

Tournament Rules & Information

This event will be conducted in accordance with the U.S. Chess Federation's Official Rules of Chess, 5th Edition, and Summary of USCF Rule Changes dated 1 January 2010. The rules listed below are not intended to supersede or modify the official USCF rules but, rather, to remind players of some of these rules and to define procedures related to this specific event. Any items not covered will be decided at the discretion of the Chief TD and Organizers.

Time Control: The time control for the rounds 1-4 is game in 45 minutes (G45). For rounds 5-6 the time control is game in 60 minutes (G60).

Housekeeping: Players need to bring their clocks, pen or pencil, notations pads (tournament booklet) and writing instrument to the playing area. No food or drinks will be allowed at the playing table. Water service will be available inside the playing hall but participants cannot bring water back to the playing table.

Sportsmanship: All players, coaches, and parents are expected to demonstrate appropriate behavior and reflect proper etiquette. Players should shake hands before and after each game. Unruly behavior or poor sportsmanship will not be tolerated.

Touch-Move Rule: The touch move rule will be strictly enforced. Accidental touches do not apply so please use good sportsmanship in this regard.

Interference: It is against the rules to interfere with any other games. Keep your hands, voice, eyes, and facial expressions to yourself. You may be penalized by the TD.

Tournament Directors: If a dispute arises in your game, stop the clock and raise your hand for a TD. When in doubt, pause your clock and raise your hand. Once you have agreed to the result of a game the result may not be able to be changed.

Clocks: The USCF rules specify three levels of preference for chess clocks: 1. Digital clocks with time delay are most preferred. 2. Analog clocks are next most preferred. 3. Digital clocks without time delay are least preferred. If both players have clocks, Black gets the choice of equipment provided he or she arrives on time and White does not have a clock which is more preferred. The Chief TD will specify, and announce, the placement of the clock – Black does not have a choice in this matter!

Time Delay: If you are using the most preferred clock, a digital that has a time delay feature, you must set the delay at 5 seconds per move.

Notation: Writing down your moves is required for players in the K-5 and higher sections. A scoresheet is highly recommended as it can help resolve disputes and claims. Notation sheets can be found in your tournament booklet. In the K-5 and higher sections, if notation is not being taken by a player unable to do so, 5 minutes will be deducted from their time.

Forfeit Wins: If your opponent fails to arrive at the scheduled time, if Black, start your opponent's clock. If White, start your clock and make your 1st move on the board, and then start Black's clock. If your opponent does not arrive before their flag falls you will win your game by forfeit.

Unrated Players: If a player does not have a rating in the January 1 rating supplement, but has at least 4 games that have been rated, that rating may be used for pairings and/or section determination purposes.

Tiebreak Order: Modified Median, Solkoff, Cumulative, Cumulative of Opposition, Head-to-head.