

Instructions For Players

Northern Schools Chess League

2009 Santa Fe Elementary School Division

A Note to Coaches: please make sure your players understand these instructions so that the tourney will run smoothly.

1. Your team will play in one of two sections: Elementary or Primary. The Elementary Section is open to players up through 6th grade, including those below grade 4. The Primary Section is for players up through 3rd grade.
2. Tournament directors (TDs for short) will be in the playing area to make sure everything is running smoothly. TDs are wearing yellow armbands. If you have a question or problem with your game or your opponent, please raise your hand and a TD will come over to help. Do not discuss problems with your coach or other players. Ask a TD for help.
3. We expect you to behave yourselves and stay out of mischief. Please be respectful of others and of the site.
4. Each team consists of five players. You and your teammates must be seated in order of strength as determined by your coach, regardless of your grade level. The strongest player sits at Board 1, the next strongest on Board 2, until all five boards are filled. Your team must have at least three players to be paired against another team.
5. You and your teammates sit on the same side of the table and alternate colors. The 1st board plays the color listed for the team on the pairing sheet. So the 1st, 3rd, and 5th boards play the listed color and the 2nd and 4th boards play the opposite color.
6. As soon as you are seated, set up your pieces in the starting position. Make sure you are playing the right color and that the King and Queen are placed correctly. (Queen on her own color.) The board should be placed so that the a1 square is to the left of the White player. Wait to begin until the director makes the announcement.
7. You and your opponent will have 25 minutes each to finish the game. If we need to use a clock, a TD will show you how to use it. If you are still playing after 30 minutes, a TD may place a clock on your game. Whoever runs out of time first loses the game. Please bring a clock if you have one.
8. Remember these important rules:
 - Touch move is in effect. If you touch a piece when it's your turn you must move it. Accidental touches don't count.
 - You may ask your opponent a draw if you feel that you can't win the game. If your opponent agrees, the game is a draw.
 - When castling, move the king before you move the rook.
9. If you are in Grades 5 or 6, you must keep notation for at least the first 25 moves. In Grades 3 and 4 at least the first 15 moves. For Grades K-2 notation you don't need to keep notation unless you want to. If you are new to tourneys you need keep only the first 10 moves.
10. After play begins, do not chat with your opponent, your teammates, your parents or your coach. If you have a problem, raise your hand for a TD. When your game is finished, shake hands, and tell your coach who won or if it is a draw.
11. If you are finished and remain very quiet, you may watch games close-up. Stand behind your teammate to avoid eye contact. Be sure you do not interfere with anyone's game or the TD may give you and your team a penalty. Don't say anything about the game that either player may hear!
12. You will receive a participant ribbon at the last meet on February 20. If you do well, you may receive your own medal and your team a trophy.