

SOUTHWEST COLLEGIATE TEAM CHAMPIONSHIP

By
Texas College Chess Committee
3/18/2019

1. SYSTEM OF PLAY AND RULES

- 1.1. USCF membership shall not be required.
- 1.2. The event shall not be either FIDE or USCF rated.
- 1.3. Most recent published USCF regular ratings shall be used for tournament purposes.
- 1.4. Door entries shall be permitted up to a certain cutoff time before the first round (enough to allow for first round pairings). Teams not registered by the cutoff time shall be paired from Round 2 only, unless the Chief Arbiter decides otherwise.
- 1.5. 3-board rosters with the fixed order shall be provided by the cutoff time. One alternate per team shall be allowed. Teams with only 2 players shall also be accepted.
- 1.6. A team shall be composed of students of the same college.
- 1.7. The event shall be a 5-round Swiss System team tournament. After consultation with the Texas College Chess Committee, the Chief Organizer may adjust the number of rounds, based on the number of participating teams.
- 1.8. No byes shall be allowed.
- 1.9. Team A shall not be paired against Team B of the same college.
- 1.10. The rate of play shall be G-15'+10" (15 minutes for a game for a player, with an increment of 10 seconds per move).
- 1.11. Play shall be governed by [the FIDE Laws of Chess](#). Article A.4 shall apply.
- 1.12. The game shall be lost by the player who arrives at the chessboard after his/her flag has fallen.
- 1.13. The Chief Arbiter shall be a Senior TD or higher.
- 1.14. When alternates play, they shall do so starting on the lowest boards. Any regular team member may sit out when an alternate plays - other team members move up accordingly.
- 1.15. Teammates shall play in descending rating order, except that 50-point transpositions are allowed. Unrated players shall be placed below rated players. Board order shall remain the same throughout the event.
- 1.16. Teams shall be ranked in order of the three highest individual rating average.
- 1.17. Draw offers shall be accepted or declined by the player. No outside consultation is permitted.

2. CAPTAINS

- 2.1 All teams shall designate a captain. The role of the captain is:
 - 2.1.1. To turn in his team lineup.
 - 2.1.2. To ensure that his/her team arrives on time for each round.
 - 2.1.3. To ensure that his/her team plays in correct board order.
 - 2.1.4. To report the result of the match to the Chief Arbiter.
 - 2.1.5. To check match results and standings for accuracy.

3. STANDINGS

- 3.1. A win is worth 1 point, a draw is worth ½ point, and a loss is worth 0 points.
- 3.2. A match win is worth 2 match points, a drawn match is worth 1 match point, and a match loss is worth 0 match points.
- 3.3 The Final Standings shall be determined by (in a descending order):
 - 3.3.1. Number of match points.
 - 3.3.2. Number of game points.
 - 3.3.3. Direct Encounter between all teams with the same number of match points.
 - 3.3.4. Number of match points scored by the second team of the same college.
 - 3.3.5. Number of game points scored by the second team of the same college.

3.3.6. Coin Toss: If necessary, a coin toss will be the final tiebreak.

4. Awards

- 4.1. The winning college shall be declared Southwest Collegiate Team Champion.
- 4.2. All colleges that tie for first place shall be considered co-champions.
- 4.3. Top three teams shall receive trophies and plaques.
- 4.4. The Host College can provide participants with additional awards.