

# Interscholastic Chess League Rules for the 2013-2014 season

All specifics of the Official Rules of Chess, a publication by the US Chess Federation, apply except as clarified here. Team play dictates that the best player plays on Board 1, second best on Board 2, etc. Players are not required to be USCF members or have ratings. Teams that have players with USCF ratings must use those players in the order of their ratings.

1. **Schedule:** A pre-season scheduling meeting will organize the participating schools into leagues and set dates/locations of all league meets. Teams should expect to play at least twice at each meet. If a team cannot attend a meet, that school's opponents will play each other (or in some late-season situations, a different team), preserving the two-match rule. Playoffs, open to all teams, may be large, single day tournament or a pair of smaller, two-day sessions.

2. **Match Arrangement:** The host school is responsible for the arrangement of a playing space. Scoring is based on a minimum of five boards, although teams are encouraged to play more players when possible. Teams with larger rosters should communicate with their scheduled opponents ahead of time to coordinate the number of boards that will be played in a given match. Coaches have the option of allowing boards -- beyond the minimum five -- to be contested but have those result not count in the official scoring (scrimmage boards).

3. **Time Control:** A chess clock will be provided and must be used on each of the top five boards of each match. If extra clocks are available, they may be used for any extra boards that are being played. Coaches should agree prior to the start of each match on the rules for any boards being played without clocks. Time limit for each game is 25 minutes per player with a five second delay (clock setting 2A). All boards should therefore finish in less than an hour.

4. **Disagreements:** Each team should have an advisor present for each meet. Advisors will handle match arrangements and disputes. If an agreement cannot be reached, the coaches must call the Rochester Chess Center -- (585)-442-2430 -- where a league director will make the final call. Notation, while encouraged but not required, may be used to help resolve disputes.

5. **Results:** Results of each board will be recorded on a scoresheet. Full players names should be printed legibly and proper points awarded for wins, losses and ties. Coaches should sign the scoresheet once all boards have finished unless there is a dispute. Scoresheets should be kept with the equipment bags at the completion of each meet.

6. **Scoring:** Board points are used to determine match results. The point value for the first board is equal to the number of boards being scored and doubling that number. The second board is worth one point less; the third board worth one less than the second, etc.

For example:	1st	2nd	3rd	4th	5th	6th	7th	8th	9th...
Five board match	10	9	8	7	6	n/a	n/a	n/a	n/a
Six board match	12	11	10	9	8	7	n/a	n/a	n/a
Seven board match	14	13	12	11	10	9	8	n/a	n/a
Eight board match	16	15	14	13	12	11	10	9	n/a
Nine board match	18	17	16	15	14	13	12	11	10

7. **Standings:** League standings and playoff seedings will be determined by win/loss record. A tie in a match will be recorded in the win/loss records as .5 win and .5 loss. Board points will be used to break ties among teams with identical records.