

Chess Tournament Rules

Each player will have ten minutes to make all moves. Clocks will be provided.

Player must hit the clock with the same hand that the player moves a piece.

“Touch-move” rule applies: A player must move the piece that he or she touches. If a player touches an opponent piece, the player must capture the piece. However, it is not an illegal move if the opponent’s piece which is touched cannot be captured.

When castling, the player must touch the King before touching the castling rook. If the player touches the rook first, the rook must be moved.

If the move is illegal, two minutes will be deducted from the player’s clock. If the player has less than two minutes, then half of the player’s time will be deducted.

Players do not have to say “check”.

A player loses if he or she is checkmated or runs out of time.

Three consecutive moves back and forth by each opponent is an automatic draw.

If fifty moves are made without a capture, the game is a draw.

Players may ask for a draw at any time and may resign at any time.