall be counted as played).

9.1.5 Sonnen Born Berger System. (SB) Sum of the scores of the opponent a player has defeated and half of the scores of the players he has drawn with.

10 PLAYING SCHEDULE AND VENUE

10.1 The tournament will start and finish on February 4, 2024 from 9a.m. to 6pm. The opening ceremony will start at 8:30am. Assembly time for all teams shall be 7:00 am. Games shall be automatically suspended / postponed in case if typhoon signal no. 2 (by Pagasa). Matches to be reset / postponed shall be subject to approval by the SCUAA board.

10.2 All games shall be played at _____

11 TOURNAMENT OFFICIALS

11.1 International Arbiter Rudy Ibanez shall be the Chief Arbiter, Zyra constantino as deputy chief arbiter (pairing encoder) and Vincent Paolo Constantino as sector arbiter

11.2 Decision of the Arbiter on a point of law is final and unappealable

11.3 Only the team captain / coach or his unauthorized substitute is entitled to present claims or file protests in behalf of his team. Protest on a point of fact must be in writing, duly signed by the board member of the team/school (signature to follow if not available for signing) and submitted to the arbiter within one (1) hour after the conclusion of the round in question.

12 SUPPLEMENTARY RULES

12.1 All mobile phones and other electronic means of communication (to include laptops, ipad, tablets etc.) are to be entrusted to their coaches. Players caught in possession of these shall lose their game by forfeiture.

12.2 The following situations shall be treated as illegal moves hence for the first offense, two minutes extra time shall be added to the opponent and for the second completed illegal move by the same player, loss of the game by this player.

12.2.1 Capturing the king (completed)