

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 1st or 8th 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.