



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Chess



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As part of the annual Wizards' Cup, chess shall be competitively played by the students of Mapúa Malayan Colleges Laguna to showcase their skills in the field of knowledge sports.

Venue	FLUX Rooms
Date and Time	03 FEB 2025 10:00 AM - 1:00 PM

With this, the following are the guidelines and provisions for this competition:



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I. ELIGIBILITY

A. Participants of chess shall meet the following qualifications:

1. They shall be enrolled in the current term/semester of the school year in Mapúa Malayan Colleges Laguna
2. Participants shall have registered through the MS Forms. By completing the registration form, all participants agree to adhere to the rules and regulations of the sport together with the decision of the referee and the committee.
3. Participants shall not be members of the Chess Varsity team at Mapúa MCL.

II. GUIDELINES

1. All departments shall have one player and one reserve player for the sport. They can be male or female.
2. A protest in any way should be made to the League Coordinator no later than 24 hours after the game in question.
3. Silence must always be observed to not disrupt the players' focus and planning



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III. GAME RULES

A. The player with the white pieces commences the game. A player is said to 'have the move' when his opponent's move has been 'made.'

B. Each player shall be given 25 minutes on their respective chess clocks. The game is won by the player if one of the two below is achieved:

1. If the opponent's king is checkmated
2. If the opponent declares they resign from the match

C. The game is drawn if:

1. The position is such that neither player can possibly checkmate or have legal moves.
2. There is an agreement between the two players.
3. When the same position occurs 3 times during the match.
4. Each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture.



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D. The recording of the moves:

1. During play each player is required to record their own moves and those of their opponent in the correct manner, move after moving, as clearly and legibly as possible, in the algebraic notation, on the scoresheet prescribed for the competition.
2. It is forbidden to write the moves in advance unless the player is claiming a draw or adjourning a game.
3. A player may reply to their opponent's move before recording it if they wish. They must record his previous move before making another.
4. Both players must record the offer of a draw on the scoresheet.
5. A player is allowed to no longer write their moves once their respective chess clock hits the three minute mark.
6. If a player is unable to keep score or does not know how to record their moves on the scoresheet, the facilitator may write down the moves for them.
7. The scoresheet shall be visible to the facilitators throughout the game.



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E. Chess Clocks

1. Always press the clock after every move.
2. The player is responsible for pointing out that their opponent lost on time.
3. on time.
4. The player should press the clock with the same hand with which they have moved the piece. It is against the rules to keep a finger on the button or to hover over it.
5. If the player can manage to stalemate, checkmate, or capture all their opponent's pieces before their flag is noticed, they achieve a draw.
6. The participant who garnered the most wins will be the overall winner. If two or more people tie, it will be calculated based on the scores calculated by adding together the score points of the players they have defeated and half of the score points of players they have drawn against.



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IV. POINT VALUES AND CATEGORIES OF WINNERS

A. The winners shall be determined through the categories below:

1. Champion
2. Second Place
3. Third Place

B. The scoring system would be 0 for a loss, $\frac{1}{2}$ for a draw, and 1 for a win.

V. PENALTIES AND VIOLATIONS

A. If teams do not have enough players to play at the scheduled time, the team will be given 10 minutes. If after 10 minutes and the team still does not have enough players to play, the game will have defaulted. If both teams do not have enough players, both teams will receive a loss on their record

- a. Two defaults are equal to one forfeit.



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B. If a player did not show up to their scheduled match, they are considered forfeit.

a. Once they have 2 forfeits, they will be disqualified from the tournament.

C. Having the wrong movement of a piece, displacement of piece/s on the chess board, touch move, exposing the king to an attack, capturing opponent's king, and non-replacement of a piece after pawn promotion would have the following penalties.

a. **First offense:** Addition of two minutes to the opponent's time.

b. **Second offense:** Loss of match.

D. Using two hands in making a move, use of force in pressing the chess clock, and failure to make a move at the start of the game would have the following penalties:

a. **First offense:** Warning.

b. **Second offense:** Addition of two minutes to the opponent's time.

c. **Third offense:** Loss of match.



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VI. INTERRUPTIONS AND RESOLUTIONS

A. The following interruptions may happen during the event:

1. Notifications from the participants' and the facilitators' devices.
2. Noises from the facilitators that may distract the players.
3. Noises from the participants.

B. The following are the resolutions that shall be done to mitigate the said interruptions:

1. All participants and facilitators are required to turn off their mobile phones during the tournament. They shall only bring out their phones once all matches in one round have finished.
2. Facilitators must always maintain silence. In the case that a facilitator makes an unnecessary noise that distracts a player, the player may tell the head adviser about the issue.
3. Participants who are deemed to cause unnecessary noise that causes distractions to participants will be issued a warning for the first offense, and eventually, a forfeit for the second and subsequent offenses.



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VII. EQUIPMENT RIDER:

- 1.3 Chess Boards. The Chess boards must have both the numbers and letters visible for writing the move notation. They must be complete with 16 pieces each, and each piece must have no deformities.
- 2.Score Sheet. This is to be used by players to keep track of their moves and scores.
- 3.1 Room. This is where players will play and compete with their fellow competitors
- 4.Chess Clocks. Each player must download the Chess clock app created by Chess.com in their respective mobile phone, to be used as chess clocks.