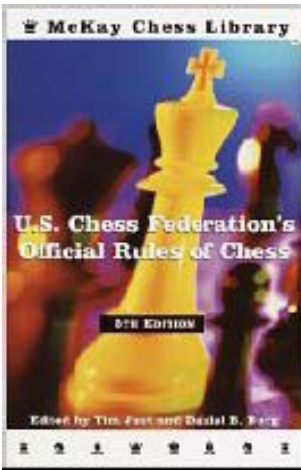


USCF Tournament Rules



At the NC Scholastic and Collegiate State Chess Championship tournaments and Chess Achieves tournaments, we follow the Official USCF rules of chess. The Official rules are contained in a book, and every USCF Certified Tournament Director must own a copy. Knowing and understanding the rules is critical for players, coaches, and parents also. If you would like your own copy of "The USCF's Official Rules of Chess, 5th edition" it is available for purchase online at Amazon.com.

To make it easier for the players, coaches, and parents to understand the rules, we have prepared our own shorter version of the most important rules for players to understand. A copy of our Tournament Rules is printed below. If you have additional questions, please ask one of the tournament directors at our tournaments.

NC Scholastic and Collegiate State Chess Championship tournaments shall be conducted in accordance with the rules of the United States Chess Federation. The following rules are included here to answer frequently asked questions and to remind players of useful information. They are not intended to supersede or modify anything in the USCF Rulebook. Penalties for rules violations are at the discretion of a TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament.

1. Tournament Directors (TD) – Tournament Directors will be on the tournament floor at all times to assist players in the event of any problem or question. To summon a director raise your hand, pause the chess clock and keep your hand in the air until a TD comes to assist you. Remember that a TD will generally not interfere with your game. It is up to you to make a claim. If you think that a TD has ruled incorrectly concerning your game, you should ask for another TD and make an appeal immediately.

2. Clocks and Time Controls – Analog clocks should be set to expire at 6:00. Example: setting both sides of the clock to 5:30 for rounds that are G30 or at 5:00 for rounds that are G60. The game must be either won or drawn before the flag falls at 6:00. If both flags have fallen the game is a draw, providing one of the players in the game claims the flag-fall before checkmate or stalemate is played and recognized. If a time delay clock is used, it must be set with the time delay in force from move one. When using the time delay feature, subtract 5 minutes from the time control, with a five second "delay", or "Bronstein." All players are encouraged to bring a clock to the tournament. The player with Black may choose which clock to use but preference is forced to a digital clock. A digital clock with time delay set is preferable to any other clock. If Black fails to bring a clock, Whites clock will be used. If neither player brings a clock, a TD may provide a clock during the game. Players may request exemption from clock use if they have a medically necessary reason. *Winning on time:* A player wins on time when his or her opponent flag falls, or if using a digital clock, when the clock reads zero or -1. However, the winning player must claim this victory before his own flag falls or he is checkmated. In the first case (both flags fell), the game is determined a draw. In the second case, checkmate overrules the fallen flag and the checkmate wins. Remember: A spectator or a T.D is not allowed to call the flag.

3. Reporting Results – Upon completion of the game, the players should raise their hands to summon a director. They should not disturb or change their board in any way before a TD has verified the result. After the result has been verified they should make their way to the scorer's table to mark their scores. It is the responsibility of both players, not just the winner, to mark the result of the game.

4. Touch Move – If you intentionally touch a piece when it is your turn to move, that piece must be moved if you can do so legally. If you intentionally touch an enemy piece when it is your turn to move, the enemy piece must be captured if you can do so legally. You must clearly say “adjust” before touching a piece if you want to adjust that piece on the board. You may do so only when it is your turn. You may not touch any pieces on the board when it is not your turn.

5. Illegal Moves – If it is discovered that one of either player’s last 10 moves was illegal, the position will be reinstated to what it was before the illegal move, and the game shall continue by applying the touch-move rule to the move replacing the illegal move. Clocks will not be reset. Two minutes will be added to the remaining time of the opponent of the player who made the illegal move. The player must call an illegal move. A TD will not do so, neither may parents, coaches, nor other spectators.

6. Check – Announcing check is not necessary. It is the responsibility of the opponent to notice the check. A player who does not notice the check may suffer serious consequences (see the touch move rule).

7. Notation - Recording of chess notation is required for all USCF sections K-5 and up. Although strongly encouraged, the recording of chess notation is not required in for other boards in K-3 and under. However, those not keeping score give up the right to claim draws requiring the corroboration of a score sheet. All players at any level may stop taking notation if either players time runs under 5 minutes.

8. Handheld Chess Recording Device

Player’s Responsibilities:

- I. Register the Device in the tournament room prior to using it. (Monrio, eNotate, DGT only)
- II. Set Device to the Record Mode and verify setting with a TD.
- III. Show it to an opponent, parent, and/or coach and explain its usage to that player each round.
- IV. Device will remain on the table during the entire game.
- V. Make the move on the board before recording the move on the Device.
- VI. When not recording moves the player should keep hands off the Device.
- VII. Opponent requests to correct score sheet, set the mode to algebraic and turn the device around.
- VIII. The player may request a TD to provide security for the Device when the player leaves the room.

9. Time Forfeits – Only a player may claim a time forfeit. If both players times have expired, the game will be declared a draw. No parent, coach, spectator, or TD may make such a claim or bring the fall of a flag to the attention of the players.

10. Sections - TD reserves the right, in its sole discretion, to combine sections if there are not sufficient number of participants on the day of the Tournament. However, trophies and medals shall be awarded to the participants as if they had played in the section that they originally signed up for.

11. Late Arrivals – A player who is more than 30 minutes late for any round loses the game by forfeit and will not be paired for the next round unless reinstated by the Chief TD. To have as many games played as possible a TD will try to repair players on the floor in round one. White’s clock should be started as soon as a TD announces that the round has begun. Black’s clock may not be started before White has made a move. If a clock is not available at the start of a round, any elapsed time before one becomes available will be split between players. If both players are late for the start of a round, the first to arrive must split the elapsed time before starting the clock.

12. Draws – If you want to offer a draw to your opponent, you should do so after you make a move but before you start your opponent’s clock. Your opponent may decline the draw by saying so or by moving a piece. A draw offer is valid until it is turned down by the opponent. If both players agree to a draw, then the game is over regardless of previous checkmate, stalemate or illegal positions. A reasonably complete and accurate score sheet is required to claim a draw by triple occurrence of position or the 50-move rule. If such a claim is found to be incorrect, two minutes will be added to the opponent’s remaining time.

13. Pairings –Pairing software will be used for this tournament. Players will generally be paired with other players who have the same score each round. Players should not be assigned the same color three times in a row unless there is no other way to pair the score group or unless necessary to equalize colors. Every reasonable effort will be made to avoid pairing together players from the same school. One exception is the last round when all players in the top group are from the same school. In this case, they may be paired together. If you believe there is a pairing error, report it to a TD immediately! Once the round starts, it will probably be too late to make any changes. Parents and

coaches should check the correctness of the cross table posting (including the team cross table) every round.

14. Conduct of Players – Please try to keep as quiet as possible on the tournament floor so that you do not disturb other players. You may not speak to anyone while your game is in progress unless a TD has agreed to be present. If there is a problem of any kind during your game, do not discuss or argue with your opponent, call a TD immediately. If you wait until after your game is over the result probably cannot be changed even if your claim was correct. Be careful what you sign; once you have marked your score and agreed to the result on it, it cannot be adjudicated later on. You may not consult notes, chess books, computers, or other materials during the game. You may not bring soda or snacks into the tournament hall at any time. If you need to go to the bathroom while your game is in progress, you must use the bathrooms designated for tournament players. You do not need to ask permission from a TD for this. You may not leave the tournament room during your game. Exceptions can be made only if you have permission and are accompanied by a TD.

15. Half-Point Byes – Half-point byes will be available for the any round except the last round, if requested with an advance entry. 0-point byes shall be available for all rounds. The Chief TD shall have the ability to grant a half point bye for any round on unusual circumstances, except the last round.

16. Playing Area -- Only players with games in progress and designated tournament officials are allowed in the playing hall during games. Coaches, parents and other advisors may assist players, if necessary, in finding their boards, but they must leave the playing area when the games begin, or at the discretion of a TD. In some schools parents are allowed to watch games from a viewing area typically bleachers or chairs in the playing area.

17. Interference – No interference in any game by spectators, other players, coaches or parents will be tolerated. Penalties include expulsion from the tournament. Only the player involved should point out irregularities to a TD. This should be done by raising your hand to summon a TD.

18. Team – This is a team and individual event. A team may have as many players as desired, but only the top four scores count for team results and tie breaks. A team must have at least two players in a section to be eligible for team awards in that section. A team in general can only consist of members that attend that school as their primary school of attendance. Schools that meet for one day and are supplementary to their principal school of attendance can not constitute a team. Example the Raleigh Chess Academy could not form a team. There are two exceptions to the above guidelines: 1) Home schooled students who participate in a home school organization for social and other educational purposes can be on a team if living in the same zip code. 2) Schools that are feeder schools in to other schools can have students be members on the team in which they will someday attend. An example might be Wake Tech North and Wake Tech South but not a Middle School that would eventually be part of a High School. Parents and coaches should check for correctness of team membership based on the posted team results. Call if you need any clarity on this issue.

19. Tiebreaks – Individual ties for trophies will be broken by Modified Median, Solkoff, Cumulative, Cumulative of Opposition, and then a coin toss, in that order. Team ties will be broken by Game/Match Points, US Amateur Team System, and then a coin toss, in that order.

20. Rules Not Covered Above- The Official Rules of Chess, 5th edition, shall be used to resolve any situation not covered by these rules.