35th Season SCUAA NCR 2026 CHESS TOURNAMENT

OFFICIAL RULES AND REGULATIONS

VENUE: PUP * NOV. 10-12

I. PARTICIPANTS

1.1 Participants are the 7 (seven) member schools of the State Colleges Universities Athletic Association of Philippines, namely: Philippine Normal University, Rizal Technological University, Polytechnic University of the Philippines, Eulogio "Amang" Rodriguez Institute of Science and Technology, Marikina Polytechnic College, Technological University of the Philippines and National Aviation Academy of the Philippines.

1.2 Each school may field two (2) teams, namely Men's and Women's. The SCUAA eligibility rules shall govern the qualifications of the players.

II. TEAM COMPOSITION

2.1 Each team shall be composed of four (4) regular and one (1) alternate players. Each team may appoint of a Team Captain who may not necessarily be a playing member of the Team.

2.2 The order of the five (5) players submitted before the start of the tournament shall be the Fix Board Order (FBO) for the entire duration of the tournament.

III. TOURNAMENT SYSTEM / FORMAT

3.1 The tournament shall be a single round robin system (all-play-all) event and there shall be a separate championship for Men and Women.

3.2 Start Rank shall be determined by roulette or draw lots.

3.3 The team which accumulated the highest number of **Game Points** at the end of the tournament wins the championship and declared winner / champion.

3.4 The Tournament shall be governed by the authentic version of the Laws of Chess (which were adopted at the 93rd FIDE Congress at Chennai, India) coming into force on 1 January 2023..

IV. BOARD AND COLOR ASSIGNMENTS / SUBMISSION OF LINE-UP

4.1 No player shall play on a board lower than his designated board assignment nor more than 1 (one) board higher. Substitutions of players must be done in consecutive order. Violation of these rules shall be penalized with outright forfeiture and loss of the game by the erring players.

4.2 At least ten (10) minutes before play is due to commence in each round, Team Coaches/Captains must submit to the Chief Arbiter or his Assistants, a team line-up consisting of 4 (four) players who shall play for that round. If a team fails to submit a line-up after the deadline the assigned regular boards (boards 1-4) shall be allowed to play. Alternate may only play on board 4.

4.3 Team named first in the pairings shall play white at the odd boards (Boards 1 & 3).

V. SCORING SYSTEM

5.1 For a won game, a winner gets 1 (one) game point and the loser 0 (zero). For a draw, each player shall be given 1/2 (one-half) game point. The total number of game points earned over 4 (four) boards will determine the match points earned in a particular round. 2 (two) match points for a match game won (4, 31/2,3, 21/2).-1 (one) match point for a match drawn (2-2) and 0 (zero) for a match lost (11/2, 1, 1/2, 0)

5.2 Final placing / ranking shall be determined by Game Points. (Total game points of all the members of the team)

VI. RATE OF PLAY

6.1 The rate of play shall be 45 minutes, with 30 seconds increment for every move, for each player to finish the game.

6.2 Recording of moves is Mandatory up to the last seconds.

6.3 Defaulting time shall be 30 minutes after the start of the round.

VII. USE OF THE CHESS CLOCK/ UNIFORMS / REQUIREMENTS

7.1 Use of DGT chess clock is mandatory/ compulsory.

7.2 Players are obliged to wear their respective proper uniforms and school ID during play.

VIII. RECORDING OF MOVES

8.1 Each player is required to record his own moves and those of his opponent in the correct manner, move by move, as clearly and legibly as possible, in the algebraic notation on the scoresheet prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3 of the FIDE Laws.
8.2 Players using digital clocks with 30 seconds increment per move are required to record their moves throughout the game.
8.3 Player who arrives at the board thirty (30) minutes late and has not made a move shall be declared in default.

IX. THE BREAKS

9.1 Teams Awards

In the case of tie, the following tie breaks in descending order of priority shall be used:

9.1.1 Match Points

9.1.2 Direct encounter or ‘winner over the other.

9.1.3 By the best result of each board match starting on board 1 (one) then on board 2 (two) until the tie have been broken;

9.1.4 By Sonneborn-Berger System (FIDE S. B.): Sum of the scores of the opponent teams, each multiplied by the scores achieved against this opponent team.

9.2 Individual Awards -Determined by the highest score or points

For the player to qualify for the individual board award he/she must play **4 games** for the regular board and **3 games** for the alternate.

Tie Breaks as follows:

9.2.1 Direct Encounter (Result of the game of the tied player/s)

9.2.2 Percentage score- Points divided by number of games (played or unplayed).

9.2.3 More number of won games, forfeit counts.

9.2.4 Sonneborn-Berger System (S. B.). Sum of the scores of the opponent a player has defeated and half scores of the players he has drawn with.

9.2.5 By the ranking of their teams.

9.2.6 Awards Individuals (Men and Women)

BEST BOARD	MEN & WOMEN	MEN & WOMEN	MEN & WOMEN
1	GOLD	SILVER	BRONZE
2	GOLD	SILVER	BRONZE
3	GOLD	SILVER	BRONZE
4	GOLD	SILVER	BRONZE
5	GOLD	SILVER	BRONZE
MVP (Champion team)	GOLD	-	-
Best Coach	GOLD		
TOTAL MEDALS	**14**	**10**	**10**

FOR SUGGESTION: (only for the champion team)

9.2.7 MVP award – Highest points and score percentage, if tie board assignment.

9.2.8 Best Coach

X. PAIRING SCHEDULE / VENUE

(Please refer to the approved game schedule)

XI. TOURNAMENT OFFICIALS

11.1 Tournament Officials shall be composed of Tournament Director, Chief Arbiter and other assigned arbiters

11.2 Decision of the Chief Arbiter on a point of law is final and unappealable.

11.3 Only the team Captain/Coach or his authorized substitute is entitled to present claims or file protest on behalf of his team. Protest on a point of fact must be in writing. Duly signed by the coach and submitted to the Arbiter within 15 (fifteen) minutes after the conclusion of the round in question.

11.4 The team who files the protests is required to pay a fee of Php 10,000.00 to SNG Management Committee.

XII. SUPPLEMENTARY RULES

12.1 All mobile phones and other electronic **means of communication** (to include smartwatches, laptops, tablets, ipad etc.) are to be entrusted to their respective coaches. Players caught in possession of these shall lose their game by forfeiture. The FIDE and SCUAA Anti Cheating Guidelines shall be strictly observed / enforced.

12.2 The following situations shall be treated as illegal moves hence for the first offence, two (2) minutes extra time shall be added to the opponent and for the second completed illegal move by the same player, loss of the game by this player. (an illegal move is completed once the player pressed the clock);

12.2.1 Leaving and exposing one's own king under attack and or capturing the king;

12.2.2 Wrong movement of piece.

12.2.3 Pressing the clock without exchanging the pawn for piece after promotion;

12.2.4 Using two hands in making a move (promotion, castling, capture);

12.2.5 Pressing the clock first before making a move.

The following situations shall be treated as infringement hence for the first and second offense is oral warning; third offense is addition of 2 minutes to the claimant and for the fourth infringement by the same player shall be declared as loss of the game by this player.

12.2.6 Using unnecessary force in operating a chess clock (including hitting it with a piece)

12.2.7 Annoying or any kind of distraction.

12.2.8 Pressing the clock without re-establishing displaced pieces.

12.2.9 Using the two hands, one for moving the piece and the other in pressing the clock

12.2.10 Failure to record the moves according to **8.1.**

(The players shall take no action that will bring the game of chess into disrepute. Article 11.1).

12.3 After every round, the Team Captain / Coach of a team must submit to the Arbiter the results of the match and duly signed by them;

12.4 Draw if both clocks registered 00.00;

12.5 PENALTIES:

Players are expected to maintain proper decorum during the tournament. If a player does not observe the laws of chess, the statue and directives given by the Arbiters or does not behave properly whether inside or outside the tournament area, the penalties imposed shall be according to12.9 of the FIDE laws.

13. COLATILLA

All other matters not covered in these rules shall be decided by the SCUAA Chess Technical committee for the success and interest of the tournament.

Date : 2026/11/10 To 2026/11/12

PAIRINGS

Round 1 on 2026/11/10 at 0900

No.	SNo.	Team	Res.	Team	SNo.
1	2	TUP	-	MPC	7
2	3	NAAP	-	RTU	6
3	4	PUP	-	EARIST	5
4	1	PNU	0 -	Bye	

Round 2 on 2026/11/10 at 1300

No.	SNo.	Team	Res.	Team	SNo.
1	6	RTU	-	PUP	4
2	7	MPC	-	NAAP	3
3	1	PNU	-	TUP	2
4	5	EARIST	0 -	Bye	

Round 3 on 2026/11/11 at 0900

No.	SNo.	Team	Res.	Team	SNo.
1	3	NAAP	-	PNU	1
2	4	PUP	-	MPC	7
3	5	EARIST	-	RTU	6
4	2	TUP	0 -	Bye	

Round 4 on 2026/11/11 at 1300

No.	SNo.	Team	Res.	Team	SNo.
1	7	MPC	-	EARIST	5
2	1	PNU	-	PUP	4
3	2	TUP	-	NAAP	3
4	6	RTU	0 -	Bye	

Round 5 on 2026/11/11 at 1530

No.	SNo.	Team	Res.	Team	SNo.
1	4	PUP	-	TUP	2
2	5	EARIST	-	PNU	1
3	6	RTU	-	MPC	7
4	3	NAAP	0 -	Bye	

Round 6 on 2026/11/12 at 0900

No.	SNo.	Team	Res.	Team	SNo.
1	1	PNU	-	RTU	6
2	2	TUP	-	EARIST	5
3	3	NAAP	-	PUP	4
4	7	MPC	0 -	Bye	

Round 7 on 2026/11/12 at 1300

No.	SNo.	Team	Res.	Team	SNo.
1	5	EARIST	-	NAAP	3
2	6	RTU	-	TUP	2
3	7	MPC	-	PNU	1
4	4	PUP	0 -	Bye	

Prepared by: IA Ilann G. Perez
Chief Arbiter

Noted by: NA Antonio Cruz Jr.
Deputy Chief Arbiter

APPROVED BY:

_____
SCUAA TECHNICAL MANAGER

CONFORMITY BY COACHES:

_____
RTU

_____ _____ _____
EARIST **PNU** **NAAP**

_____ _____ _____
PUP **TUP** **MPC**