AKELA CHESS CLASSIC CUB SCOUT TOURNAMENT
TOURNAMENT FORMAT, OPERATION, AND RULES

- **Eligibility.** Youth registered in a Cub Scout pack and not registered in any older-youth BSA unit (troop, crew, ship, or post) on the date of the Cub Scout tournament are eligible. Competition will be bracketed by Cub Scout rank. Brackets are, by rising rank: Lion/Tiger/Wolf, and Bear/Webelos/Arrow of Light. Rising rank refers to either the rank the scout is currently earning on the date of the Cub Scout tournament, or the rank the scout most recently earned and within which he is currently pursuing elective adventures. Graduated Arrow of Light scouts registered in a Scouts BSA troop or Explorer club on the date of the Cub Scout tournament may not participate in the Cub Scout tournament. STEM Labs: youth registered in an elementary school STEM Lab on the date of the Cub Scout tournament are eligible.
- **Format and Brackets.** The tournament is a five-round tournament in two brackets – Lion/Tiger/Wolf and Bear/Webelos/Arrow of Light. Scouts will only compete against other scouts within their own bracket.
- **Knowledge of Rules.** Scouts are expected to know the complete rules of chess, including but not limited to set-up, movement and capture-movement of the pieces and pawns, castling, en passant capture, pawn promotion, check and checkmate, and draws. No instruction is provided at the tournament.
- **Proctor.** The tournament is a proctored tournament. The role of the Proctor is to ensure the rules of the tournament are scrupulously followed, and the tournament is fair. All judgments of the Proctor are final. Competing scouts should direct all questions, concerns, and appeals during play to the Proctor.
- **Tournament Check-in.** A Scout must check-in to the tournament prior to the scheduled start of the scout's first round of play. Late check-in will result in postponement of play to the next round.
- **Withdrawal, Failure to Appear, and Scoring of Forfeits.** Withdrawal from the tournament following registration is highly discouraged. A scout desiring to withdraw is expected to report his withdrawal to the Tournament Director prior to the start of play for the next round. Reporting withdrawal is important both for youth protection purposes and for tournament pairing and record-keeping. Failure to report withdrawal, or failure to appear at the assigned board for play within a reasonable period of time, will result in forfeit of that round, a score of zero for that round, and an award of 1 point to the opponent.
- **Re-Entry.** A scout, having withdrawn, may only re-enter the tournament by permission of the Tournament Director. The Tournament Director has the discretion to either allow or deny re-entry, on a case-by-case basis.
- **Pairings.** The Tournament Director formulates the pairings for each round. Pairings are formulated, either manually or with the aid of software, to ensure, to the extent practical:
  - A scout competes against players only within his/her bracket
  - A scout does not face the same opponent twice within the tournament
  - A scout faces an opponent with a similar tournament record
  - A scout plays the white pieces (and black pieces) in either a 3:2 or 2:3 ratio across the tournament

  The Tournament Director's pairing decisions are final.
- **Odd Number of Bracket Participants.** In the event of an odd number of scouts within a bracket for a given round, the Tournament Director shall institute a cross-round pairing. The Tournament Director shall instruct the unpaired scout to await an opponent of similar record. Once such an opponent becomes available, that opponent shall play a second game within the round. That opponent, having played an extra game, shall become the unpaired scout for the subsequent round and shall not play during that round. For the fifth round, should it be necessary, the opponent shall play a sixth game, which shall not count toward that player's tournament record.
- **Time Limit.** Each game is played either until there is a decision (win-lose-draw) or until the time limit is reached. The time limit for each round is nominally one hour, at which time the Proctor will adjudicate the board position and declare a result (win-lose-draw). The Tournament Director and Proctor retain the right to extend the time limit at their discretion. To the extent practical, the Tournament Director and Proctor shall endeavor to have games decided by play on the board rather than by adjudication.
- **Touch-Move.** The tournament is a touch-move tournament. Scouts are expected to know the touch-move rules. These are:

- If a scout touches one of his pieces or pawns, he is required to move that piece or pawn if it is legal for him to do so by the rules of chess.
- If a scout touches one of his opponent's pieces or pawns, he is required to capture that piece or pawn if it is legal for him to do so by the rules of chess.
- A scout desiring to castle must touch his king first. If he touches his rook first, his opponent may hold him to the movement of the rook alone.
- A scout's turn ends the instant he ceases to touch his moved piece or pawn.

- The Tournament Director and Proctor shall use discretion in deciding how sharply to enforce touch-move rules, taking into account the scouts' ages-and-stages and probable impulse control. The Tournament Director and Proctor reserve the right to immediately enforce touch-move, or to issue warnings about touch-move in lieu of enforcement, at their discretion.
- **Appeals.** All appeals during tournament play must be made by the participating scout, not by a parent or other representative. Appeals may be made on board set-up, illegal moves, touch move, and player distraction only. The scout shall raise his hand to call for the Proctor to hear his appeal. Appeal of an illegal move must occur at the moment the move is made. The Proctor reserves the right to select a suitable remedy on a case-by-case basis, including recall of the illegal move, restoration of a prior position, or decision as to the result of the game. After tournament play, either a parent/representative or a scout may appeal a scout's final score and/or qualification for first, second, or third place, if they feel an error has been made. All other decisions made by the Tournament Director and Proctor, and all other conditions and considerations of play, are official and final as they occur and may not be appealed.
- **Conditions for Draws.** Consistent with the rules of chess, a draw may be declared:
  - If the position is a stalemate (on his/her move the scout's king is not in check, but the scout may not legally move, because his pieces and pawns are blocked from moving, and/or he would expose his/her king to check).
  - If neither side has enough material to force checkmate.
  - If the same position on the board recurs three times (this provision includes but is not limited to perpetual check).
  - If 50 consecutive moves have been made by each side with neither a capture nor a pawn move.
  - Both sides agree to an offered draw.

  All game results, including draws, are subject to the Proctor's review; see below.
- **Offering a Draw.** On his move, a scout may offer his opponent a draw at any time. Courtesy dictates a scout should not offer his opponent a draw when his opponent is clearly winning. Courtesy dictates a scout should not repeatedly offer his opponent a draw when such offer has already been repeatedly refused. See below for potential penalties for discourteous behavior. Accepted draws are subject to Proctor review; see below concerning reporting results.
- **Stalling.** A scout is not to stall his/her move in anticipation of the time limit. The Proctor at his discretion will issue warnings to a scout about stalling and has the authority to decide a match against a scout who repeatedly stalls after warning.
- **Reporting.** Paired scouts shall observe the following procedure for reporting their result at the conclusion of play each round:
  - They shall not disturb the position on the board at the conclusion of play;
  - They shall raise their hands for the Proctor to review the board and receive their report;
  - They shall report their result to the Proctor; and,
  - They shall separately report their result to the Tournament Director.

  The Proctor reserves the right to overrule the paired scouts' reported result (including an accepted draw) and require continued play, in the event the reported result is deemed inconsistent with the position on the board.
- **Scoring.** One point is awarded for a win or an opponent forfeit; one-half point for a draw; and zero points for a loss or a forfeit. Scoring is cumulative across the five-round tournament.
- **Courteous and Respectful Behavior; Silence During Play; Sportsmanship.** Scouts are expected to follow the Scout Oath and Law throughout the tournament. Opponents are to shake hands before and after each round. Scouts are to maintain silence (other than declaration of check/checkmate or conversation as

necessitated for reporting and appeals) while play is underway in the Tournament Hall. Scouts are not to distract their opponent or other players by their behavior. Neither kibitzing during play nor post-mortem analysis after play is allowed in the Tournament Hall. The Proctor shall issue warnings, and reserves the right to penalize on the basis of behavior. Penalties include, but are not limited to, loss of the round or expulsion from the tournament.

- **Behavior Latitude Afforded to Youth.** The purpose of the tournament is found in the fun of participation and the exercise of sportsmanship and camaraderie. The purpose of the tournament is not to be found in winning against the intensity of fierce competition, without the context and foundation of good sportsmanship. Both youth and adults are admonished against excessive complaint or appeals, especially complaint or appeals against the natural exuberant behavior or lack of impulse control among youth. Let us keep the tournament friendly and fun.
- **Awards.** Awards shall be issued for first-, second-, and third-place finish by rank (Lion, Tiger, Wolf, Bear, Webelos, Arrow of Light). Multiple awards shall be issued for ties.
- **Scoring and Award Appeals.** We attempt to be perfectly accurate in keeping score, tracking cumulative results, and issuing awards, but errors are possible and may be appealed. If a deserving scout has not been recognized, please make an appeal to the Tournament Director. We will trace results through our records as warranted and ensure that the proper award recognition is issued.