

SUMMARY OF RULE DIFFERENCES APPLICABLE IN THE OPEN SECTION

For further details, see *Comparison of FIDE and USCF Rules*. The term “arbiter” is a FIDE term and equivalent to “tournament director” for purposes of these rules.

- *Membership*: Players must be members of both the USCF and FIDE. Players who do not have a FIDE Identification Number will be assigned one as a result of playing in this tournament.
- *Ratings*: USCF ratings will be used for purposes of pairing, but the section will be rated by both USCF and FIDE. Players who do not have a FIDE rating could earn one as a result of playing in this tournament.
- *Role of arbiter*: The arbiter has more authority to intervene in games whether or not a player makes a claim; for example, to enforce touch-move, call illegal moves, or call flagfall.
- *Castling*: A player intending to castle must move the king first. If he touches the rook first, he is not allowed to castle and must move the rook if he legally can.
- *Pawn promotion*: When a pawn is promoted, the piece which replaces it is determined when that piece touches the promotion square, not when the player releases the piece.
- *Pawn promotion*: An inverted rook may not be used as a queen. If a player puts an inverted rook on the promotion square, he has promoted his pawn to a rook.
- *Pawn promotion*: If a player advances a pawn to its promotion square and presses his clock without replacing the pawn with a piece, the pawn is replaced by a queen, and the player forfeits his or her right to choose which piece will replace the pawn.
- *Clock placement*: The USCF rule applies. The player with the black pieces can decide which side of the board the clock will be on, provided that he or she is present at the start of the round.
- *Starting the clock when the round begins*: If white is not present at the start of the round, white’s clock will be started either by the player with the black pieces, if present, or by the arbiter. All the time that elapses from the start of the round until the player with the white pieces completes his or her first move will be deducted from the time of the player with the white pieces, regardless of whether the player with the black pieces also arrives late at the board. Elapsed time when both players are late will not be split between the two players.
- *Late arrival for round*: A player who does not arrive at his or her board before one hour has elapsed since the start of the round will be forfeited for that game.
- *Calling flagfall*: The arbiter has the authority and obligation to call any flagfall that he witnesses regardless of whether either player makes a claim. Players may claim flagfall in their own game.
- *Time forfeit*: In a situation where a player’s time expires, the opponent will be declared the winner if the opponent can achieve checkmate “by any possible series of legal moves.” The import of this language is that checkmate need not be forced. The opponent wins the game even if the possible checkmate is a helpmate (e.g., king and two knights vs. king).

- *Time adjustment*: The arbiter has the discretion to adjust the time of either player or both players after correcting an irregularity.
- *Incorrect initial position*: If the initial position of the pieces is found to have been incorrect, the game is cancelled and a new game begun, regardless of when the incorrect position was discovered. (There is no ten-move limit within which the discovery must be made.) Also, in the case of a king and queen, or bishop and knight, initially being placed on the wrong squares, it is technically improper, once the game has started, simply to switch the pieces to their correct initial squares and continue the game. Players should therefore make sure that the pieces are properly set up before starting their game.
- *Players playing the wrong color*: It is not required that the arbiter correct reversed colors, but he has the option to do so.
- *Illegal moves*: The arbiter has the authority and obligation to call any illegal move that he witnesses regardless of whether either player makes a claim. Players may claim illegal moves only in their own game. Advancing a pawn to its promotion square and pressing the clock without replacing the pawn with a piece constitutes an illegal move. The FIDE rule stipulates a two-minute time penalty for the first illegal move infraction, and for the second infraction the loss of the game (or draw if checkmate is impossible).
- *Recording moves*: The rules for recording moves are as follows:
 - Players must use a scoresheet prescribed for the competition.
 - Players must use algebraic notation.
 - A player is forbidden to make any other notations on his scoresheet than “the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.”
 - Players must indicate draw offers on their scoresheets with the symbol “=”.
 - Players are prohibited from recording a move before it is played on the board except in conjunction with making a draw claim based on repetition of position or the 50-move rule.
 - Because the time control includes an increment of 30 seconds for each move played, each player’s scoresheet must be complete with both players’ moves and current up to his last played move before he is permitted to make another move. A player is permitted to respond to his opponent’s last move before recording it, and to record the moves in pairs rather than individually. Thus the only moves that could ever be “legally” missing from the scoresheet are the last move pair played (that is, the opponent’s last move and the player’s response to it), and these must be recorded before the player moves again.
- *Scoresheets and reporting results*: Players are required to submit the originals of their scoresheets, signed by both players and indicating the result of the game, at the conclusion of each game. Players may keep the copy of their scoresheets. The scoresheets signed and submitted by the players will be the definitive and only official means of reporting the result of their game.
- *Drawn games*: The arbiter may declare a game drawn, regardless of whether any player makes a claim, when a position repeats for five consecutive moves or when 75 moves have been played without a capture or pawn move.
- *Repeated violation of rules*: The penalty for repeated rules violations is the loss of a game.