

## Lumberjack Days Chess Tournament Rules

- 1. Time Control-** each player shall have 30 minutes to complete all his or her moves.
- 2. Touch Move-** If a player, on their move, touches one of his/her pieces, with the intent to move it, he/she must move that piece, if legally possible. If a player, on his/her move, touches one of his/her opponent's pieces with the intent to capture it, s/he must capture it, if legally possible. If there are no legal moves, the player is free to make any legal move, with any piece. If a player wishes to adjust a piece, he/she must warn the opponent by saying "I adjust".
- 3. Completed Move-** a move is considered completed once a player has released the piece they are moving.
- 4. Clocks-** chess clocks shall be used in all games unless an insufficient number are available. In that case, clocks shall be placed starting on the highest boards. If games, without clocks, are taking longer then they should, clocks shall be placed on them, with a minimum of ten minutes for each player.
- 5. Kibitzing-** No advice on a player's game may be given during the game by anyone. Games that end by clock flag fall can only be called by the players playing the specific game.
- 6. Conduct-** movement around the playing area must be quiet and orderly. No conversations shall take place with any players engaged in a game.
- 7. Stalling-** if stalling is suspected in a game in which a clock is not used, the director may warn the player in question. In extreme cases, the director may forfeit the offending player.
- 8. Other-** the Tournament Director has the final say in any tournament issue that is not stated within the rules. The Tournament is designed for players to have fun, so we want to keep arguments to a minimum.