**3rd PORTISHEAD JUNIOR RAPIDPLAY**

**GUIDANCE TO PLAYERS**

**9th November 2024**

Our most important priority is that the children enjoy themselves and are encouraged to continue their chess journey. For many it will be their first “official” tournament and so we will do our best to explain everything to them. It is, however, an ECF rated tournament and has to be run as such:

1. At the beginning of each round the players will be told to “start white’s clock”. The players shake hands and the player with the black pieces starts white’s clock (this will be explained).
2. After playing a move, the player then presses their clock which stops their time from being recorded and starts their opponent’s clock. That way only the player’s thinking time is recorded.
3. Each player has 15 minutes on the clock and each time they play a move and press their clock they are awarded a further 5 seconds. This is much more time than most players ever take and only very rarely does a player lose on time.
4. Should a player overstep the time limit, it is their opponent’s responsibility to claim a win.
5. It is “touch move” – that is if a player touches a piece, they must move it (again it is their opponent’s responsibility to point this out). Note: when castling, the player should pick up the King first not the Rook.
6. If there is a dispute between players (e.g. an illegal move has been played) it is permissible to stop the clock and the players should raise their hands. A Arbiter will come over and assist.
7. If a player needs to go to the toilet, they should put their hand up and they will be escorted to the toilets. The clock, however, should not be stopped.
8. At the end of a game, the players should shake hands, remain seated and raise their hands. An Arbiter will come over, record the result and then the players should reset the pieces and leave the Playing Hall.
9. NO MOBILE PHONES! If a player has a phone on them and it makes a sound during play, they immediately lose the game.
10. Results and pairings will be posted on the WhatsApp Group and on Chess-Results.com – details will be posted on WhatsApp.
11. If a player makes an illegal move their opponent should raise their hand and bring this to the attention of an Arbiter. Two illegal moves lose the game.
12. If a player has any concerns, they should simply raise their hand and an Arbiter will come over and help out.
13. Parents must not intervene. If they have a concern they should speak to an Arbiter.