

Republic of the Philippines
DEPARTMENT OF EDUCATION
2017 PALARONG PAMBANSA
TECHNICAL GUIDELINES

CHESS TOURNAMENT

I. TOURNAMENT RULES

The tournament shall be governed by the FIDE Laws of Chess (July 2014) and the following ground rules:

- A.** Chess shall be played as a team and individual competition in both standard and blitz.
1. One (1) team for the boys and one (1) team for the girls in the Elementary Level.
 2. One (1) team for the boys and one (1) team for the girls in the Secondary Level.
 3. Each team shall be composed of two (2) players and coach.
- B.** The individual Swiss System (7 rounds) with team results shall be adopted.
1. The Swiss Manager Pairing Program shall be used. Pairing according to start rank.
 2. The number of games per day shall be 2-2-2-1 for standard and seven (7) rounds for blitz on the first day.

Notes: Protest in pairing shall be not be entertained

C. The initial ranking of players will be based on the latest NCFP rating list, unrated players will be ranked alphabetically.

D. Chess Clock:

1. The use of chess clocks is compulsory.

E. There shall be separate championships for the girls and boys in each division.

1.Team: STANDARD

Secondary – Boys and Girls
Elementary – Boys and Girls

BLITZ

Secondary-Boys and Girls
Elementary-Boys and Girls

*Team Championship – total scores of the 2 players in the Region.

*A Region/Team with only one player can play in the individual event only and shall not qualify in the Team Event.

2.Individual: STANDARD

Secondary – Boys and Girls
Elementary – Boys and Girls

BLITZ

Secondary – Boys and Girl
Secondary – Boys and Girls

*Individual Championship – The standing of the player after the end of the competition and tie breaks.

F. Player shall be required to present their PALARO ID's before the start of each round.

USE OF UNIFORMS SHALL BE MANDATORY ON THE 1ST AND LAST ROUND

G. Players, coaches and spectators are not allowed to make post game analysis, play against other coaches, spectators, players or discuss finished or unfinished games within the playing area.

H. Players are not allowed to eat in the playing area while the game is in progress.

I. Players who have finished their games should leave the playing area immediately after submitting their score sheets.

J. Players must observe proper dress code while playing. The use of slippers, short pants and sandals are prohibited.

II. RULES AND REGULATIONS

A. STANDARD CHESS

1. Time control shall be **One (1) hour plus thirty (30) seconds increment** per move for each player to finish the game using the digital clock.

2. Recording of moves in algebraic notation is mandatory throughout the game. Violation of this rule shall be considered as a minor offense.

3. Illegal moves

Major Offenses: Wrong movement of piece, exposing the king to an attack; capturing opponent's king and non-replacement of piece after pawn promotion.

Minor Offenses: such as using two hands in making a move; displacement of piece/s on the chess board; use of force in pressing the chess clock and non-recording of moves, etc.

4. Penalties

Major Offenses

1st offense addition of two minutes to the opponent's time

2nd offense loss of game

Minor Offenses

1st offense warning

2nd offense addition of two minutes to the opponent's time

3rd offense loss of game

5. The defaulting time is thirty (30) minutes after the start of each round. The wall clock inside the playing area shall be the official clock during the tournament.

B. BLITZ CHESS

1. Time control shall be Three (3) minutes plus two (2) seconds increment per move for each player to finish the game using the digital clock.

2. Penalties

2.1 Major Offenses i.e wrong movement of piece, exposing the king to an attack; capturing the opponent's king and non-replacement of piece after pawn promotion, shall be penalized by immediate loss of the game.

2.2 Minor Offenses such as using two hands in making a move; displacement of piece/s on the chess board; use of force in pressing the chess clock, etc. shall be penalized by oral warning on the 1st offense and loss of the game on the 2nd offense.

C. SCORING SYSTEM

A Player is credited 1 point for a win, .5 for a draw and 0 for a loss

D. TIE BREAKS

The following tie break systems (in descending order of priority) shall be adopted to determine the final ranking.

1. INDIVIDUAL RESULTS

- 1.1 Direct Encounter
- 1.2 Buchholz System
- 1.3 Median Buchholz
- 1.4 S.B. System
- 1.5 More number of wins (forfeits counted)

2. TEAM RESULTS

- 2.1 Combined Buchholz Tie Breaks of the members of the team
 - 2.2 Combined Median Buchholz Tie Breaks of the members of the team
 - 2.3 Combined S.B. Tie Breaks of the members of the team
 - 2.4 Combined Number of Wins of the member of the team (Forfeits counted)
 - 2.5 Score of the players with the highest number of points
3. A sudden death match (Armageddon) shall be played to resolve the tie if ties still occur after applying all the tie breaks.

III. TOURNAMENTS OFFICIALS AND APPEALS COMMITTEE

A. The Tournament Manager shall be Dr. Romeo G. Espiritu Jr. and the Tournament Chief Arbiter shall be IA/DI Ilann Perez.

B. The decision of the Chief Arbiter on a Point of Law is Final.

C. Any Appeal or Protest on the decision of the Chief Arbiter on a point of Fact shall be submitted duly signed by the player, team coach and Regional School Sports Representative (athletic manager) in writing not more than 30 minutes (standard) and 10 minutes (blitz) after the conclusion of the games in question.

D. The members of the appeals committee for the boys division are the coaches of the top five (5) ranked teams of the girls division before the start of the round in question and vice versa.

E. If a committee member is from the same region of the involved parties, the next team in rank shall take his place, and so on.

F. All deliberations of the appeals committee shall be presided by the NSA Representative and Tournament Manager of who shall have no voting power.

G. The decision of the Appeals Committee on a point of fact is final.

IV. IRREGULARITIES AND PENALTIES

A. Mobile phones and other means of electronic communications are strictly prohibited inside the playing area. A player who will violate this rule shall lose his/her game.

B. A team whose member is giving unsolicited advice or assistance to his teammate while the games are in progress shall lose their match.

V. COLLATILLA

A. All other matters not covered in the rules shall be decided by the Organizer (Chess Tournament Committee) reserves the right to amend or alter any provision of the above mentioned Rules and Regulation for the success and interest of the tournament.