

Morgantown Chess Club (MCC) TOURNAMENT RULES

(Adapted from CAJUN CHESS). Mar. 16, 2011

First and foremost, *HAVE FUN!*

House Rules & gentle reminder of the USCF Rules of Chess

- ALL PHONES AND PAGERS MUST BE TURNED OFF IN TOURNAMENT HALL**
- NO SMOKING anywhere inside the Church.**
- NO FOOD or DRINK in the “Back Room”, It’s OK in the tournament and Kitchen areas**
- Do not consult MCC Library books during your game!** This is grounds for awarding a forfeit win to your opponent.
- The **Official Rules of Chess**, 5th edition and Addendum, will govern the tournament. Reminders and references to these rules, are noted below (items may not be exact quotes).
- USCF membership is REQUIRED** to play in USCF-rated events. Entry fees are generally non-refundable.
- USCF 20A:** All players are to conduct themselves in an orderly fashion, and to compete in a spirit of **good sportsmanship**; any player who does not may be asked to leave.
- USCF 28U:** Players may request a non-pairing against each other (family members, coach vs. student, etc). TD will try to honor but cannot guarantee a non-pairing request.
- USCF 16I:** Start clock promptly when round begins. Set Analog clock to expire at 6:00. Digital time-delay clock should be set for 5-second delay for entire game. Usual time control for most MCC tournaments is G/75 with 5 second delay unless otherwise stated.
- In order to receive a bye** for any round, please notify TD before round three and before the pairings are posted for round three.
- If you withdraw** from the tournament or if you do not want to play next round, notify the director as soon as possible. Any players who do not withdraw properly may NOT be paired for future rounds and may be barred from future tournaments. **USCF 32C1:** Players who fail to complete the tournament are not eligible for prizes. (does not necessarily apply to last round byes properly requested and granted by TD).
- USCF 5I:** A player wishes to make a claim of any sort or see the TD for any **legitimate** reason, may stop both sides of the clock, and summon the tournament director (TD). When in doubt, ask the TD. If you let the clock run and your flag falls, you lose on time.
- The tournament director may enforce rules** and penalties by: 1. warnings to players. 2. Add time to the opponent’s clock. 3. Assess a more severe penalty to players who repeatedly do not follow the rules of chess.
- USCF 15G:** Carbonless scoresheets are provided and a copy must be submitted by the players. Scoresheets are the property of MCC.
- USCF 15H:** Both players are responsible for reporting the results of the game on the wall chart (pairing sheet). Failure to report your result may lead to a double forfeit.
- USCF variation 11H1.** (observed in MCC tournaments unless otherwise announced): TD will refrain from correcting all illegal moves noticed. Opponent of player making the illegal move should stop the clock and call the TD to report the illegal move before ten more moves are made.
- USCF 20B.** During play, players are forbidden to make use of handwritten, printed, or otherwise recorded matter. No talking, or analysis in tournament hall.
- USCF 20D:** While your game is in progress it is prohibited to: use an additional chessboard or computer; **20E** solicit or use advice or **20G** distract or annoy the opponent.
- USCF 15A:** Both players are required to write down the moves of the game--both your own and your opponent’s--as each move is made. **USCF 13I:** Players who do not keep score may be penalized.

20. **USCF 15A.** (Variation I). Paper scoresheet variation. The player using a paper scoresheet may first make the move, then write it on the scoresheet, or vice versa.
21. **USCF 20C :** TD may penalize a player that is in violation of 20C. “Use of notes prohibited” if the player is first writing the move and repeatedly altering that move on their scoresheet before completing a move on the board.
22. **USCF 15C:** If either player has less than 5 minutes remaining, neither player is required to keep score. However, failure to keep score may result in losing the right to claim a draw by three-fold repetition or 50-move rule.
23. **USCF 15A1:** Inexperienced players may be excused from writing down the moves (with time adjustment, per TD discretion).
24. **TD will not show pairings OR** registrations to anyone before they are officially posted in the tournament hall.
25. **If you do not have a clock,** borrow one from another player. If this is not possible, start without it; borrow one as soon as you can, splitting the elapsed time. Directors may not furnish equipment, but MCC has some clocks.
26. **USCF 16C1:** Both opponents must hit the clock with same hand that moves pieces, if not you may be penalized and time may be added to opponent’s time (at Directors discretion).
27. **USCF 42D:** If both players have clocks, digital time-delay clocks with the time delay in effect take precedence, regardless of whether the player has White or Black. If each player wishes to use a different clock of the same type, Black has the choice.
28. **See the TD if your opponent is late.** If opponent is late you must wait a time period equal to the time control of the game up to 60 minutes as measured by your clock, you may then claim a win on time. .
29. **USCF 16K:** If both players arrive late, the first player to set up the equipment should split the elapsed time and then start his opponent’s clock.
30. **USCF 20H1:** Any player absent from the playing room or board for more than fifteen minutes without permission from the TD may have his or her game forfeited due to unsportsmanlike conduct (at TD’s discretion).
31. **USCF 10B.** If you touch a piece, you must move it. If you touch an opponent’s piece, you must take it.
32. **USCF 13C:** Whichever player’s flag fall first loses the game on time. To claim a win on time, stop both clocks--your flag must still be standing and you must have mating material.
33. **USCF 14G:** If both flags are down, the game is drawn.
34. **USCF 14B1:** Proper timing of draw offer. A proposal of draw offer should be made after move and before punching clock. (Make the offer of draw while your clock is running). The opponent may accept or reject it. Any opponent who makes an improper draw offer may be penalized.
35. **USCF 14C2:** In order to claim a draw by threefold repetition, the claimant must present a score sheet demonstrating that the same position: A) is about to occur or B) has occurred, with the same player to move. It must be your move to make such a claim; if you make a move and stop your clock, the claim will be ruled invalid.
36. **USCF 14H1:** No claim of “insufficient losing chances” may be made if a time-delay clock is already in use. If you are already using a time-delay clock and you want a draw, you must **USCF 14B:** have agreement, claim under the threefold-repetition rule or the 50-move rule.
37. **USCF 9D:** Pawn promotion. It is improper to punch your clock while the pawn is still on the board. As soon as the new piece is placed on board punch your clock. Improper punching of clock may be penalized (at Director’s discretion).
38. **USCF 11A:** If you make an illegal move and punch the clock, two minutes may be added to opponent’s time. The player must also move the piece that he touched, if legal. If someone makes an illegal move during the game, the position may be put back to what it was before the illegal move, if it can be shown that less than ten moves have gone by since the illegal move was made.