

CALCHESS STATE SCHOLASTIC CHAMPIONSHIP REGULATIONS

(updated 10/28/2019)

CalChess Scholastic Championship tournaments will be run according to the latest edition of USCF Rulebook, and any official rulebook changes issued by the USCF, along with the modifications codified for our specific CalChess scholastic competition (see below).

SECTION I: INTRODUCTION:

1.01: The Championships should be held, whenever possible, the first weekend of April or as close to said date as possible. The organizer should attempt to not hold the event at the same time as any USCF National Scholastic Championship events.

1.02: CalChess shall accept bids for future tournament, which will then be reviewed by the CalChess Board of Directors. The Board will vote to select the best bid. If no bids are received, or none are acceptable to the Board, the process may be reopened, or CalChess may choose to organize the event themselves.

1.03: The Championships shall have a K-12 Championship (High School), K-8 Championship (Junior High School), K-6 Championship (Elementary School), K-3 Championship (Primary School) and Kindergarten Section. At least one section should be available in each of these divisions for players whose ratings may not merit competition in the Championship divisions with the exception of the Kindergarten section.

1.04: The Tournament Director (TD) may combine sections where there are only a few players registered in the section.

SECTION II: GENERAL REGULATIONS

2.01: The United States Chess Federation's Rule Book (and updates) establishes the base regulations for this tournament. All participants, regardless of age, are expected to know, understand and play by those rules as well as these CalChess regulations. This is a State Championship event, a serious competition and players are expected to know the rules.

2.02: The USCF Rulebook is available for purchase at several locations online and is even available digitally. CalChess has supplemented and clarified those rules with the following directives which are posted on the CalChess website.

2.03: A copy of these regulations, the USCF Rule book and its updates will be available for temporary viewing (if necessary) at the tournament site from the Chief Tournament Director (TD). That copy is to remain in the custody of the tournament staff and it NOT to be removed.

2.04 Announcements will be made at the start of each round. These notices are extremely important! Failure to attend and listen to these announcements may severely affect the success of players in the event. It is the player, coach and parent's responsibility to be present and quiet during these announcements. Any lack of attention or presence during these announcements will not relieve a player, parent, coach or spectator of the responsibility to conform to those pronouncements. Players, parents, coaches or spectators who are not attentive, are disruptive or causing a distraction during announcements may be permanently expelled from the tournament.

SECTION III: REGISTRATION

3.01: Before the tournament starts, players, along with their parents and coaches have the responsibility to check the pre-registration list on the tournament web site AND the lists posted at the tournament location before the first round begins for any discrepancies. Failure to alert staff of errors, or missing information, may affect the ability of the staff to make timely corrections, if at all.

3.02 Late registrations online or onsite may be denied entry if there is not enough space.

3.03 Players registering the day of the event may not be paired for the first round and possibly ineligible to receive a half-point bye point for the first round. It is highly encouraged to register in advance!

3.04 Requests for substitutions or section changes should be made up to the day before the tournament starts. Changes made after that may be subject to a late fee equal to the early registration fee being levied, with the exception of errors made by the organizing or TD staff.

3.05 No section changes may be made for players after the announced check-in time, except for errors made by the organizing and/or TD staff.

3.06 Team / Club roster changes must be completed prior to the start of the 3rd round. Any delay in receiving changes in a timely manner affect the ability to alter pairings.

3.07 Half-point byes will be available for any round, if requested with an advanced entry, and for no more than two rounds. Zero point byes shall be available for all rounds. No half-point byes will be available for the last round. After the tournament starts, all bye requests are irrevocable.

3.08 If a player must withdraw from the tournament because of an emergency or illness, notify the tournament staff as soon as possible.

3.09 Players, parents and coaches should ensure that all necessary fees are paid in full prior to the start of the tournament. This includes entry fees, late fees, USCF membership fees and CalChess membership fees. Staff may intervene in a player's game, or withhold the pairing of a player, to secure collection of any fees due.

SECTION IV: PAIRINGS

4.01: This not an elimination tournament. The tournament will be run following Swiss pairing rules calculated by commercial pairing software. If you lose your game you will still be processed for a pairing in the next round.

4.02 When available, pairings will be posted online prior to physically posting onsite. Players, parents and coaches are advised to make use online pairings/standing to more easily find their assigned color and board number.

4.03: Accelerated Pairings may be used in any section if any conditions in USCF rule 28R are identified.

4.04 Late arrivals, for any round, will forfeit 30 minutes from the announced round start time or 15 minutes from the actual start time, whichever is later. It is very important for players to arrive in enough time to check their pairings and find their board assignments. Absent players may be replaced any time after the round starts.

4.05: Before a round starts, any questions about the tournament including pairings, placement, seeding, location, etc should be immediately directed to a TD, preferably the Chief TD. The appropriate TD will return with an answer and if need be, a resolution to the question at a designated area outside the computer TD area.

4.06 Byes/"See TD" If there are an odd number of players in a section, one player may be unpaired for the round. The player will be noted on the pairing sheet with note like "See TD", or "Please Wait". Players receiving that pairing **MUST** report to the seats designating for them, usually next to the computer TD's, .and must also check in with the Computer TD. The Computer TD may assign this player to a game if an opponent becomes available (because of no-shows, pairing errors, etc). Players who do not report in, will be assumed absent from the tournament, will receive an irrevocable zero point bye and will not be paired in the next round(s).

4.07 Changing of pairings once posted may be necessary if errors are detected and alerted to tournament staff in a timely manner. If an error is verified, the corresponding section may change pairings. Pairings may be modified by:

- a) making no change
- b) switching two players if a single result was reported incorrectly
- c) laddering players up/down
- d) repair score groups
- e) repairing the entire section
- f) other methods as necessary

The pairing modification method chosen is determined by several circumstances (including but not limited to):

- a) the number of players involved
- b) the severity of the error
- c) the numbers of rounds remaining in the event
- d) the disruption or delay caused by re-pairings

Repairing a section may also result in team/club members playing against each other.

4.08 Team pairing restrictions, see Team Rules.

SECTION V: SCORING / RESULTS

5.01 Immediately upon completion of the game, the players should carefully complete and sign the results slip at their board, without disturbing the position, and hold the reporting sheet up in the air until a TD comes to get it. Players should not sign the results slip until the correct result has been recorded! Both players must remain at their board until a TD takes the results slip. Only after the TD has done so should both players set up the pieces and both players bring the result slip to the scorer's table.

5.02: If a player announces checkmate/stalemate and the opponent agrees, the game is over when the results slips are signed. The decision reached by the players is final and cannot be changed (even if a Tournament Director, spectator, or another player notices that the position was not actually a checkmate or stalemate).

5.03: After each round is completed, TD's will post updated individual and team standings showing the results of each round. Players, coaches, and parents should check these charts for accuracy

5.04: Throughout the event, it is the sole responsibility of the parents, coaches and players to confirm individual results, cumulative scores, team assignments, team scores, grade level and section designations are correct. Please immediately correct any errors with the tournament staff. In case of suspected errors, provide as much documentation/verification as possible (score sheets, opposing players, witnesses, etc.) Any delay in alerting the staff to errors, restricts the ability of the staff to make corrections. It almost certainly will not be possible to correct inaccuracies that are reported more than one round late.

SECTION VI: CONDUCT

6.01: Before the start of a round, parents and coaches may assist players, if necessary, in finding their boards but they must immediately leave the playing area when requested. During this time, parents and coaches must not in any way obstruct the staff, refrain from unnecessarily delaying the start of a round, and must always follow the directions of the tournament staff. Refusal by any parent, coach or spectator will be subject to immediate expulsion from the tournament site for the duration of the event.

6.02 During announcements any players, parents, coaches or spectators who are not attentive, are disruptive or are causing a distraction may be immediately and permanently expelled from the tournament.

6.03: Designated coaches may be allowed an additional 5 minutes in the room to specifically to ensure their players are ready to play. These coaches must have been approved and registered with the Chief TD prior to the start of the tournament. They also need to then check in with the floor staff of the sections where they have players, before they will be allowed the additional 5 minutes.

6.04: The organizer may restrict access to any or all sections of the tournament.

6.05 The tournament organizer may assign or allow a photographer who can take pictures during the event if they are silent and unobtrusive. This request must be approved by the Chief TD. Photography using cameras with flash or audible shutters is restricted to the first five minutes of each round.

6.06: Players whose opponent is absent should remain in their seats. Their opponent may be running late or the Tournament Director may assign a different opponent. At the appropriate time the TD will notify all players whose opponent did not show up to claim a forfeit win.

6.07 Players may leave the tournament area briefly (for restroom, etc.) without asking permission from a TD, but they must inform their opponent they are doing so. During their absence, the opponent may make his or her move and start the clock. A player may NOT discuss or analyze their game, nor consult any written material, notes, coach, parents, or teammates while away from the board.

6.08: Only players with games in progress, and designated tournament officials are allowed in the playing area during games. Players who have completed games are not allowed back into the playing area and are now considered spectators.

6.09 Absolutely NO interference in any individual's game from a player, parent, coach or spectator for ANY reason. This includes communicating any possible moves, rules or judgement of a game in progress. Even making faces, gestures, or anything to convey in any visible way your opinion of a game in progress is not allowed. If the interference is deemed to have a possible material effect on the outcome of the game, the offender should expect to be penalized with a loss of game.

6.10 No disruption of the tournament either inside or outside of the playing rooms.

6.11: Tournament Directors (TDs) will be on the tournament floor at all times to assist players in the event of any problem or question. To summon a director, the player must raise their hand and keep it in the air until a TD comes to assist them. A TD will generally not interfere in games (e.g. call illegal moves, touch move, repetition, etc.), as it is up to the player to make a claim.

6.12: During a game, spectators, including parents and coaches, have no right to make claims of any kind on behalf of players. If any problem arises during play, a player of ANY age should understand that he or she should promptly stop both clocks and summon a director. Failure to bring any issue, irregularity or problem to the attention of a TD during a game constitutes acceptance of outcome of the game notwithstanding the problem.

6.13: Claims about positions or situations no longer in existence on the board normally cannot be considered. Any claims made after a game is finished are over and are generally denied.

6.14. A player has the right to appeal any decision by a TD to the Chief TD. If this occurs during a game, the player should immediately stop both clocks and request to be heard by the Chief TD.

6.15 Players should not be absent from the tournament area for more than 15 minutes without the permission of the TD. The penalty is at the TD's discretion and can range from a warning to loss of the game.

6.16 Except for a medical emergency, a player whose game is in progress shall not have contact with anyone without first getting permission from a Tournament Director. Players and spectators have a heightened sensitivity towards any behavior that has an appearance of cheating. A good practice is for players to treat friends and teammates as strangers—avoiding any interaction while their games are in progress. Having a nearly silent playing hall minimizes distractions.

6.17 Players who need to leave the playing room during play for an extended period (more than 10 minutes) will inform one of the TDs in their Section before leaving the playing area. Players gone from the playing area for an unusual period of time should expect to be questioned by the Tournament Staff when they return to the board

6.18 Players may not engage in annoying behaviors designed to distract their opponents, such as tapping their pencils or making noises. Badgering one's opponent with comments such as "Hurry Up" or "Move" is not allowed. Repeated draw offers can also be distracting. Asking an opponent to resign or give up is unsportsmanlike. Any player who feels their opponent is badgering, distracting or acting in an unsportsmanlike manner should pause their clock and raise their hand to bring the behavior to the attention of a tournament director. Penalties for annoying or distracting behavior are at the discretion of the Chief TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament

SECTION VII: CLOCKS

7.01: Players should bring chess clocks if they have them and is highly encouraged. If either player comes to the game with a clock, the game must be played using the clock. Every player should be prepared to have to use a chess clock. If a player is unfamiliar with the use of a clock they should ask any questions about the operation of the clock prior to its use.

7.02: Standard Chess Clocks must be sole function timing devices. Phones, tablets or other electronic devices with a timing app are NOT allowed.

7.03 Clocks will NOT be loaned out by the tournament staff. If both players do not have a clock, you may start the game with out one. A clock may be added by the tournament staff later if the game is not progressing in a timely manner.

7.04 Players are responsible for knowing how to set their own clocks. Players should be prepared to explain the clock's operation to the opponent before the start of the game.

7.05 Tournament staff are not expected to know how to set every make and model of clock for players.

7.06 Both players are responsible for checking that the clock to be used in their game is set correctly. *The longer an incorrectly set clock remains in use without fixing, the harder it is to fix the problem (if at all).*

7.07 The tournament staff may also add, adjust or replace a clock in any game, if it appears the game may delay the tournament schedule. The remaining time will be split evenly if adding a clock, or proportionally if replacing a clock. This could potentially put both players in immediate time pressure (for instance, 5 minutes each for the rest of the game). Therefore, having a clock available from the beginning of the game is highly recommended to avoid this situation!

7.08 Do NOT touch the clock when it's not your move, pick up clock unless defective, or bang clocks. You may be penalized, at TD's discretion. Players must press clock with same hand that moves pieces.

SECTION VIII: NOTATION / ELECTRONIC RECORDING DEVICES

8.01 Recording of chess notation is required in the K-5, K-6, K-8 and K-12 Championship Sections.

8.02 Although strongly encouraged, the recording of chess notation is not required in the non-championship sections. However, players not keeping score give up the right to make any claim necessitating a scoresheet and will lack its' availability to support other claims.

8.03 Scoresheets will be available and may also be printed in the tournament program booklet.

8.04 Any individual, who because of religious conviction or medical reasons, cannot record or use a clock at the tournament has the right to have a designated individual record the moves and punch the clock. However, a request for this exception must be submitted in writing at least two weeks prior to the tournament in order for the player or organizer to find a qualified person to notate and work the clock.

8.05. Electronic Recording Devices (ERD). USCF provides a list of approved devices. A player wishing to use one of these devices **MUST** check with the Chief TD prior to using it. The Chief TD may restrict the use of some devices, or prohibit their use to specific individuals. Just because a device is USCF approved does not necessarily mean it is allowed for use in the tournament.

8.06 While a player's game is in progress, all electronic devices in his/her possession **MUST** be turned off at all times. This includes music-playing devices and electronic noise-cancelling headphones/ear-buds. The only exceptions to this rule are chess clocks, approved electronic scorekeeping devices, necessary medical devices, and any other device approved by the Chief TD. Penalties for using or possessing any electronic device that has not been turned off may include game forfeiture and/or expulsion from the tournament.

8.07 A player who possesses or views a cellphone in a bathroom, or outside the tournament area, loses the game.

8.08 If requested by the Chief Tournament Director, a player must submit to a search for electronic devices. Refusal to cooperate with a search request justifies forfeiture of game and ejection from the tournament. Cellphone detecting wands may be used to check players entering, exiting or inside bathrooms or anywhere else in or near the tournament area.

SECTION IV: ELIGIBILITY REQUIREMENTS

9.01 Individual and team titles may be won only by Northern California residents. Any scholastic player or team can win the place trophies.

9.02 All players must be current U.S. Chess Federation members, as well as members of CalChess.

9.03 Age requirements: the following ages are as of January 1 of the year of competition:

CalChess States:	CalChess Grade Level:
Kindergarten: Under age 7	Kindergarten: under age 7
K-3: Under age 10	1st Grade: Under age 8
K-5: Under age 12	2nd Grade: Under age 9
Elementary: Under age 13	3rd Grade: Under age 10
Junior High School: K-8: Under age 15	4th Grade: Under age 11
K-9: Under age 16	5th Grade: Under age 12
High School: K-12: Under age 19	6th Grade: Under age 13
	7th Grade: Under age 14
	8th Grade: Under age 15
	9th Grade: Under age 16
	10th Grade: Under age 17
	11th Grade: Under age 18
	12th Grade: Under age 19

SECTION X: TEAM REQUIREMENTS FOR SCHOLASTIC EVENTS

10.01: Scholastic Championship events are principally an individual competition; the tournament organizer must offer School Team awards and may offer additional Club Teams awards as well. If Club Teams are offered a player may represent both a School Team and a Club Team. The standings, scores and awards will be separate between the School Teams and the Club Teams. The number and size of the awards may also be different.

10.02: Each school or club may enter only one team per section.

10.03: To play as a School Team, all players must be enrolled as full-time students at the school they are representing. No combined schools are allowed.

10.03a: A school is defined as having **one name**, under **one principal, director or equivalent**, in **one building** or **connected adjacent buildings**, on **one campus**, or under **one charter**.

10.03b: **Example 1:** A school district (K-12) may be incorporated under one name, in one school, with one principal. Its K-6 students may play for that school's elementary, Junior High/Middle School and high school teams, while its grades 7-9 students may play for its Junior High/Middle School and high school teams.

10.03c: **Example 2:** A school district may house certain grade levels (K-6, 7-9, etc.) in separate schools with different principals. Its students may represent only the grade level/s covered by their particular school.

10.04: Home schooled players can play as members of a school team if:

10.04a: A player that is home schooled can join a chess team within their local public school district, AND

10.04b: A home schooled student can join any private school chess team that is in the same school district that they live in, AND

10.04c: Evidence is presented to the tournament Chief TD that the player meets all these conditions and is accepted by the Chief TD. The player must provide all the information no later than thirty days prior to the start of the tournament such that the Chief TD can reasonably verify all information

10.05: When Club Teams are offered, to play as a Club Team, all players must attend at least six regularly scheduled club sponsored events with a particular scholastic chess program over a period of at least three months immediately preceding the tournament and must be verified by the program's president or designated official. Club members cannot count more than two attendances for any seven consecutive days for purposes of this regulation. The scholastic chess program's president or designated official is responsible for assuring that all of his or her players are properly registered and eligible to participate as members of his or her club.

10.06: A team (School or Club) must contain a minimum of two eligible players to compete for team awards. Each player must complete at least one game.

10.07: Team size is unlimited in each section, but only top 3 player's scores count in the Grade Level Championships and top 4 player's scores count in the State Championships.

10.08: Pairing players from the same team will be avoided in accordance to USCF Rule 28N1 (Plus-two method) whenever possible. However, a player may still have to play another member of their team prior to the last round, if their score group is covered under this rule, even if it affects team standings. Team pairing restrictions for all Club Teams will be removed after the second round in all sections, or anytime a Club Team consists of at least 1/3 of the entire section.

10.09: Coaches and parents are responsible for assuring that all of their individual players are properly registered and eligible as members of a team.

10.10. No additions or corrections to team rosters can be made after the second round, for ANY reason, even tournament staff errors! Any on-site changes must be verified by a parent.

10.11. If requested, a list of pairings (by team) may be provided to coaches prior to the start of each round. Each Computer TD may produce an alphabetical list of team players for the sections they are responsible for, if specifically requested and as time allows at the discretion of the Computer TD. The coach will be responsible for picking up any team pairing lists.

10.12. USCF Scholastic Affiliate Membership is encouraged for all teams.

10.13. No School Team or Club award is required to be given in the Kindergarten section.

SECTION XI: TITLES AND TIE-BREAKS

11.01: All players tied for first place are considered co-winners, but trophies will be awarded based on tie-breaks. Only the winners of a championship section shall be designated State Champion. If the winner(s) of the championship section does not reside in Northern California, then the title will be awarded to the highest position attained in the section by a resident(s) of Northern California.

11.02: Tie-breaks are used only to award trophies. Players or teams with like scores are equal and may change the plate on their trophy to reflect this (at their own cost).

11.03: When individual scores are equal, the following order of tie-break systems will be used to designate individual awards:

- Modified Median
- Median Buchholtz
- Solkoff
- Sonnenborn-Berger (Round Robin)
- Cumulative
- Coin flip

11.04 When team scores are equal, the following order of tie-break systems will be used to designate team awards:

- Total Individual Median Buchholtz
- Total Solkoff
- Total Sonnenborn-Berger (Round robin)
- Total Cumulative
- Coin flip

11.05 CalChess may determine its representative to the Denker, Barber and Rockefeller Tournament of State Champions either directly via the winners of the respective championship sections of the State Scholastic tournament, or may hold a separate invitational tournament. The winner of the respective championship sections may be seeded into an invitational tournament.

PARENT / COACHES CODE OF CONDUCT

1. Have no contact with any player whose game is still in progress. This infraction could lead to the player being immediately forfeited.
2. A parent or coach should remember at all times that they are working in and around children. They should never engage in words or deeds that ruin a child's joy of the game.
3. A parent or coach should keep in mind that disputes are best settled by discussion among intelligent adults. Never engage in behavior that is unproductive in the peaceful settling of a dispute (especially in front of the children).
4. Parents and coaches are responsible for the behavior of their players and the parents of those players. Educate them in the proper rules of the game, and the codes of conduct and ethics.
5. As players complete their games and leave the playing hall, make sure they have turned in their results.
6. Make sure your players stay out of trouble at the site and that they do not disturb the tournament site, other players or other site guests.
7. Stay on-site or arrange for another adult supervisor to stay on-site to supervise your players. Tournament officials are too busy running the tournament to be responsible for players' safety and behavior. It is your job to monitor your players' activities.
8. Help maintain proper order at the tournament site. Remind the students to pick up and dispose of their own trash and keep up with their chess equipment.
9. Do NOT stand in front of the doors to the Playing Hall, or open them to look inside. During times when the TD has asked for the doors to remain closed, PLEASE HELP US KEEP THEM CLOSED.
10. Do NOT, at any time, criticize a player, team, or persons involved with the tournament in any manner that can be interpreted as disruptive, unsportsmanlike, or hostile. If you have an issue, be sure you are addressing the appropriate person responsible to address the issue.

ADDITIONAL TOURNAMENT RULE FAQ

Tournament Directors (TD) – Tournament Directors will be on the tournament floor at all times to assist you in the event of any problem or question. They will be distinguished by the distinctively colored polo shirts. To summon a director stop your clock and raise your hand. Keep it up 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 the Chief TD and make an appeal immediately.

Recording Moves – Each player in the Elementary School Championship divisions and all Junior High School and High School player are required to record the moves, move after move. Neither player is required to keep score if either player has less than five minutes at the end of the game.

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, “I 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. If you accidentally release a piece on an unintended but legal square, you must leave it on that square. You may not touch any pieces on the board when it is not your turn.

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 may be added to the remaining time of the opponent of the player who made the illegal move. The player must call an illegal move. The TD will not do so; neither may other players, parents, coaches, or spectators.

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).

Time Forfeits – Only a player may claim a time forfeit. No parent, coach, spectator, or TD may make such a claim or bring the fall of a flag to the attention of the players. 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.

Late Arrivals – Late arrival forfeits will occur 30 minutes from the announced round start time or 15 minutes from the actual start time, whichever is later. The forfeited player will not be paired for the next round unless reinstated by the chief TD. White's clock should be started as soon as the 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.

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 the opponent turns it down. 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 under the 50-move rule.

Analysis of Games– Do not analyze in the tournament room. Analyze your games in the skittles area or elsewhere.

Reporting Results – Immediately upon completion of the game the players should carefully complete and sign the results sheet at their board, without disturbing the position, and hold the reporting sheet up in the air until a TD or Assistant TD/Liaison comes to get it. Both players must remain at their board until a TD or Assistant TD/Liaison takes the results sheet. Only after the TD has done so should both players set up the pieces and head together to the scorer tables at the entrance. There they will tell their results and leave the playing area.

Pairings – The SwissSys Pairing Program 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. Pairing players from the same team will be avoided in accordance to USCF Rule 28N1 (Plus-two method) whenever possible. However, a player may still have to play another member of their team prior to the last round, if their score group is covered under this rule, even if it affects team standings. Team pairing restrictions for all Club Teams will be removed after the second round in all sections, or anytime a Club Team consists of at least 1/3 of the entire section. 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 wall charts every round. Errors in scores reported after the start of the round would most likely not be corrected.

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 you have asked a TD to be present. If there is a problem of any kind during your game, 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 signed your result sheet, 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 food or soda into the tournament hall at any time. Water is permissible. 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 the TD for this. You may not leave the tournament room during your game other than to go to the restroom if it is outside the room. Exceptions can be made only if you have permission and are accompanied by a TD.

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 may point out irregularities. This should be done by raising your hand to summon a TD.

Other Rules – This is a team and an individual event. A team may have as many players as desired, but only the top four scores in States and top 3 players in Grades count for team results and tiebreaks. A team must have at least two players in a section in order to be eligible for team awards in that section. Players and coaches/parents are responsible for confirming the accuracy of any and all information.

Penalties for rules violations are at the discretion of the TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament