



Tournament Rules

(effective 12/7/2014)

1. As soon as your game ends register the result on the result sheet, then go to auditorium or your team room. Leave the playing room promptly.
2. The next round will start 10-15 minutes after the last game of the section is over.
3. **Note:** Time delay clocks should be set for a 5 second delay with the initial time set to the listed section time, e.g. 30 min plus a 5 sec delay for a Game 30 min section.
4. If you have no clock, borrow one from another player or buy one from store at the tournament. Tournament directors (TDs) have a limited number of clocks. If a game that is begun without a clock runs late, the TD may provide one to be used, giving 10 minutes to each player to finish the game.
5. If both players arrive late, first to come should split elapsed time when setting the clocks. If this is not done, times stand unless adjusted by TD.
6. **If the entrant is late by more than 10 minutes for the first round we will re-pair his/her partner, and the late-comer will get a half-point bye if unable to be re-paired.**
7. Half point byes for up to 2 rounds may be requested in advance for sections playing 4 rounds. During the tournament byes requested for 2 rounds will be a half point for the first and 0 for the second.
8. Any last round byes requested in Open 2 & 3 will be 0 point byes only.
9. If any participant is late by half or more of his/her allotted time in the later rounds, his/her result will be registered as a forfeit loss.
10. Accelerated pairing will be used if the number of entrants is greater than 32 if sections play 4 rounds or 16 if sections play 3 rounds.
11. Notation is required in all sections higher than U400. If a player does not notate 3 minutes will be deducted from his/her time.
12. If either player has less than 5 minutes remaining, neither is required to notate.
13. If your opponent runs out of time you, not the TD, must claim the win! To claim a win on time, you must stop the clock, call TD and state the claim.
14. If both flags are down, the game is drawn unless checkmate is on the board.
15. Players using electronic score-keeping devices, **e.g. Monroi**, must make the move on the board **before** recording it.
16. Players must press the button of the clock with the same hand used to move the piece.
17. If you make an illegal move and press the clock, 2 minutes will be added to your opponent's time when the TD is alerted. Touch-move rule also applies.
18. Clocks are chosen in the following order: 1) electronic clock with time delay 2) electronic clock without time delay 3) mechanical clock. Black has the choice of a clock if both clocks are in the same category. If Black is late (not just second) and White has already set up the clock, then White obtains the choice.
19. It is improper to abandon a lost game without resigning. TD may penalize any violation.
20. Color assignment priorities: 1) color totals (player with "fewer whites than blacks" gets white), 2) player with higher score (higher rating if the same score) gets due color, 3) no same color three straight, except inevitable situation in the last round.
21. **Important:** All electronic devices other than electronic clocks and score-keeping devices (e.g. the Monroi) are forbidden to be used in the tournament room. First innocuous offense gets a 10 minute penalty or half the remaining time, whichever is less. Second offense results in loss of game. If the game is finished the penalty applies to the next round.