**AKELA CHESS CLASSIC CUB SCOUT TOURNAMENT**

**TOURNAMENT FORMAT, OPERATION, AND RULES**

* **Format and Brackets.** The tournament is a five-round tournament in two brackets – Lion/Tiger/Wolf and Bear/Webelos/Arrow of Light. Brackets are determined by a scout’s “rising” rank, the rank the scout is earning or has earned within the school year of the tournament. 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 (see below for conditions). 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 at least five minutes prior to the scheduled start of his first round of play. Late check-in will result in postponement of play to the next round.
* **Withdrawal and Re-Entry – 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, will result in forfeit of that round, a score of zero for that round, and an award of 1 point to the opponent. All withdrawals are final. A scout withdrawing from the tournament after completing at least one round of play may not return to the tournament and play in a subsequent round.
* **Pairings.** The Tournament Director formulates the pairings for each round. Pairings are formulated, either manually or with the aid of software, to ensure:
* A scout competes against players only within his 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 – Scoring of Byes.** In the event of an odd number of scouts within a bracket, the Tournament Director shall select, round-by-round based on tournament record, the unpaired scout to serve a bye and shall award that scout, without play, 1 point for that round.
* **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.
* **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.
* **Appealing Illegal Moves and Irregularities.** A scout may appeal illegal moves and irregularities such as distracting behavior by his opponent. The scout shall raise his hand to call for the Proctor to hear his appeal. Appeal of an illegal move must be immediate the moment the move is made. The Proctor reserves the right to remedy, including recall of the illegal move, restoration of a prior position, or decision as to the result of the game.
* **Conditions for Draws.** Consistent with the rules of chess, a draw may be declared:
  + If the position is a stalemate (on his 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 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, after at least 30 moves have been played by each side. This condition is 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 after at least 30 moves have been made by each side. 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 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
* 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, a bye, 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.
* **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.
* **Tournament 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 immediate appeal to the Tournament Director. We will trace results through our records and as warranted ensure that the proper award recognition is issued.