

# 2017 ONTARIO CHESS CHALLENGE RULES

1. 5-round Swiss system( i.e. everyone plays 5 games following a method using rating and results) One point is awarded for a win, half a point for a draw and 0 for a loss. If there are an odd number of players, a 1 point <<bye>> will be given to one of the players. Players who arrive late may be awarded a half point <<bye>>.
  2. The time control is 30 minutes per player without a clock and 25 minutes plus a 5 second increment per player if a clock is used. **Clocks will be used on all boards in all rounds from grade 4 and up.** In rounds 1 and 2(K-Gr.3) a clock will be used from the start only if both players want to use a clock, or both players are rated over 900; otherwise the use of the clock is at the discretion of the referee. If a game lasts more than 30 minutes without the use of a clock, the referee can oblige the players to complete the game with a clock, in which case, each player will be given at least 10 minutes .
  3. A move has been made when a player lets go of a piece ( except if the move is illegal ).
  4. For **all** grades the <<TOUCH MOVE>> rule applies. In other words, if you touch a piece you **must** move it.
  5. Pairings are made by the referee according to the SWISS system. Chess'n Math ratings are used. Decisions made by the Tournament Director are final.
6. The two players with the highest ratings in each grade at the start of the event will only meet in the playoffs, provided they both maintain perfect scores throughout the regular competition.
7. Ties are broken with playoff games to determine the top 3 places. At the discretion of the TD, 3rd place may be determined by computer tiebreak. 4th through 10th will be determined by computer tiebreak. Playoff games will be rated. For the playoffs, players will be given a minimum of 10 minutes each to checkmate.
  8. Parents, coaches, etc. are not permitted in the playing room. Students will leave the playing area when their game has ended. Silence will be expected in the playing rooms and in the corridors.
9. Winners must give their results to their grade referee. In the case of a drawn game, both players must turn in the result.
10. If a player has a problem, he/she must immediately raise his/her hand and get a ruling from the referee. A complaint will not be addressed after the game has ended.