

RULE CLARIFICATIONS AND POLICIES FOR ALL SECTIONS

1. **Recording Moves:** All players must make their move on the board before recording it. *Rule 15A (Variation I) Paper scoresheet variation is not in effect.*
2. **Castling.** When castling, a player must move his or her king first. If a player intending to castle touches his rook first, he or she may not castle with that rook and must move the rook if there is any legal move for the rook. *Rule 10I2 (Variation I) Rook touched first is not in effect.*
3. **Adjusting Pieces:** The only valid reason to adjust a piece on the board is to remove ambiguity as to its location. Players should adjust only their own pieces. When adjusting a piece: (1) do so only when your own clock is running, (2) express your intention before adjusting the piece by audibly saying “[I] adjust” or “j’adoube”, and (3) adjust only the ambiguously situated piece. Adjusting any piece otherwise than explained here could be grounds for a penalty at the tournament director’s discretion. If your opponent moves a piece, placing it ambiguously, and then presses the clock, *do not restart* your opponent’s clock, but rather *pause* the clock, ask your opponent to adjust the piece, and when that is done, *unpause* the clock to continue the game. Get a tournament director to help if necessary.
4. **Late Arrival and Time Forfeit (Default Time):** A player has 60 minutes from the official start of a round to arrive at his or her board. The player must only be present at the board within this time; there is no requirement that he or she make a move before the default time expires. If your opponent does not arrive at the board before the default time expires, *pause* the clock and notify the tournament director to claim a win by time forfeit. Anyone who forfeits a game may be withdrawn from the tournament, and if withdrawn, may be reinstated at the discretion of the tournament director.
5. **Player Conduct at the Conclusion of a Game:** When your game ends, please be considerate of players whose games are still in progress. We ask you specifically not to converse with your opponent or analyze your game in the tournament room, and to pack up your equipment as quietly as possible.
6. **Skittles:** The Redwood Room is available for skittles whenever it is not being used for tournament games. Players are welcome to use the restaurant for skittles between 11:00 am and 5:00 pm (so as not to impair breakfast and dinner operations), and may also use the Atrium as space is available.
7. **Withdrawals:** If you choose to leave the tournament before completing your schedule, please have the courtesy to notify the tournament director that you are withdrawing. **Complete a Notice of Withdrawal at the tournament director’s office and leave it in the in-box before the next round is paired.** *Oral notice to a tournament director that you are withdrawing is not sufficient.*
8. **Claiming Prizes:** The final prize values will not be determined until after round 2 has begun in every section. A schedule of prizes will be posted when they have been determined. If you are in the running for a prize and leave the tournament before prizes have been paid, make sure that the tournament director has your address (and W-9 form if applicable) before you leave.