

Arbiter's Guide

Primary Room Arbiter:

- **Overview:**

- You will run operations of your room, including board setting, clock setting, board seating, dispute handling, player information, and win/loss recording.

SHOULD NOT LEAVE THE ROOM DURING A ROUND

- **Player Information:**

- **Read the following at the beginning of each round (after everything has been double checked):** “Welcome to round X(the current round) of the Magnolia High School Chess Tournament. Before we begin, please check that your board is set correctly, if there are any issues, raise your hand now (wait a few moments for players to check). You will play a 25 minute game with 5 seconds of delay. If you have the LiChess app, please open it at this time, and set the clock to a 25 minute game with 5 seconds of delay. Please raise your hand now if you have any questions regarding LiChess or if you do not have a phone to run LiChess on (if neither player has a phone, give them a chromebook with the clock set up. Continue after all needs are met) The touch-move rule applies in this tournament, so once you touch a piece, you must move it. You will now play your first round, once your game is complete, come to me and tell me the winner. You may now start your clock and begin.”

- **Board Setting:**

- Boards must be set before each round
- Once a game finishes, after recording the score, reset the board immediately

- **Clock Setting:**

- 25 minute games with 5 second delay
- Many will use the LiChess app on their phone for clock, though they may need a chromebook for a clock.
- You will be provided chromebooks, if you need more, contact an admin.

- **Board Seating:**

- You will be given a sheet with the pairings for your room.
- Upon entering the room, each participant should be seated at their indicated board with their respective color (white/black).
- Before you start the round, double check each board to make sure the pairings are correct.
- If anyone is missing, contact an admin. If they do not show up at all, they lose the round.

- **Dispute Handling:**

- You have the final say on disputes.
- Ask Christian Kelton if you have any doubts.

- **Win/Loss Recording:**

- Make sure each game's players tell you who won, and circle the winner
- In the case of a draw, write "draw" in their row.

Secondary Room Arbiter:

- **Overview:**

- Assist primarily Room Arbiter in all functions listed above.
 - If the primary arbiter needs anyone or anything from outside of the room during a round, you will retrieve it for them. The primary should not leave the room during a round.
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Overview of the Rules

Chess is played between two players on a square board divided into 64 squares of alternating colors. Each player starts the game with 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns. The goal is to checkmate the opponent's king. This guide will go over the rules of the game and provide you with the knowledge to make informed decisions as an arbiter on possible disputes that may occur between players over the course of today's tournament.

Starting Position

The starting position in chess refers to the arrangement of pieces on the board at the beginning of a game. The pieces are placed on the board according to a standard pattern, with each player having 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns.

The starting position is as follows:

The rooks are placed on the corners of the board, on the squares a1 and h1 for white, and a8 and h8 for black.

The knights are placed next to the rooks, on b1 and g1 for white, and b8 and g8 for black.

The bishops are placed next to the knights, on c1 and f1 for white, and c8 and f8 for black.

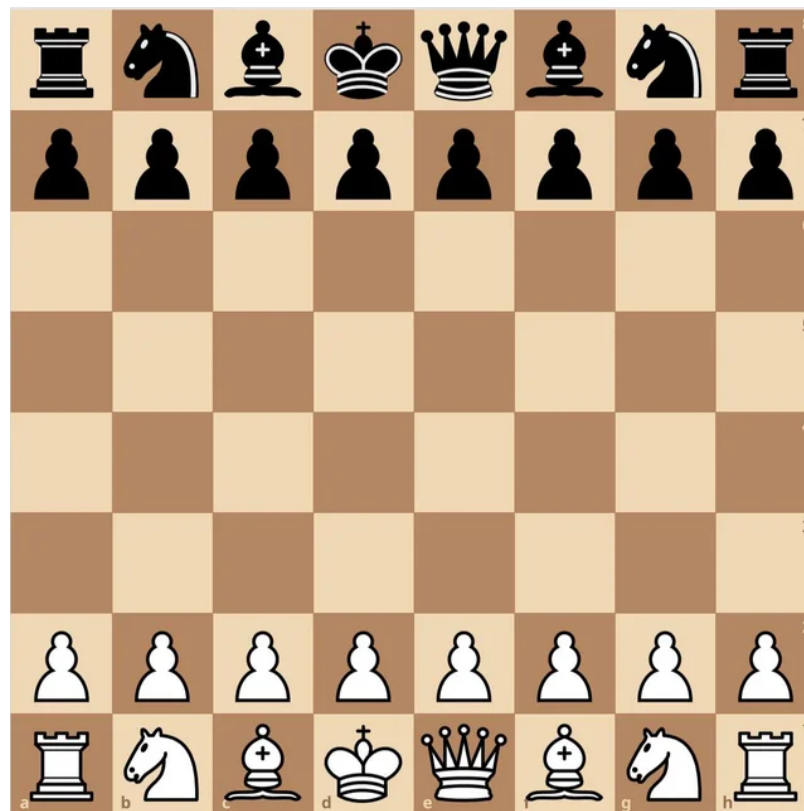
The queen is placed on her own color square, on d1 for white and d8 for black.

The king is placed next to the queen, on e1 for white and e8 for black.

The pawns are placed in front of the other pieces, on the second rank for white and the seventh rank for black.

It is important to note that the white pieces always start the game, and players alternate turns until the game ends.

A reference of the starting position is shown below:



Piece Movement

King: The king can move one square in any direction, horizontally, vertically, or diagonally. However, it is important to note that the king cannot move into a square that is attacked by an opponent's piece

Queen: The queen can move in any direction, horizontally, vertically, or diagonally, and can move any number of squares as long as it is not obstructed by another piece.

Rook: The rook can move horizontally or vertically, and can move any number of squares as long as it is not obstructed by another piece.

Bishop: The bishop can move diagonally, and can move any number of squares as long as it is not obstructed by another piece. Bishops are confined to the color squares that they start on (e.g. a light-squared bishop can only move to light-squared squares).

Knight: The knight moves in an L-shape, two squares in one direction (horizontally or vertically) and then one square in a perpendicular direction. Knights are the only pieces that can "jump" over other pieces.

Pawn: Pawns move forward one square, but on their first move, they can move forward two squares. Pawns capture other pieces by moving diagonally. Additionally, a pawn can move to capture an opponent's pawn that has only moved two squares forward on its previous move (this is called "en passant").

Capture

Basics:

A piece captures another piece by moving to the square occupied by the opponent's piece. The opponent's piece is then removed from the board, and the capturing piece takes its place. In chess, with the exception of pawns, every piece captures in the same way that it moves. This means that a rook captures by moving horizontally or vertically to the square occupied by the opponent's piece, a bishop captures by moving diagonally, a knight captures by moving in its L-shaped pattern, a king captures by moving one square in any direction, and a queen captures by moving in any direction along a straight line.

The pawn is the only piece that captures differently than it moves. Pawns capture diagonally, one square forward and to either side. This means that pawns can only capture opponent's pieces that are located diagonally in front of them.

En passant:

En passant is a special capturing move that can be made by a pawn in chess. The move is only available under certain circumstances, and allows a pawn to capture an opponent's pawn that has only moved two squares forward on its previous move.

Here's how it works: If a pawn moves two squares forward from its starting position on its first move, it is vulnerable to capture by an opponent's pawn that is located to its side. To

make an en passant capture, the player moves their pawn diagonally to the square occupied by the opponent's pawn, as if it had only moved one square forward. The opponent's pawn is then captured and removed from the board. It's important to note that en passant is only available immediately after the opponent's pawn moves two squares forward. After that, the opportunity to capture en passant is lost.

Check, Checkmate, and Stalemate

Check is a warning that the opponent's king is in danger of being captured on the next move. A player puts their opponent's king in check by attacking the square occupied by the king with one of their pieces. When a king is in check, the player must get out of check on their next move. This can be done by either moving the king to a safe square, capturing the attacking piece, or blocking the attack with another piece.

Checkmate is the result of a king being in check and unable to escape capture. When a king is in checkmate, the game is over and the player who put the opponent's king in checkmate is the winner. A king is in checkmate if it is in check and there is no way for the player to get out of check. For example, if a king is in check and cannot move to a safe square, capture the attacking piece, or block the attack with another piece, it is in checkmate.

Stalemate is a specific type of draw in chess that occurs when a player to move has no legal moves, but their king is not in check. In other words, the player is not in checkmate, but they cannot make a move without putting their king in check. Stalemate is considered a draw because neither player can win the game. The player whose turn it is to move cannot make a move without putting their king in check, and the opponent cannot checkmate their opponent because their king is not in check.

Castling

Castling is a special move in chess that involves the king and either the king's rook. It is a useful way to help protect the king, develop the rooks, and improve the player's overall control of the board.

Here's how it works: Castling is a move of the king and either rook of the same color along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards a rook on its original square, then that rook moves to the square over which the king crossed. Castling is only possible under certain conditions, including:

1. The king and rook must not have moved previously in the game
 2. The squares between the king and rook must be unoccupied
 3. The king must not be in check
 4. The squares the king moves over and to must not be attacked by an opponent's piece.
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Promotion

Promotion is a special move in chess that occurs when a pawn reaches the opponent's back rank, or the eighth rank for white and the first rank for black. When a pawn is promoted, it is exchanged for a queen, rook, bishop, or knight of the same color.

Here's how it works: When a pawn moves to the opponent's back rank, the player must replace it with a piece of their choice. The new piece, also known as the promoted piece, must be a queen, rook, bishop, or knight of the same color as the pawn. The choice of piece for promotion is left to the player, and the decision of which piece to promote to can be an important strategic one, depending on the player's position and goals.

Additional Rules

Threefold repetition:

Threefold repetition is a situation in which the same position occurs three times in a game. If a position reaches threefold repetition, the game is drawn.

Fifty-move rule:

The fifty-move rule is a rule that states that if both players have made 50 moves without a capture or a pawn move, the game can be drawn by agreement.

Touch-move rule:

The touch-move rule states that if a player touches a piece, they must move it if it is a legal move. If the player touches an opponent's piece, they must capture it if it is a legal move.

Illegal moves:

An illegal move is a move that breaks the rules of the game. For example, moving a piece to a square that is already occupied by one of the player's own pieces is illegal. If a player makes an illegal move, the move is declined, and the player must make a different move.

Draw by agreement:

A draw by agreement is a situation in which both players agree to end the game in a draw. This can occur at any point during the game, and both players must agree to end the game in a draw for it to be official.

Resignation:

Resignation is a way for a player to end a chess game by admitting defeat. When a player resigns, they are saying to their opponent that they believe they cannot win the game and wish to end it. In a formal chess game, a player may resign by saying the words "I resign" or by simply tipping over their king piece to indicate that they have given up. Once a player has resigned, the game is over and the opponent is declared the winner.

Inadequate material:

Inadequate material, on the other hand, refers to a situation where either one or both players do not have enough pieces or pawns on the board to checkmate their opponent. If both players possess inadequate material, the game ends in a draw.

The only examples of inadequate material possible are as follows:

1. A player has no pieces except for the King
2. A player has no pieces except for the King and 1 Bishop
3. A player has no pieces except for the King and less than 3 Knights

Flagging:

Flagging is a term used in timed chess games to describe what happens when a player's clock runs out of time. In a timed game, each player is given a certain amount of time at the start of the game to make all of their moves, and they lose time from their clock for each move they make. If a player's clock reaches zero, they are said to have "flagged," meaning they have run out of time. When a player flags, the game is automatically over, and the result depends on the position of the player with remaining time. If the player with remaining time has enough material to checkmate, then they automatically win the game. However if the player with remaining time has inadequate material, then the game is considered a draw.