

Excerpts from United States Chess Federation (USCF) Rules, and Generally Accepted Etiquette of Chess Competition USCF Official Rules of Chess (6/7th edition)

Weston Chess Club & Academy — USCF Affiliate A6053173

Tournament Director (TD) — Larry H. Weston USCF 11019421

Conduct During the Game

- All players shall participate in accordance with the rules and regulations of the USCF and consistent with principles and spirit of fair play and good sportsmanship, honesty, and respect for the rights of others. The USCF Code of Ethics shall apply.
- During the game players should never discuss their game with anyone, solicit or use advice, make use recorded matter, or analyze a game in progress.
- It is forbidden to distract or annoy your opponent or other players.
- When the tournament director announces that it is time to start the clocks, it is proper to first shake hands and then the player with the black pieces starts white's clock.
- To resign a game a player should say "I resign" and tip over their king.
- Draw offers should occur after a player moves and before pressing to start the opponent's clock.
 - The opponent may accept the proposal or may reject it.
 - The player who made the offer cannot withdraw it.
 - If a draw offer is made before moving, the opponent may accept or reject the offer or require the player who made the offer to move before deciding to accept or reject the offer.
- Both players are responsible for registering correct game score results.
 - If they do not do so, they may each be penalized.

Game Record and Scoresheet

Both players are required to record the game (both player's and the opponent's moves) on a scoresheet.

Players unable to take score due to physical handicaps/religious reasons may be excused or have assistance.

Only header information, recording moves, draw offers, clock times, and result of the game are the only game related information permitted to be written on score sheet.

It is forbidden to make notes or write down chess analysis on the games' score sheet.

If either player has less than five (5) minutes remaining, both players are allowed to stop keeping score (recording moves on their score sheet). Players may continue to keep score if one wishes within the five (5) minutes remaining.

Players without a properly filled out scoresheet may make it impossible to claim a draw by triple occurrence or the 50-move.

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The Use of the Chess Clock

A properly set clock with delay or increments capability is preferable to any other clock in a game with any sudden death time control.

- Players are responsible for knowing how to set their own clocks.
- A properly set clock with delay or increments capability is preferable to any other clock in a game with any sudden death time control.
- If a delay clock is used in competition the provider (usually the player with the black pieces) should upon request, explain the clocks' relevant operational facts to the opponent or TD.

Players must remove their hands from the clock after depressing the button.

Each player must operate the clock with the same hand that moves the pieces.

Only the players of the game are allowed to call attention to a fallen flag (or time expired) on their clocks. A director should never initiate a time-forfeit claim.

If your flag falls and your opponent does not have sufficient material to win, the game is a draw.

If a player claims that both flags are down (while they are indeed down), prior to a checkmate, the game is drawn.

Only after both flags have fallen, a director is allowed to rule the game as drawn in order to avoid delaying the tournament.

Request for Ruling

A player has the right to stop both clocks to ask a Tournament Director to rule upon a point of law, procedure, or conduct.

A player should immediately stop both clocks and summon a Tournament Director. In most cases, a player who defers such a claim waives the right to make the claim.

A player may appeal any rule made by a Tournament Director, provided that appeal is made within one-half hour and before the player resumes play. The Tournament Director may require that the appeal be made in writing.

The Tournament Director may reserve a decision temporarily and direct play to continue.

Swiss Pairing Rules

Players are ranked from highest to lowest rating within a score group then split into two halves. The top player from the first half of the list is paired against the top player from the second half; the number 2 player from the first half is paired against the number 2 player from the second half, and so on through the last players in each half.

The higher the ratio of rounds to players, the more accurate the results.

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- A player should not play against the same opponent more than once in a tournament.
- Players with equal scores should be paired against each other if possible.
- In the first-round a color is assigned to the odd-numbered players in the upper half by lot (computer pairing program) and the opposite color is given to all the even-numbered players in the upper half.
- As many players as possible are given their color due [alternating colors] in each succeeding round.
- Players receive each color the same number of times, whenever practical, and are not assigned the same color more than twice in a row.
- The equalization of color takes priority over alteration of colors.
- If both players have had the same color sequence, the higher-ranked player gets color due.

Transposition and interchanges of players is allowed for the purpose of maximizing the number of players who receive their color due or for minimizing the number of players who receive one color two or more times.

- Un-played games, including byes and forfeits, do not count for color.
- A TD may assign rating for unrated and rated players.
- If there are an odd number of players for a round, one player will receive a full-point bye.
 - Full-point bye is given to the lowest-rated player in the lowest score group.
- A full-point bye must not be given more than once, nor should one be awarded to a player who has won an Un-played game.

Tiebreak Priority

Note: Players should expect the following sequence of tiebreaks for the first four tiebreakers.

Blitz tiebreak — Blitz play-off game(s) will be used as the first tiebreak to determine the winners title.

1. **Modified Median** — First, compute the adjusted score of each opponent played by counting each Un-played game (bye, forfeit, round not played after a withdrawal) as 1/2 a point. If the player involved in the tie has any Un-played games (byes, forfeits, Un-played rounds), those games count as opponents with an adjusted score of zero.
 - a. Next, discard ineligible adjusted scores as specified.
 - b. Players with plus scores have the lowest opponent's adjusted score dropped.
 - c. Players with even scores have the highest and lowest opponent's adjusted scores dropped.

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- d. Players with minus scores have the highest opponent's adjusted score dropped. Then add the remaining adjusted scores to determine the player's tiebreak points.
2. **Solkoff** — Add the adjusted scores of all opponents (same as Modified Median except no scores discarded).
3. **Cumulative** — Add the scores after each round; subtract one point for each one-point bye or forfeit win. Example: A player has a bye in round 1, wins in 2, loses in 3, draws in 4, wins in 5. The cumulative tie break score is $1 + 2 + 2 + 2 \frac{1}{2} + 3 \frac{1}{2} - 1 = 10$.
4. **Cumulative of Opposition**

Note: Follow-on tiebreak order:

- a. Results between tied players;
- b. Most blacks;
- c. Kashdan;
- d. SONNENBORN-BERGER. Add the adjusted scores of each opponent defeated, plus half the adjusted scores of each opponent drawn.
- e. Coin flip.