



SPORTSFEST INTERBUREAU 2024

CHESS TEAM TOURNAMENT RULES AND REGULATIONS

1. The Tournament shall be played as group/team tournament of “**Single Round Robin**” format of play
2. Only bonafide DENR employees regular and contractual can join the tournament with at least three (3) months in the service. Each player must submit a copy of their Special Order (SO) and official DENR IDs signed by their respective Regional Director, for evaluation purposes.
3. Beginning of the tournament on **October 1, 2024**, with one (1) game classical and one (1) blitz game per day and it will be held at the **LLDA ground floor area**. *Playing time shall begin at nine (9) o'clock in the morning of every Tuesday and Thursday.*
4. A team is required to submit their Official Lineups and it will be composed of five(5) players with a maximum of ten (10) players, as follows:

Regular players:

1. Name of Board One (1);
2. Name of Board Two (2);
3. Name of Board Three (3);
4. Name of Board Four (4);

Alternate players:

1. Name of Alternate One (1);
2. Name of Alternate Two (2);
3. Name of Alternate Three (3);
4. Name of Alternate Four (4 up to 6);

Note: The submitted names of players are the official lineups for the designated boards.

5. Teams are required to submit their Official Lineups and board designation to the Host Team on before the Opening Ceremony of the tournament. Likewise, every team is required to submit their lineups for the game including the board designation at least 15 minutes before the start of every game.
6. **Re-shuffling of players is strictly prohibited** (i.e. Board 1 player shall compete with Board 1 player; Board 2 player with Board 2 player, etc.) In case a player or players cannot play or one reason or one reason or another, the player next in rank can occupy the vacant Board 1; Board 3, shall occupy the vacant board 2, Board 4 players shall occupy the vacant Board 3, and the alternate shall occupy the vacant Board 4).
NOTE: A Board One (1) player can only play Board 1 only. **Violation of this rule shall mean forfeiture of the games involved.**
7. Each player shall play for one and half (1 ½) hour or a maximum of three (3) hours per game “Play to finished “**NO ADJUSTMENT/NO EXTENSION OF GAMES**” shall be allowed. A player who consumed his time before the time control shall loss by the forfeiture.

8. All players are required to observe the “**TOUCH MOVE**” rule. Violators of this rule shall be penalized two (2) minutes deduction on their time clock and considered as first offense. *However if the infraction is repeated in the same game the offending player shall automatically lose the game.* In case of panic time or less than 5 minutes in their time, the blitz rules shall be implemented, instead of two (2) minutes deduction to those violators, the opponent will get an additional one (1) minutes in the time clock.
9. A player who arrives at the chessboard more than **thirty (30) minutes** running times is considered late (**DEFAULTING TIME**), either at the commencement or the resumption of the game, shall be declared lost. If both players arrive at the chessboard more than thirty (30) minutes late, the game shall be declared a loss of both.
10. The number assignment of the pairings shall be drawn in the first game of the tournament to establish the arrangement of the teams and their respective opponents to wit:

Attached herewith is the annex “A” – Tables of pairings.

Note: Alternate pieces scheme shall be implemented. If Board One (1) players for white pieces the next board (“Board Two”) will automatically play for the black pieces; Board Three (3) white pieces; Board Four (4) black pieces and vice versa.

11. The “Team Point System” must apply in the game (‘by adding the individual scores of each team’) For this purpose, a winning score is considered one (1) point, a draw a half point (0.5), and a lost nil (0). The position will be established based on the total points of each team.
12. An elimination round shall be conducted to determine the top four (4) teams qualifying for the championship.
13. Each team shall meet every other team their final placing is based on their aggregate scores at the end of the tournament.
14. In case of a tie in the elimination of round robin, the winner over the other shall be applied, however, if another tie occurs, the team who got the greatest number of wins shall be considered or counted to break the tie, to wit:
 - **1st TIE-BREAKER: SONNEBORN-BERGER SYSTEM**
Sonneborn-Berger for Team Tournaments is the sum of the products of the scores made by each opposing team and the score made against that team in the elimination round.
 - **2nd TIE-BREAKER: MATCH POINT**
By adding the total points of the opposing team in the elimination round. Match point per game is equal to Win=2, Draw=1, and Lose =0
 - **3rd TIE-BREAKER: GREATEST NUMBER OF WINS IN THE HIGHER BOARD**
In case of a tie with the abovementioned tie-breaker, the greatest number of wins in Board No. 1 in the elimination game shall be applied to break the tie, if the tie still exists the 4th tie-breaker shall be considered to break the tie.
 - **4th TIE-BREAKER: Number of Games played with the Black Pieces**
The greater number of wins played in the black pieces (unplayed games shall be counted as played with the white pieces).
15. After the games of Round Robin Elimination, the top four (4) teams’ standing will be determined by their respective total scores. In the Semifinal, No. 1 will face No. 4 and No. 2 will face No. 3 in a pair of knockout games, The two winners will dispute for the

Championship round and the losers will battle for 3rd Place. At this peak the points in the elimination are not included.

SEMIFINAL ROUNDS:

Top 1:
Top 4:

"The winners in the semis will automatically play for the Championship round".

Top 2:
Top 3:

NOTE: The two losers in the semifinal will compete for the 3rd Place.

16. The toss coin scheme shall be implemented in the final round of the game to determine the designated colors of their teams.
17. While the game is in progress, players are not allowed to use written or printed notes to analyze the game on another chessboard, nor recourse to counsel or advice of a third party. It is also not allowed to disturb a player during the game. A player who finished his game should automatically leave the playing area immediately.
18. No analysis is allowed in the rooms of play either while play is in progress or during the tournament. Strictly no coaching on the game proper, any players caught in this act resulting for disqualification of his game.
19. The host team shall provide the equipment / tools such as Chess Boards and Chess Clocks for the tournament.
20. The schedules and venues for the semifinals will be announced after the elimination game of round robin.
21. The FIDE Laws of Chess shall also be adopted to the above-mentioned rules and regulations.
22. Smoking is strictly prohibited during the game.
23. Pre-arrangement of games is strictly prohibited. Any player found violating the same shall be disqualified from the duration of the tournament.
24. The Chess Committee shall be composed of a Coach/Team Captain of each team.
25. A Technical Committee headed by the Team Captains of each team acts as tournament arbiters and resolves any disputes any dispute arising during the game.
26. All protests shall be made in writing and signed by the Team Captain. This shall be filed with the Chairman of the Chess Committee, not more than four (4) hours after the conclusion of the subject game, who shall decide within twenty-four (24) hours after receipt hereof, The decision of the Technical Committee shall be final and executory.
27. The Players shall take no action that will bring the game of Chess into disrepute.
28. The Organizer shall award trophies to the Champion, 2nd placer and 3rd placer. Gold medals shall also be awarded to individual board winners.