

2017-18 Greater Cleveland Scholastic Chess League Rules

(Posted procedures at the site supersede these published procedures.)

Eligibility Rules

Any student enrolled in a school in grades K-12, or home-schooled in the same grades will be eligible to participate. Current USCF membership is required for both championship sections and the reserve sections. Unrated players are eligible to play in the championship, or any grade level appropriate section.

Home School Guidelines : Home-schooled students will be considered in grades based on the normal starting age for that grade at the beginning of the school year.

Tournament Procedures

1. Spectators, parents and coaches are not allowed in the playing area during play.
2. Players whose games are finished are considered spectators.
3. Spectators may take pictures before the round starts (flash allowed).
4. Standings will be posted during the 2nd round. Be sure your results are posted correctly
5. To avoid any appearance of impropriety, coaches, parents, and teammates may not speak to players during play except in the presence of a TD. Speaking to anyone other than a TD about any of the games in progress, including your own, may result in a penalty.
6. Analysis in the playing room, even quietly, is strictly forbidden!
7. Players will generally be paired against others with the same score. Every reasonable effort will be made to avoid pairing players from the same team, but this may be unavoidable, especially in the top two point groups in the last two rounds if no other reasonable pairings are possible.
8. Everyone is scheduled to play 4 rounds. If you must leave early please notify a Tournament Director
9. Food and drink (except water) are not permitted in the playing rooms.

Tournament Rules

1. The U.S. Chess Federation's Official Rules of Chess, 6th Edition, any published revisions and additions, and the USCF National Scholastic Chess Tournament Regulations will apply to this tournament except as otherwise noted
2. Tournament Directors (TD's) will be on the tournament floor at all times to assist you in the event of any problems or questions and to take results of games.
3. Touch move rules apply. If you touch a piece, you must move it, unless it has no legal move. If you touch your opponent's piece, you must capture it.
4. It is **not** required that a player call check when putting the opponent's king in danger. Players in sections below 1000 are not required to record moves. Players in higher rated sections are required to record moves, until either player has less than five minutes time remaining on their clock. Failure to comply may result in appropriate penalties as determined by the TD.
5. When making a claim, or in the event of any dispute, either player may stop both chess clocks and raise their hand to summon a TD. Only the players involved may make a claim regarding matters that happen at their board. If you think a TD has made an error you should ask to appeal. A frivolous claim may be penalized at the discretion of the tournament director. Only a player in the game involved may claim a time forfeit. It is illegal for a parent, coach, teammate or TD to make such a claim for any player.

6. The game is over when both players agree to a result. Players should raise their hand to have a TD record the result. Both players are responsible for checking the accuracy of the outcome of the game. . Please reset the pieces before leaving the playing area

Clocks and Time Control

1. Time Controls are as noted in the Tournament Flyer and Schedule. When using digital clocks set clocks with a five second delay. All clocks used at the start of the game will be furnished by the players. You should know how to operate your own clock --including setting the original time control and the ability to add or subtract time for either player. The tournament director may place a clock on a game started without a clock to insure the timely finish of the round.
2. Black has the choice of clock and its placement, except that clocks using time delay have priority over other clocks.
3. Black should start White's clock as soon as the announcement is made to begin play. If Black is not present to start White's clock, then White is to start his/her own clock, make the first move, and then start Black's clock.
4. A player who does not arrive within ten minutes of the actual start of round one will forfeit round one and will be withdrawn from the tournament unless they request to be reinstated to the Pairing TD. Players are expected to be at their board for the start of the rounds when they are announced.

Tie Breaks

All players/teams tied for first place in any grade are considered co-champions, but trophies will be awarded on tiebreaks. Ties for individual trophies will be broken by Modified Median, Solkoff, Sonnenborn-Berger, Cumulative, Kashdan, head-to-head, most Blacks, then coin toss. Ties for team trophies will be broken by total individual Cumulative, total Solkoff, total Sonnenborn-Berger, total Kashdan, and then coin toss.

Byes

All 1/2 point byes are available for any round and must be requested before the start of round one and are irrevocable. Zero point byes are available for any round and are also irrevocable.

Scholarships

If any scholarship money is provided the winner will be determined by adding their top 3 scores out of the possible 4. If ties exist then the scholarship will be divided equally among all tied players.

Team Trophies

Team trophies will be determined by adding the top 3 scores of a team out of the possible 4. If ties exist then the trophies will be awarded by the tiebreaks listed above.