

RULE CLARIFICATIONS AND POLICIES FOR ALL SECTIONS

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.***

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.***

Adjusting pieces: The only valid reason to adjust a piece on the board is to remove ambiguity as to its location. 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(s). Adjusting any piece(s) otherwise than explained here could be grounds for a claim and result in a penalty at the tournament director’s discretion.

Late arrival and time forfeit: 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 Anyone who forfeits a game may be withdrawn from the tournament, and if withdrawn, may be reinstated at the discretion of the tournament director.

Note: In the Under sections only, when both players arrive late, the time elapsed from the beginning of the round to the time when the first player arrives will be divided equally between the two players, and each player’s share will be deducted from his or her clock time. Then the present player will start the opponent’s clock (after making a move if the present player has the white pieces).

Exiting the playing hall 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.

Headphones: With apologies to those who enjoy listening to music while they play, it is not permitted for players to wear headphones or a headset of any kind in this tournament at any time while their tournament game is in progress.