General Guide for First-timers for Standard OTB Tournament (FIDE Unrated)

Link to this guide: https://tinyurl.com/sivcaIVLplayersguide2223

- Each move must be made with a single hand, and the hand used for moving the pieces must be used to press the clock on the same move.
- Touch move applies, except for clearly accidental touches (e.g. accidental knocking over of pieces)
    - If you wish to adjust any piece, say “adjust” before proceeding to do so
    - Only need to say “adjust” once before adjusting multiple pieces at one go
    - Adjusting pieces can only be done when you are having the move. Adjusting pieces on your opponents’ time may be deemed as a distraction to the opponent.
- If you wish to claim anything, pause the clock instead of pressing it (pressing the clock starts opponents timer count down).
- Do not say check (because it can be deemed as distracting to the opponent)
- You can only claim an illegal move after opponent pressed the clock. If a player realised an illegal move was made but has not pressed the clock, he/she can replace the illegal move with a legal one. But touch move still applies to the replacement move.
- A move is considered made when the player releases the hand from the piece on its new square. Once a move is made, it cannot be retracted (unless move is illegal)
- Types of illegal move:
    - Typical illegal move that don’t comply with how pieces move
    - Pushing the pawn to furthest rank and pressing the clock without exchanging the pawn with the “promotion piece”. (The pawn will be replaced with a Queen in this case)
    - Pressing the clock without actually making a move over the board.
    - Making a move with two hands (e.g. castling with two hands)
- Warnings can be awarded by assistants for inappropriate behaviour, for example
    - Moving a piece and pressing the clock with different hands
    - Excessive draw offers
    - Any other behaviour that can be deemed as distracting or disrespectful to the opponent
- Loss after 2 illegal moves / 3 warnings
    - Opponent will be awarded 2 minutes for the first illegal move. No extra time awarded for warnings
    - If the opponent does not have a legal sequence of moves to win, then the game is drawn instead
- Pieces must be adjusted back in players own time before pressing the clock (e.g. a knocked over piece must be put back on it’s original square before the clock is pressed)
    - Violation results in a warning
- Additional points on pawn promotion:
    - No need to actually push the pawn to the furthest rank, but the act of putting the promotion piece on the promotion square and the removal of the pawn must be performed before pressing the clock
    - If the desired piece for promotion is not available, player is allowed to pause the clock and request the piece from the arbiter. After the arbiter makes the

piece available, clock is unpaused. However, player is NOT obliged to promote into any piece, until a piece first touches the promotion square.
    - Do not use an inverted Rook and shout “Queen”. It would be deemed as a Rook for the rest of the game, and if it moved diagonally, will be deemed an illegal move.
- Flag falls (i.e. player runs out of time) can be directly called by the arbiter or either players of the game. DO NOT CALL FLAG FALL on other players game, it will be considered as prompting.
- Prompting is strictly prohibited. Penalties for prompting:
    - 1st time: Forfeit of game
    - 2nd time: Expulsion from tournament
- There is no concept of “insufficient material” in OTB chess. So the game does not come to an immediate end with example positions of King + Knight vs King + Knight, king + Bishop vs King + Bishop of opposite colours if neither side’s flag has fallen yet. Someone must offer a draw and the opponent must accept. Otherwise, the game continues until some trigger for arbiter to intervene (e.g. threefold).
- FIDE Quick Play Rules do not apply for this event
- The correct sequence to offer a draw is:
    - Make a move over the board
    - Say I offer a draw or something to the same effect
    - Press the clock
    - Draw offers outside of this sequence are valid, but may be deemed as a distraction to the opponent (and punished accordingly). Do not extend your hand when offering a draw
- Phones / electronic devices are not allowed in the playing hall. They must be kept in bags / arbiters’ table and kept to silent
    - Players whose devices ring during the tournament, of have their devices spotted on them by the assistants, will lose by default
- Captains and players who have completed their games may spectate ongoing games but they cannot be disruptive.
    - E.g. if they are standing too close, helpers have the right to ask them to keep a distance
    - Organisers reserve the right to withdraw this privilege
- Only the player not having the move may leave temporarily in the midst of the game (e.g. visit the washroom). Do NOT inform the opponent you are going to the washroom as that is potentially distracting. Just sign out at the arbiter’s table and go

Relevant Links:

- Link to SG IVL RnR: https://tinyurl.com/sivcaIVLrnr2223
- Technical Meeting Slides: https://tinyurl.com/sivcaIVLbriefing2223
- Chess-results link: https://chess-results.com/tnr684535.aspx
- FIDE Laws of Chess: https://www.fide.com/FIDE/handbook/LawsOfChess.pdf