

## **SCA RULES FOR BUG HOUSE TOURNAMENT**

1. Bug house consist of two members on a team, one member plays black and the other white.
2. The oldest player on each team will play against each other.
3. A check mate on one board is a check mate on both boards. A draw on one board is a draw on both boards. A player may offer a draw and if it is accepted before the other player moves it is a draw. In order to claim a repetitive position a player has to count loud enough for both he and his partner to hear (If the position repeats 3 times a claim of a draw can be made). A winner of the match is the team that can win the best two of three games; if 3 draws or a team wins one and the other team wins 1 and 1 is a draw the match is considered a draw.
4. Pieces captured by one partner are passed to his or her partner and may be placed on the partner's board in place of making a move.
5. No pieces may be placed for making a check mate. Pawns may not be placed in either the 1<sup>st</sup> or 8<sup>th</sup> rank.
6. Pawns that are promoted and then are captured return to the status of pawns.
7. Both game clocks will be set to 5 minutes, if there is an illegal move the players must raise their hands and a tournament official will add 1 minute to the opponent's clock.
8. Moves are considered to be made when a player activates his opponent's clock. A flag fall on one clock is a flag fall for both teams.
9. Communication is allowed between players, but players cannot make moves for other players.
10. A pawn placed in the starting square for pawns can be moved one or two squares on the first move. A rook that is placed on the starting square for rooks cannot be used to castle.
11. Kings cannot be captured.