

# Tech Chess Team Rules

All team members of Tech Chess agree to abide by the rules in this document.

## Purpose

The Tech Chess Team provides players an opportunity to engage in structured competitive play. We play in friendly matches against one another as well as local leagues and international tournaments.

## Membership

To be considered a member of the Tech Chess Team, a player must:

- consistently demonstrate the highest standards of sportsmanship,
- be an MIT affiliate,
- confirm team membership at the beginning of each semester (exec emails form),
- attend at least 2 club events per semester,
- respond promptly to rsvp when team is playing in an event, and
- indicate membership with MIT Chess Club to ASA annually.

If a player wishes to join midway through the semester, the player should simply show up to a Wednesday hangout or send the officers an email.

## Ranking

Tech Chess generally maintains multiple teams: Open, U2000, U1600, U1200. Each team has five boards and unlimited reserve spots. Rankings are primarily determined by rating. Tryout quads are held at the beginning of each semester to introduce the players and kick-start the term.

To challenge a player for her spot, proceed as follows:

1. Send a challenge and cc the officer list. Follow up in 3 days if no response.
2. Agree on a meeting time. Typically, Wednesday hangouts work well.
3. Play either two G30 games or one G60 game (defending player gets black and draw odds). Alternative formats must be agreed upon in advance.
4. Send the game score and result to the officer list and cc both players. Objections to the stated result must be raised via email, with all parties cc'd.

A Player forfeits her spot on the team if:

- No response to challenge within 4 days of follow-up.
- No show to match without advance (24 hours+) reschedule request.



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