

**The University of Mississippi Chess Invitational
Competition Rules, September 29, 2007**

Above all, this tournament thrives on competition that is both courteous and respectful of others. Therefore, appropriate conduct is required for all individuals involved. ANY inappropriate conduct, including yelling, show of temper, or interruptive/distracting behavior (as deemed by the tournament director) is grounds for forfeiture of a match or expulsion from the tournament.

1. **Pairings.** This chess tournament is a Swiss Movement, which means after the first round (where everyone is paired randomly,) players are paired against others with similar scores.
 - a. A computer program will assign pairings for us; however, a tournament director will review the pairings for accuracy before a round commences.
 - b. Players earn one point for winning a match, a half-point for drawing, and zero points for losing.
 - c. If there are an odd number of players in a score group, a player at random will be chosen to play someone with a different number of points.
 - d. Players never compete against the same opponent twice in a tournament, and efforts are made to alternate the color of the pieces the player uses each round.
 - e. Nobody is eliminated in this tournament. All players are expected to compete all of the way through the tournament.

2. **Byes.** A player with a BYE does not play in a particular round. There are two types of byes.
 - a. When a tournament has an odd number of players, a player at random with the lowest score does not play a round. Instead of playing that round, that player is awarded a “full-point bye” meaning that the player receives a point, as if he/she won a game. No player receives more than one bye per tournament.
 - b. Players unable to be at the tournament for a certain round may request a “half-point bye.” This type of bye awards a player the same score as would a draw. This type of bye must be requested BEFORE the start of that particular round, and is not available for the final round.

3. **Withdrawing.** Withdrawal from the tournament is strongly discouraged; full participation is critical for a complete and rewarding Swiss movement tournament. Players who leave because they lose are missing some of the greatest benefits of the game. However, if an emergency arises and a player must leave, it is CRUCIAL to inform the tournament director or coordinator that the player will not attend the next round. Players who do not inform the director or coordinator that they are withdrawing will not be asked back to the tournament the next year.

4. **Tie-breaks.** When a overall point tie happens at the end of the tournament, there are two types of tie-breaks.
 - a. When two or more players have won all of their games, the overall champion will be determined by a blitz chess play-off, in which the co-champions play one five-minute game of chess to determine who wins.
 - b. When the tied players did not win all of their games, a tie-break system will be used to determine the winner. The tie-break system will determine the strength of the players' competition by counting the number of points the opponents of each player involved earned. This system of breaking ties for non-champions is the method used in nearly all chess tournaments.

5. **The Awards Ceremony.** All participants are urged to remain for the awards ceremony. In this event, every competitor will receive some sort of recognition, regardless of score. Those who win the top prizes feel better knowing that their efforts are recognized by others.

6. **Game Format.** Each player in the tournament will play a total of four games with a Swiss movement.
 - a. This tournament is G/30; in other words, in every match, each player has thirty minutes for the game, so an entire game will last one hour or less.
 - b. If a player's thirty minutes run out before either player has won or a draw has happened, then that player loses by forfeit.
 - c. Chess clocks, boards, and pieces will be provided by the Mississippi Chess Association. Players may bring their own board and pieces, but the matches will be played on the boards provided.

7. **The Tournament Director(s).** The Tournament Director (TD) makes and/or reviews the pairings each round and settles any sort of dispute that arises during the game.
 - a. TDs rule on claims of time forfeiture and claims of draws.
 - b. TDs have the authority to punish unacceptable behavior or other rule violations by adding or subtracting time from a player, or by declaring the winner and loser of a game.
 - c. TDs will rule on all claims, in accordance with the United States Chess Federation's Official Rules of Chess.

8. **Parents/Coaches.** Parents and coaches are required to stay out of the room where the children are playing. Parents are free to provide food and encouragement to their children between rounds, outside the competition room. Children are not well-served by having parents argue about such things as pairings or rulings of the TD.

9. **Ratings and the USCF.** There is no connection between the United States Chess Federation (USCF) and the University of Mississippi Chess Invitational. Membership in the USCF is not required in order to participate.

10. **Registration.** There is a \$10 registration fee for each participant. Registration begins at 7:45 at the E.F. Yerby Conference Center lobby. Registration forms are on the internet at

http://www.outreach.olemiss.edu/youth/Academic_Competitions/

11. **Etiquette.**

- a. Every game must begin and end with the players shaking hands.
- b. No talking is permitted during the game. “Check” need not be said.
- c. Players are responsible for noticing where all of the pieces on the board are located, and what threats are pending.
- d. The “touch move” rule is in effect at this tournament. This means that if a player touches one of his own pieces, he **MUST** move that piece if possible. If a player touches one of his opponent’s pieces, he **MUST** capture it if possible.
- e. If an illegal move is made, the tournament director should be summoned.
- f. Never gloat over a victory, or become despondent or hostile following a defeat. It is always best to analyze the game with your opponent, after the game ends, and in a different room from where you played.
- g. Leave the playing room quietly when you finish so as not to distract the other people who are still playing.
- h. Never comment on a game that is in progress, whether the game is yours or one that you are just watching.
- i. The tournament director has the authority to punish breaches of etiquette, and may add or subtract time as a sanction.