

KINDERGARTEN – FIRST GRADE SECTIONS: RULES!

- 1. MAKE SURE you are the playing the right person!** Make sure you know who is supposed to be playing with White and who is supposed to be playing with Black.
2. When it's your move, if you touch a chess piece so that you can make a move with the piece, **you then have to move the same piece you touched**, unless you tell your opponent "I adjust" first (the Touch Move Rule). Knocking a piece over or brushing your arm against a piece is **NOT** the same thing as touching a piece you meant to move.
3. If your opponent tells you that the game is over because "it's Checkmate," **MAKE SURE YOU AGREE that it REALLY is Checkmate!** If your opponent tells you it's a draw because "it's Stalemate," **MAKE SURE YOU CHECK FIRST!** IF YOU ARE IN CHECK and you can't get out of check—THAT'S Checkmate (you lose the game). IF YOU ARE **NOT** IN CHECK and you can't make any moves, THAT'S Stalemate (that's a draw—you both get 1/2-1/2). **MAKE SURE YOU KNOW WHEN THE GAME ENDS:** is it Checkmate or Stalemate?
4. Players in Kindergarten and First Grade do not have to write the moves down. **BUT YOU SHOULD IF YOU CAN**, because if you and your opponent don't agree on what really happened, your score sheet could help you show what really happened. You can also play over your game later and see if there was anything you might do better next time.
5. If you have a problem in your game, **STOP AND GET THE TOURNAMENT DIRECTOR RIGHT AWAY!** If your opponent is doing something wrong, or you don't understand what is going on, **DON'T MAKE ANY MORE MOVES BEFORE YOU ASK THE TOURNAMENT DIRECTOR FOR HELP!** Raise your hand, and wait for the Director to see you, or go and tell the Director yourself. You can pause both clocks to get the Director.
6. Don't forget to press your clock after make your move!
7. **MAKE SURE** when the game is over that you **BOTH AGREE** who won or lost (or if it was a draw)— **ASK YOUR OPPONENT** to make sure she agrees what happened at the end of the game. **If you both DON'T AGREE on what happened, GET THE TOURNAMENT DIRECTOR RIGHT AWAY.** **MAKE SURE** you know who won and who lost, and then **BOTH OF YOU** should go to write the result of the game on the yellow pairing sheet.
8. Wait outside the tournament room after your game is over. If you hang around and bother other players, or if you talk to people who are still playing, **YOU AND YOUR WHOLE TEAM MIGHT GET IN TROUBLE!**

GOOD LUCK!!