

Diani Junior Chess

Tournament

Official Rules & Regulations

1. Tournament Eligibility

- The tournament is open to junior chess players registered within the designated age categories.
- Players must enter under their appropriate age category.
- A player can only represent one school, academy, club, or team during the tournament.
- Organizers reserve the right to verify a player's age and identity.
- Any player found providing false information may face disqualification.

2. Age Categories

The tournament may be segmented into the following categories:

Boys

- **Under 6 Boys**
- **Under 8 Boys**
- **Under 10 Boys**

- **Under 12 Boys**

- **Under 14 Boys**

- **Under 16 Boys**

- **Under 18 Boys**

Girls

- **Under 6 Girls**

- **Under 8 Girls**

- **Under 10 Girls**

- **Under 12 Girls**

- **Under 14 Girls**

- **Under 16 Girls**

- **Under 18 Girls**

Players' ages will be determined based on the official tournament age cut-off date set by the organizers.

3. Tournament Format

- The tournament will utilize a **Swiss System**, unless announced otherwise by the organizers.
- Players will be paired against opponents with similar tournament scores whenever possible.
- Players typically will not face the same opponent more than once.
- The number of rounds will be announced prior to the tournament's commencement.
- Pairings will be generated using the tournament's approved pairing system.

4. Chess Rules

- Games will adhere to the **FIDE Laws of Chess**, as applicable to junior competitions.
- Players are permitted to move only their own pieces.
- A move is considered complete once the player releases the piece on a legal square.
- Players must observe the **touch-move rule**:
 - A player who deliberately touches their own piece must move it if a legal move exists.
 - A player who touches an opponent's piece must capture it if it is legally possible.
- Players should avoid touching pieces unnecessarily.
- Illegal moves will be addressed according to the tournament's announced penalty system.

5. Time Control

- Each player will receive the time specified by the tournament organizers.
- Players are responsible for managing their own clocks.
- A player who runs out of time typically loses the game unless the position

meets the rules for a draw.

- Players must press their clock after making a move.
- Clock disputes must be reported immediately to the arbiter.

6. Starting the Game

- Players must report to their assigned boards before the scheduled start time.
- Late arrivals may have their clock started.
- A player who does not show up within the tournament's specified default time may forfeit the game.
- Players must stay at their assigned board unless allowed to leave by the arbiter.

7. Draws

A game may result in a draw through:

- Agreement between players.
- Stalemate.
- Threefold repetition, if applicable.
- Fifty-move rule, if applicable.
- Insufficient mating material.
- Other scenarios recognized under the applicable chess rules.

For younger categories, organizers may simplify draw procedures as necessary.

8. Scoring

Unless stated otherwise:

- **Win:** 1 point
- **Draw:** ½ point
- **Loss:** 0 points

The player with the highest score at the tournament's conclusion wins the category.

9. Tie-Breaks

In the event of two or more players finishing with the same score, the tie-break system may include:

1. Buchholz
2. Sonneborn-Berger
3. Direct encounter, if applicable
4. Number of wins
5. Progressive score
6. Armageddon or playoff, if needed for a championship position

The chief arbiter may announce the final tie-break order before the tournament begins.

10. Player Conduct

Players are expected to:

- Show respect to opponents, arbiters, coaches, and organizers.
- Remain quiet during games.
- Avoid distracting other players.
- Not interfere with another player's board or clock.
- Refrain from using offensive, abusive, or threatening language.
- Follow instructions from tournament officials.

Unsporting behavior may lead to a warning, loss of game, or disqualification.

11. Electronic Devices

- Mobile phones, smartwatches, tablets, earphones, and other electronic devices are prohibited in the playing area unless specifically authorized.

- Devices must be turned off and stored as instructed by tournament officials.
- A player found using an unauthorized electronic device may lose the game and face further disciplinary action.

12. Outside Assistance

Players are not permitted to receive assistance from:

- Coaches
- Parents
- Teammates
- Spectators
- Other players
- Electronic devices or chess engines

Coaches and parents must remain in designated spectator areas.

13. Coaching During Games

- Coaches are not allowed to provide advice during a game.
- Coaches may not communicate with players about their ongoing games.
- Coaches may discuss games with their players only after the round has officially concluded.
- Repeated interference may result in the coach being removed from the playing area.

14. Spectators & Parents

- Parents and spectators must stay in designated areas.
- Spectators must not communicate with players during games.
- Disruptive spectators may be removed from the playing area.
- Parents may not challenge an arbiter's decision directly during a game.

15. Arbiter's Authority

- The arbiter is responsible for enforcing the tournament rules.
- Players must comply with the arbiter's instructions.
- Arbiters may issue warnings, penalties, game losses, or disqualifications as necessary.
- The Chief Arbiter's decisions regarding issues that arise during play are final, subject to any formal appeal process announced by the organizers.

16. Appeals & Complaints

- A player or team representative may submit a formal complaint regarding a tournament decision.
- Complaints must be directed to the tournament desk within the time frame specified by the organizers.
- Appeals must be respectful and based on the tournament rules.
- The Appeals Committee or Chief Arbiter will make the final decision.

17. Fair Play & Anti-Cheating

The Diani Junior Chess Tournament employs a **zero-tolerance policy on cheating**.

Players must not:

- Use chess engines.
- Seek outside assistance.
- Utilize hidden electronic devices.
- Communicate with others regarding their game.
- Manipulate results.
- Intentionally lose or draw games for another player's advantage.

Suspected cheating will be investigated by the arbiters and tournament organizers.

18. Team/School Responsibility

Each participating school, club, or academy is responsible for:

- Registering eligible players.
- Providing accurate player information.
- Ensuring players understand the rules.
- Ensuring appropriate behavior from coaches and team officials.
- Ensuring players arrive on time for their games.

19. Prizes & Awards

Awards may include:

- Overall Champion
- Runner-Up
- Third Place
- Best Boy
- Best Girl
- Best School/Academy/Club
- Best Performing Player in each age category
- Fair Play Award

Organizers may introduce additional awards.

20. General Tournament Regulations

- Registration constitutes acceptance of these rules.
- The organizers reserve the right to modify the tournament format as needed.
- Any situation not specifically addressed by these regulations will be decided by the Chief Arbiter in accordance with applicable chess regulations.
- Players, coaches, and parents are expected to uphold the spirit of **fair play, respect, and sportsmanship** throughout the tournament.

- The final interpretation of these regulations rests with the tournament organizers and Chief Arbiter.

Diani Junior Chess Tournament – Think. Play. Compete. Grow. ♀