

# Tournament Rules (2024)

**NOTE:** "REG" indicates a rule only for regular time controls, such as 40/100. "SD" indicates a rule only for sudden death time controls, such as SD/30. Rules not marked "REG" or "SD" apply to all. More rules appear in the USCF rulebook and also apply. **Unless a specific penalty is otherwise specified, penalties for rules infractions are at the discretion of the Director.**

- 1. Leave the room** as soon as your game ends. Both players should sign each other's scoresheets with the result correctly marked on each notation sheet. **Team Captains:** please be sure the results are correctly marked for each board on the result cards and turn them into the Results Desk after all four boards have finished. Please go to skittles room if you wish to analyze, talk, whisper, play blitz, etc. **NO ANALYSIS IN TOURNAMENT ROOM, PLEASE** ("quiet" analysis is disturbing).
- 2. Start clock promptly** when round begins (after Director has finished with pre-game announcements). Set analog clocks to expire at 6:00 (4:20 if 40/100). Electronic clocks should be set for the specified delay **for the entire game.**
- 3. If you have no clock,** borrow one from another player or buy one from bookseller. If not possible, start without it; try to borrow as soon as you can, splitting elapsed time. Directors usually do not furnish sets or clocks.
- 4. You may not subtract time** from late opponent without setting up clock and set.
- 5. If opponent is an hour late,** as measured by the chess clock, you may claim a win by forfeit. Post a no-show win as 1F-0F, not 1-0.
- 6. If both players arrive late,** first to come should split elapsed time. If this is not done, times stand unless adjusted by Director.
- 7. REG:** To win on time, you must have no more than three move pairs omitted when opponent's flag falls. Do not fill in moves after that; this may void the claim. **The player's scoresheet** is used to prove the opponent did not make the time control, **not the clock's move counter.** Score need not be 100% accurate, just decipherable. **SD:** Score is not needed to win on time.
- 8. REG, SD: Players are allowed** to write their next move on the scoresheet before playing it on the board.
- 9. REG, SD: To claim a win on time,** stop clocks and state claim. If opponent does not concede, see Director. If claim is denied, 2 minutes will be added to opponent's remaining time.
- 10. REG, SD: To win on time,** you must have sufficient material to mate, moving for both sides. **EXCEPTIONS:** You cannot win on time with a lone Bishop, lone Knight, or two lone Knights (except for 2 N vs pawn ending), unless there is a forced win.
- 11. REG: If both flags are down,** the game continues into the next control. **SD:** If both flags are down, the game is drawn.
- 12. REG, SD: If either player has under five minutes** remaining, neither is required to keep score.
- 13. SD: If delay is not used** and you are on move with under 2 minutes left, you may pause the clocks and claim a draw by insufficient losing chances. This is much different than "book draw," requiring a position in which a Class C player has a 90% or more chance to at least draw a Master, with ample time for both. The ratings and clock times of the players are irrelevant. If your claim is denied, a minute may be deducted from your time, possibly causing you to forfeit. **REG, SD: TD** may adjudicate ridiculous positions.
- 14. SD: If your flag is down,** it is too late to claim insufficient losing chances.
- 15. SD: For a "losing chances" ruling,** Director may insert a delay clock, in which case claimant receives half his remaining time (maximum 1 minute), opponent all his time, and both get an extra 5 seconds per move (which is defined as sufficient to hold a position with insufficient losing chances). Note: no one may "claim" a delay clock- that is only one of the Director options for resolving "losing chances" claims.
- 16. In case of a problem, stop clock** and see TD. If Director feels clocks were stopped without good reason, a penalty is possible. If you don't see a TD in the tournament room, go to the Results Table in front of the Main Ballroom entrance.
- 17. During play, players may not leave the tournament area** (tournament room and adjacent bathrooms or foyers), or go to a different floor of the hotel, without the permission of a TD. The penalty is at the TD's discretion and can range from a warning to loss of the game.
- 18. Don't touch clock** when it's not your move, pick up clock unless defective, or bang clock. You may be penalized, at TD's discretion. Players must press clock with same hand that moves pieces. **REG, SD:** When castling, promoting or capturing, a player may use two hands.
- 19. If you make an illegal move** and press the clock, and opponent claims this before touching a piece, two minutes are added to opponent's time. Touch-move also applies.
- 20. REG, SD: Touch-move rule** is used. In castling, it is proper to touch the King first, but there is no penalty for touching the Rook first.

- 21. If 50 moves (no exceptions) by each side elapse** without a capture and without a pawn move, either player may claim a draw.
- 22. It must be your move to claim triple occurrence** of position. Don't move and press the clock, or it will be opponent's move and you cannot claim. State move, claim, and stop clocks. If opponent disagrees, see Director. If claim is denied, 2 minutes are added to opponent's remaining time. **SD:** In an unclear situation, TD may deny claim without penalty.
- 23. REG: To claim triple repetition or 50-move rule,** scoresheet need not be complete, but must be adequate to verify claim, and moves filled in after the claim don't count. **SD:** TD may also use observation.
- 24. Black has the choice of equipment providing** it is standard- otherwise, the Director will rule in favor of the equipment more commonly used, if in good condition. If Black is late and White has already set up, then White obtains this choice. Standard sets are the USCF Special, Player's Choice, Cavalier, or Lardy wood, or similar sets. The standard clock is an electric clock using the specified delay.
- 25. If you make the last move of the time control** having time, but your timer runs out when you hit the clock, opponent can claim a win. That's how the timer proves you didn't press the clock before your time ran out.
- 26. Scoresheets may not be removed** from the playing area during the game.
- 27. Clocks should not be set to halt or beep when time expires.** Clocks with incorrect delay or increment settings may be corrected by the TD. After each side has completed 10 moves, a game using a clock set without or with an incorrect delay will continue unless corrected by the TD.
- 28. It is improper to abandon a lost game** without resigning. Violators may be penalized at TD's discretion.
- 29. Music players or music playing headphones are not allowed.**
- 30. Players must use the scoresheets supplied by the tournament. Electronic scoresheets are not allowed.** Requests to use an electronic scoresheet for accessibility reasons must be submitted to the Organizer, along with medical documentation, prior to the event.
- 31. During play, players may not possess cellphones** or other devices capable of chess analysis or communication during play. Such devices may, if shut off, be stored in a bag near the player's table. They must not be opened or carried during play. If a player's cellphone rings in the tournament room while games are in progress, there is a penalty.
- 32. The penalty for cell phone or similar electronic device rules violations is:** A. The player loses the game. B. The player loses 30 minutes or 50% of remaining time, whichever is less. C. If no more than 5 moves have been played, the offender may receive a warning rather than a penalty. These penalties are at the Director's discretion. **However, a player who possesses or views a cellphone in a bathroom, or outside the playing hall, adjacent foyer or hallway automatically loses the game.** Other illegal devices besides cellphones in these areas also warrant this penalty, but TD can impose a lesser penalty if believing the player was unaware the device was illegal. Evidence of cheating may also result in forfeiture of the game and more severe penalties.
- 33. Players must cooperate with a search for electronic devices if requested by a Director.** Refusal to do so warrants forfeiture of the game and ejection from the tournament, with no refund.
- 34. The US Amateur Team tiebreak system** will be used to break ties among teams.

**Time Control: 40/100, then SD/30; d5**

**(40 moves in 100 minutes, then Sudden Death/30 minutes plus a 5-second delay each move)**

<b>Round</b>	<b>1</b>	<b>-</b>	<b>1:00 pm</b>	<b>Saturday</b>
<b>Round</b>	<b>2</b>	<b>-</b>	<b>7:30 pm</b>	<b>Saturday</b>
<b>Round</b>	<b>3</b>	<b>-</b>	<b>11:00 am</b>	<b>Sunday</b>
<b>Round</b>	<b>4</b>	<b>-</b>	<b>6:00 pm</b>	<b>Sunday</b>
<b>Round</b>	<b>5</b>	<b>-</b>	<b>9:00 am</b>	<b>Monday</b>
<b>Round</b>	<b>6</b>	<b>-</b>	<b>3:30 pm</b>	<b>Monday</b>