

# TOURNAMENT RULES

1. Players should leave the room as soon as their games finish. Game analysis, talking or playing should be done in a different room so as to not disturb other games in progress.
2. Players are responsible for supplying equipment, including sets and clocks. Players should know how to set their clocks. If neither player has equipment you will need to borrow from someone.
3. If your opponent does not show up for your game, you can claim a forfeit win after their time has expired. If both players arrive late, the first player who arrives should split the elapsed time and subtract it from both players' starting times.
4. Winning on time: To claim a win on time, stop the clocks and state the claim. To win on time you must have sufficient mating material. If both flags are down, then the game is drawn.
5. Score sheets: All players are required to keep score of the game, including all moves by both players. If one player has under five minutes remaining, then either player may stop recording the moves.
6. Clocks: Do not touch the clock when it is not your move. Players must press the clock with the same hand they use to move a piece. If you make an illegal move and press the clock your opponent can claim touch move and two minutes are added to their time. Clocks should not be set to halt or beep when time expires.
7. Touch Move: If you touch a piece, you must move it, if there is a legal way to do so. Once you release the piece your move is determined. Accidental knocking over of a piece does not count as touch move. To fix a fallen or misplaced piece, say "I adjust" or "j'adoube" before touching the piece. It is proper to adjust piece only during your turn.
8. 50 Move Rule: If 50 moves elapse without a capture or a pawn move, either side may claim a draw. Score sheets must be adequately completed to verify this claim.
9. It must be your move to claim triple occurrence of a position. Do not move and press the clock as then it will be the opponent's move and you cannot claim. State move, claim and stop the clocks. Score sheets must be adequately completed to verify this claim. See TD if necessary.
10. Black has the choice of equipment providing that it is standard and in good condition. If Black is late and White has already set up, then White retains their choice. Standard clock is a time-delay clock using the delay feature.
11. If you plan to drop out, notify the director as soon as possible.
12. It is improper to abandon a lost game without resigning. It is illegal to throw a game or agree to split a prize.
13. Electronic score sheets must always be visible to the opponent.
14. Players may not use cel phones or other electronic devices capable of analysis during play. Phones should be turned off and stored. If your phone rings in the tournament hall during play, you lose 10 minutes of your time or half your time, whichever is less. For a second offense in the same tournament, you forfeit the game. If it happens after your game is over, the penalty is applied to the next round. A player who possesses or views a cel phone in a bathroom, in the tournament area, or outside the tournament room loses the game.
15. All players, regardless of who won/lost must promptly post their results on the pairing sheet.
16. COVID Protocols: All players and family members must wear masks at all times while indoors, including in the playing and waiting areas. Only one accompanying adult is permitted per player. Number of persons in any room may also be restricted.
17. For any problems or questions, stop the clock and see a TD.