

Rulebook changes since the 5th edition [Official Rules](#)
2003 -2010

Rulebook Changes

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(2003 - 2010)

Since the publication of the [5th edition of the rulebook](#) some changes have been made in USCF policy or in the wording of the rules. Below is a collection of those changes. Any additions or corrections can be sent to uscfrulebook@yahoo.com.

USCF Policy Changes

Official Ratings: The official ratings of players are now published in the ratings supplement that is available for download once a month instead of in the discontinued every-other month paper ratings supplement. Unless otherwise stated, the monthly supplement used to determine a player's official published rating is the same as the month a tournament begins. See also chapter 8.

Quick Chess: A Quick Chess event is for a person who wishes to play many games in one day and not have the results affect his regular rating. The time controls in a Quick Chess tournament are designed to be a single time control of 5 minutes through 29 minutes per player (Game/5-Game/29, inclusive). Sudden-death rules are used in Quick Chess events, except scorekeeping is not required. G/5-G/9 are now quick ratable, but rule 5Fa Reduction of time for delay clocks does not apply. (i.e. The fastest ratable quick chess event is to have a minimum basic time control of G/5 even if the standard delay is used.)

Dual Rating - All events time controls of G/30 to G/60 inclusive will be dual rated. That is Quick and Regular rated. Note 1: Game/60 is **Dual Rated**. If you wish for the games not to be **Quick Rated**, make the total time control at least Game in 61 minutes or longer. Game/30 is also **Dual Rated**. If you do not want these games to be **Regular Rated**, make the time control Game in 29 minutes or quicker. Note 2: The TD must indicate what the time control is for all sections of all events. If submitting by disk or paper, the time control is to be indicated. If different sections have different time controls, indicate the time control for each section. If submitting the report on-line, the TD is to enter the time control for all sections and whether it is quick, regular, or dual. Note 3: If a section has different schedules that merge, the slowest control is all that is needed. Example: 3-day schedule is 40/2; Sd/1.2 day schedule plays rounds 1 and 2 at game 60 and then merges with the 3 day schedule for round 3. All that needs to be reported is the 40/2; SD/1 as USCF can not separate the schedules at this point.

Quick chess vs. regular (for rating purposes)

Regular only: Primary time control greater than G/60 OR increment or delay greater than 15 seconds per move.

Dual: Primary time control G/30 to G/60 AND increment or delay less than or equal to 15 seconds per move.

Quick only: Primary time control G/5 to G/29 AND increment or delay less than or equal to 15 seconds per move.

Rating Floors: The minimum prize required for assignment of a prize-based rating floor is \$2000. Prize-based rating floors shall continue to be based on class or section prizes for Under 2000 or lower only.

These changes include:

Increment time controls: Much of the text below refers specifically to a relatively new method of keeping time that has now become standard in international (FIDE) play. Increment time controls (otherwise known as “Fischer”) add a specified amount of time to each move. Clocks and time controls are mentioned throughout the Rules, and several modifications were necessary to accommodate this practice. (Aug 2008)

Method of keeping score (15A). In order to comply with FIDE laws and with the advent of electronic scoring devices, 15A was modified to require that the move be made prior to recording as the standard. If an event allows recording prior to the actual move on the board warnings are given regarding the use of that recording as note taking or as a memory aid (20B and C). (Aug 2006, modified Aug 2007)

New 14H. Claim of insufficient losing chances in sudden death. This replaces the rulebook version in the 6th edition. If a digital delay clock is available and the TD does not deny the claim the digital delay clock is now placed on the game as the default.

Electronic communication devices/disturbing noises from those devices are covered in new rules 20N and 20N1.

Based on Prizes: Chapter 2 section 32 wording was clarified and specific penalties suggested for violators of the “based on” prize distributions. (Aug 2006)

Electronic scoresheets: Electronic scorekeeping devices are allowed in many events. Standards for those devices were established and chapter 4, section 43 on equipment standards were modified to accommodate such devices. (Aug 2005)

Tournament Director Certification: Chapter 7 has several revisions including some tournament categories and limitations and requirements for various certification levels. (Incorporating all changes from 2006 through January 2010)

Rating Floors: Chapter 8, section 5, paragraph 2 and 3. The wording for prize-based rating floors was changed to more general wording. The actual amount of the minimum prize for such a floor is set by the Executive Board and will be given in the Policy Changes section (see above.) Ratings based floors were not changed. (Mar 2006)

Guidelines for Internet Play: Chapter 10 was completely replaced by these guidelines. It was recognized that the Rules do not forbid any kind of remote competition (internet, telephone, radio or other forms of communication). These guidelines were established in order to assist a tournament director in enforcement of the Rules, to allow certain advantages that the internet has to offer, and to offer protection against abuse. (Aug 2007)

Blitz Rules: Chapter 11 was completely rewritten to comply with the most common practices of blitz chess and to standardize their application. (Oct 2007)

Chapter 1: USCF Section-Rules Of Play

5B1. Increment time controls. If the time control indicates an incremental (added) time, the abbreviation Inc is generally used, the added time is usually given in seconds of added time.

5C. Quick Chess.

Change G/10 to G/5 in the second sentence:

Quick Chess includes time limits from G/5 to less than G/30;...

And add:

Quick chess vs. regular (for rating purposes):

Regular only: Primary time control greater than G/60 OR increment or delay greater than 15 seconds per move.

Dual: Primary time control G/30 to G/60 AND increment or delay less than or equal to 15 seconds per move.

Quick only: Primary time control G/5 to G/29 AND increment or delay less than or equal to 15 seconds per move.

TD Tip: For the purposes of calculating G/MM, if multiple time controls are applied (e.g. 30/30; SD/30 the total minutes (30+30=60) is considered equivalent (G/60) for this purpose. Although Quick Chess was designed to be a single time control (G/MM), it is possible to apply multiple controls for dual rated events. At no time should the basic, primary (first) time control be less than 5 minutes.

Quick Chess was expanded to include G/5 to G/9. In games less than G/10 rule 5Fa (shorten the basic time control) was not intended to be applied.

5F1. Standard timer for increment. An increment clock (a clock with added time capabilities) is the standard timer.

- a. The increment clock is set to add time for each move, called an increment. The standard increment is 30 seconds per move. For quick chess the standard increment is 10 seconds per move. A game with an increment time control should be set with the increment in effect from move one, even if the time control is mixed. (e.g. 40/90, SD/30, Inc/30) A game started without an increment capable clock should remain the timer for the game.

***TD tip:** Increment mode, added time, and Fischer modes are equivalent.*

- b. If an increment clock or a similar clock is not available, 5F applies and the increment time may be applied as a delay.
- c. If an increment clock is not available, and the only delay clock available cannot be set to the equivalent delay time, then the delay clock may be set to the maximum allowable delay time (for the clock) not to exceed the increment time.

- **Variant.** Total time may be adjusted to compensate for increment time lost.

***TD tip (variant):** Suggested time adjustment is one minute for each second of increment or delay time lost.*

- d. If neither an increment capable clock, not a delay capable digital clock (e.g. analog clock), then the game may be played without increment or delay, and follow the time control rules (regular or sudden death) as appropriate.

- **Variant.** Total time may be adjusted to compensate for increment.

***TD tip (variant):** Suggested adjusted time is one minute for each second of increment.*

11C. Accidental piece displacement. ...

***TD tip:** If using increment time control it may not be to a player's advantage to start the opponent's clock if the opponent created an illegal position or accidentally displaced pieces. In that case the players may stop or pause the clock until the correct position is reinstated.*

13C7 Definition of reasonably completed scoresheet. ...

at the end add **See also:** 15 The recording of the games.

14G Both flags down in sudden death. ...

***TD tip:** An increment time control of 30 seconds or more is not considered sudden death, therefore 14G does not apply.*

Effective as of 1-1-2010: new 14H

14H. Claim of insufficient losing chances in sudden death.

14H1. Explanation.

This procedure is not available for games in which a clock is being used with either the time delay or the increment properly set, whether the game begins with such a clock or one is added during the game (14H2a). If such a clock is not being used, or such a clock is being

used without the time delay or increment feature in operation, the following procedure is available.

In a sudden death time control, a player on the move with two minutes or less of remaining time may stop the clock and may make a claim of insufficient losing chances.

14H2. Resolution of 14H claim.

The TD will inform the opponent of the player making the claim that a draw has been offered by the claimant. If the draw offer is accepted then the claim is resolved and the game is a draw (14B).

14H2a. The Draw offer is not immediately accepted and a properly set delay clock is immediately available for the game.

The claimant gets half of the claimant's remaining time (rounded to the nearest second); the opponent's time is unadjusted; the time delay is set for the standard delay announced at the start of the tournament. After the claimant's clock is started, the 14H draw request by the claimant becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.

TD TIP: There is no rule allowing players, after the game has started, to ask for a properly set delay clock to be placed on their game, which would replace an analog clock or an improperly set delay or increment clock. Only the TD can initiate placing a clock with time delay capabilities on a game after a 14H claim has been made and the steps of 14H2 have been applied. As a result, the player wishing to place a time delay clock on the game must first make a 14H claim.

TD TIP: The director should inform the claimant and opponent that when the claimant's clock is started that rule 14B3, Draw offer before moving, is in effect. The opponent has the right to ask the claimant to make a move before the draw offer is rejected or accepted by the opponent; however, if the claimant makes a checkmating (13A) or stalemating (14A) move, the game is over.

14H2b. The Draw offer is not immediately accepted and a properly set delay clock is not available for the game.

The director has four possible ways to resolve the claim.

1. A director who believes the claim is clearly correct should declare the game drawn. The exact drawing and non-losing chances of any position cannot be calculated, but a director wishing a more precise standard may consider the likely game outcome if a delay clock were placed on the game. **See also** 14I, Advice on claims of insufficient losing chances in sudden death under rule 14H and 14H3, Conferring with players.

2. A director who believes the claim is clearly incorrect should deny the claim and may subtract up to one minute from the claimant's remaining time. After the claimant's clock is started, the 14H draw request by the claimant also becomes a draw offer under 14B3, Draw offer before

moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game. **See also** 14I, Advice on claims of insufficient losing chances in sudden death under rule 14H.

3. Deny the claim while inviting a later re-claim. There is no adjustment of either player's time. After the claimant's clock is started, the 14H draw request by the claimant becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.

4. Watch the game while reserving judgment on the claim. The director should make every effort to resolve the claim before the flag of either player falls (5G). There is no adjustment of either player's time. After the claimant's clock is started, the 14H draw request by the claimant also becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.

14H3. Conferring with players.

A director who is unsure how to rule may confer privately with either player or with both players separately regarding the player's plans. The director should be careful not to say anything that might assist the player if the game is resumed.

14H4. Player with fallen flag may not claim.

A player whose flag is down (5G) may not claim insufficient losing chances.

14H5. Delay Clock, a clock with time delay capabilities, or Increment clock, a clock with increment capabilities.

If either a properly set Delay Clock (5F) or a properly set Increment Clock is used, 14H and 14I are not in effect; i.e., no claim of insufficient losing chances may be made. The reaction time provided for by the delay or the added increment time for each move is likely to be sufficient for a player with insufficient losing chances to hold the position.

14K Claim of Insufficient Losing Chances does not apply in increment games.

15A. Manner of keeping score.

In the course of play each player is required to record the game (both the player's and the opponent's moves), move after move, as clearly and legibly as possible, on the scoresheet prescribed for the competition. Algebraic notation is standard, but descriptive or computer notation is permitted. The player must first make the move, and then record it on the scoresheet. **See also** Chapter 3, Chess Notation; 13C3, Filling in moves with flag down; 13I, Refusal to obey rules and 35F6, Scorekeeping options; 43, Scoresheets.

TD TIP: *While this rule brings the USCF in alignment with FIDE procedures and soothes many of the fears surrounding electronic scoresheets (see new rule 43) it is a huge*

change for many players. TDs are advised to first (and possibly second and third) issue warnings to players that do not comply with this revised rule before enforcing any time penalties (1C2a. prescribes adding two minutes to the opponent's unused time).

15A. (Variation I) Paper scoresheet variation.

The player using a paper scoresheet may first make the move, and then write it on the scoresheet, or vice versa. This variation does not need to be advertised in advance

TD TIP: *TDs may penalize a player that is in violation of 20C. "Use of notes prohibited" if the player is first writing the move and repeatedly altering that move on their scoresheet before completing a move on the board.*

15B. Scorekeeping in time pressure, non-sudden death time control. If either player has less than five minutes remaining in a non-sudden death time control and does not have additional time (increment) of 30 seconds or more added with each move, both players are excused from the obligation to keep score...

TD TIP: *Only players in games with increment time controls of 30 seconds or more and using properly set increment capable clocks are required to keep score at all times, even in the last five minutes of any time control period. Players using improperly set increment clocks or non-increment capable clocks, even those clocks adjusted for an increment time control, are regulated by rule 15B.*

15C. Scorekeeping in time pressure, sudden death time control. If Either Player has less than five minutes remaining in a sudden death time control and does not have additional time (increment) of 30 seconds or more added with each move, both players are excused from the obligation to keep score....

TD TIP: *Only players in games with increment time controls of 30 seconds or more and using properly set increment capable clocks are required to keep score at all times, even in the last five minutes of any time control period. Players using improperly set increment clocks or non-increment capable clocks, even those clocks adjusted for an increment time control, are regulated by rule 15C.*

16Bb. Delay or increment: Time delay or increment clocks should be set... to their opponents. The time delay or increment should be set according to the director's instructions, with the time delay or increment in force starting at move one (5Fb). Clocks equipped to do so should be set for a Bronstein or a delay mode for delay controls or for Fischer, added time, or increment mode for increment controls.

TD TIP: *Directors are not expected to know how to set delay or increment clocks (5F) but...*

TD TIP: *Some players due to incapacity or due to religious reasons cannot use some types of clock such as electric, electronic or with digital displays. After a director...*

16T Both players exceed time control

TD Tip: *An increment time control of 30 seconds or more is not considered sudden death, therefore if both players should exceed time control, the clocks should be reset the "next" time control of the time increment (e.g. 30 seconds) per move.*

20C. Use of notes prohibited. The use of notes made during the game as an aid to memory is forbidden, aside from the actual recording of the moves, draw offers, and clock times, and the header information normally found on a scoresheet. This is a much less serious offense than 20B; a warning or minor time penalty is common, with more severe punishment if the offense is repeated. **See also** 1C2, Director discretion; 15. The Recording of Games; and 21K, Use of director's power.

21E. The playing director.

A tournament director must not only be absolutely objective, but must also be able to devote full attention to directing duties; for this reason, a director, on principle, should not direct and play in the same tournament. In USCF National Events, the director cannot be a playing director.

However, in club events and others that do not involve substantial prizes, it is common practice for the director to play. A director may also serve as a house player (28M1). Those who choose this double role should be especially careful to maintain objectivity. If possible, a playing director should appoint another director to make rulings involving his or her own games.

A player director who must devote time to a dispute in another game may stop his or her own clock during this period. While the clock is stopped, the director should not look at the position of his or her own game, but the director's opponent is permitted to do so.

Effective as of 1-1-2010: add new 20N and 20N1

20N. Electronic communication devices. Except for medical devices, electronic devices including but not limited to cell phones, pagers, computers, PDA, remote internet access, and two way radios are strictly forbidden to be used in the tournament room. Exempted from these regulations are chess clocks, approved electronic scoresheets and personal wristwatches (without alarm). Noise deadening earphones, noise canceling devices, non-electronic earplugs and music players may be used at the discretion and with permission of the tournament director, as long as such devices do not cause a disturbance to the opponent or players on nearby boards.

TD TIP: All of the following violations are considered serious and should be treated as such. However, director's discretion to penalize (or not to penalize) is advised taking into consideration all the known factors, such as is the activity clandestine or attempted to be hidden or is it open and obvious to all? What kind of activity is taking place? Make certain that any penalties imposed are unbiased, and consistently enforced.

20N1. Disturbing noise or disruption of games. Audible disruptive noises such as a cell phone ring tone, pager beep, alarms and other noises cause a disruption in the playing hall. These noises are often very loud and disturb the entire room. The following are guidelines for penalizing such disturbances:

- a. First offense standard penalty is to subtract 10 minutes or half the remaining time from a player's clock, whichever is less. *Variant: Depending on the importance of the event the standard penalty may be up to immediate loss of the game in progress. If a variant is used, it must be announced at the opening remarks for the event and posted prominently in the playing hall and at all entrances.*
- b. Second (and subsequent) offense for the same player during the same event is loss of the game currently in progress.
- c. If the incident occurs in the playing hall, but after the offender's game for the round is completed while other games are still in progress, then the above penalties apply to the subsequent round. In the case of a loss (e.g. second offense), that player is not paired for the next round.
- d. If the incident occurs after the game for the last round is complete while other games are still in progress, the offender is treated like a non-participating spectator and is ejected from the playing hall. *Variant: Depending on the importance of the event and the disturbance created, the player may receive a ½ point total score penalty for prize distribution.*

Chapter 2: USCF Tournament Section

32C4. Based-on prizes. In tournaments in which prizes are based on entries, if the actual turnout is smaller than the based on turnout, the following rules apply:

32C4a. Proportional payout. Each prize must be paid at least in proportion to the turnout.

32C4b. 50% minimum. If the total advertised prize fund is greater than \$500 (all sections combined), at least 50% of each advertised prize must be paid.

32C4c. Multiple-section tournaments. If separate based-on goals are announced for different sections, then the proportion paid in each section (32C4a) is treated separately. If a common based-on goal is announced for multiple sections, then the proportion paid in these sections is considered together. In either case, 32C4b also applies.

Replacement 32D:

32D. Minimum penalty for violation of 32C4 shall be disqualification from advertising in Chess Life for one year. Additional penalties may be imposed at the discretion of the Executive Director. If a tournament is affected with extreme adverse events, then the organizer may appeal to the USCF. See also 21L, Appeal to USCF.

Organizers are expected to base their prize funds on estimates of player attendance that can be reasonably achieved. An organizer who repeatedly overestimates tournament attendance may be subject to penalties, at the discretion of the USCF.

Effective as of 1-1-2010: add the following TD TIP to Rule 34-E, Calculating Swiss Tie-Breaks:

TD TIP. The TD should realize that in the unique case of multiple players all finishing the tournament with perfect scores (winning the maximum number of games possible in a tournament), the standard tiebreaking systems would not have the same relevance as they would in outcomes where the players finished with less-than perfect scores, and could have otherwise done better. It is impossible to improve on a perfect score. Therefore, in the special case of more than one player finishing with a perfect score, the TD should make every effort possible to have a playoff among all players with perfect scores, to determine the winner of the event. The playoff does not have to be rated, and the time control can be faster than the time control used for the tournament (but should allow at least five minutes per player). A special playoff to break perfect-score ties does not need to be announced in the tournament publicity, but should be announced to the players at the beginning of the tournament.

Chapter 4: Equipment Standards

42E. Increment clock preferable in increment time controls. A properly set clock with time increment capability is preferable to any other clock in a game stipulating increment time controls. Therefore, if White has such a clock available and black does not, white's clock should be used. The only occasion where black retains the right to use the clock of their choice, is if both players have an increment clock or if white is late for the game and the game is started, and black has already set up the equipment. In any particular game, if the digital clock cannot be properly set, then the opponent of the player providing the clock may choose which legal clock is to be used. Order of standard clock preference is given in 5F1.

42E1 Recommended function of an increment clock.

- a. The display at all times should show the time available to complete a player's next move. (I.e. time added at the completion of a move).
- b. In case of passing a time control, a sign on the display must give clear signal time has expired.
- c. In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.

TD tip: Some clocks add time at the beginning of the move, hence when a player is not on the move, the total time for the next move is the time displayed plus the increment. Technically this is no different than adding time at the beginning of a

move, except that the total time for the next move is that which is displayed plus the increment. Either function is considered standard, and are, in fact equivalent. If unsure, ask your opponent when the time is added, and observe that function early in the game when the clock is in use. Time expires when the clock reaches 0:00. Most clocks freeze time (do not add the increment) of a player who has expired (always reads 0:00, but continue to run for the player who does not.) This is considered standard. In this case, it is not possible for a player to “unflag”, but it is possible for both players to run out of time. See also 16T. Both players exceed time control.

Clocks that do not freeze time (run negative time or pause at zero), continue to run and adds back the increment at the completion of a move are still considered preferable to a clock that does not have increment capability. This function should be explained to an opponent prior to the game, and claims of expired time should be made in accordance with 13C. In this case, a claim may still be made after the player whose time has expired has completed a move (time added) if the displayed time is equal to or less than the increment. Such a claim (in accordance with 13C5) must be made before the claimant has completed the next move. It is possible, with the next or subsequent moves that the displayed time is greater than the increment without a claim being made. In this case there is no evidence that time has expired, and therefore a player may have “unflagged”. With this type of clock function, you lose your right to claim the win on time if you complete your next move and your opponent’s clock now show positive time with his own clock running.

43: Scoresheets: A scoresheet is any piece of paper, electronic, or mechanical recording device that allows a player to comply with rule 15A. Electronic scoresheets are subject to certification guidelines as published by the USCF. An electronic scoresheet not so certified is not considered standard and may only be used at the discretion of the tournament director.

Often a pre-printed scoresheet has spaces indication players names, event, other game related information, spaces for the recording of the moves, result and the signatures of the players.

If a scoresheet is provided by the event, then that scoresheet is the standard used for that event.

If a scoresheet is not provided by the event, then any method of keeping score is allowed provided it meets the rules established in 15A.

If an event, even when it provides scoresheets, does not require that a copy of the score be submitted, then the TD may allow the use of any method of keeping score.

If an event requires that a copy of the score to be submitted, the TD may require the use of the scoresheet provided, or alternately may accept any method of providing that score.

A TD may require the use of the provided scoresheet, or may allow non-standard scoresheets to be used even if one is provided.

TD TIP: *Tournament directors are advised to be flexible on the above. Many players have their own scoresheet in the form of notebooks or recording devices, and prefer to keep their games in an orderly fashion within that book. If a player can provide a copy of the score from their notebook, or a printout or downloaded from the electronic scoresheet, this is acceptable. You have the score and the result of the game. Contact the USCF office regarding the policies and guidelines for electronic scorekeeping devices.*

Chapter 7: Tournament Director Certification. (replacements and additions)

Effective 1/1/10 in red

General Qualifications

2. Established Rating.

Except for the club level, all TDs taking a test for certification must have an established USCF rating as an over-the-board player. TDs are encouraged to remain active as players to maintain proper perspective when directing.

TD TIP: *Currently the Ratings Committee has set the number of games that must be played to obtain an established rating at 26; however, that number is subject to change.*

TD Testing Procedures

9. Documents And Tests.

All documents, including completed tests, shall be submitted to the U.S. Chess Federation via e-mail (<http://main.uschess.org>).

Tournament Categories

14. Category I. A Tournament held in the United States that will be submitted to both FIDE and USCF for rating.

- a. FIDE events that award title norms for GMs, IMs, WGMs, and WIMs and will be submitted to FIDE for rating must be directed by an International Arbiter (IA), Federation Arbiter (FA), or a Senior, or higher, certified TD, supervised by an IA.

b. FIDE events that do not award title norms but will be submitted to FIDE for rating must be directed by a TD certified at the Senior level or higher who has the FIDE endorsement and whose level is appropriate for the expected size of the event.

15. Category N.

A tournament that awards a national title. *It is strongly recommended that for these types of tournaments, TDs have experience with computer pairing programs, back room pairing procedures, and on site player contact, or "floor," problem solving procedures.*

Subcategory N1: Any national tournament that averages over 150 players in a five-year period plus the U. S. Championship, U. S. Women's Championship, and U. S. Junior Championship.

Subcategory N2: Any national tournament that averages 150, or less, players in a five-year period, excluding the U. S. Championship, U. S. Women's Championship, and U. S. Junior Championship.

16. Category A.

Subcategory A1: A Category A tournament, *or any one section considered as a stand alone event, of any tournament, that by itself meets the Category A requirements*, where the TD is limited to solving problems and making rulings on the floor only (floor TD) *for the entire tournament or any one section, of any tournament, that by itself meets the Category A requirements.*

Subcategory A2: A Category A tournament, *or any one section considered as a stand alone event, of any tournament, that by itself meets the Category A requirements*, where the TD is limited to the duties of pairings in a backroom capacity using a pairing program (backroom TD) *for the entire tournament or any one section, of any tournament, that by itself meets the Category A requirements.*

TD TIP: *A, A1 or A2 TD experience credit can be claimed for an entire tournament meeting the requirements of a Category A tournament or for any tournament section (of any category tournament) that by itself, as a stand alone section, would qualify as a Category A tournament.*

17. Category B.

Subcategory B1: A Category B tournament, *or any one section considered as a stand alone event, of any tournament, that by itself meets the Category B requirements*, where the TD is limited to solving problems and making rulings on the floor only (floor TD) *for the entire tournament or any one section, of any tournament, that by itself meets the Category B requirements.* .

Subcategory B2: A Category B tournament, or any one section considered as a stand alone event, of any tournament, that by itself meets the Category B requirements, where the TD is limited to the duties of pairings in a backroom capacity using a pairing program (backroom TD) for the entire tournament or any one section, of any tournament, that by itself meets the Category B requirements.

TD TIP: *B, B1 or B2 TD experience credit can be claimed for an entire tournament meeting the requirements of a Category B tournament or for any tournament section (of any category tournament) that by itself, as a stand alone section, would qualify as a Category B tournament.*

18. Category C.

Subcategory C1: A Category C tournament, or any one section considered as a stand alone event, of any tournament, that by itself meets the Category C requirements, where the TD is limited to solving problems and making rulings on the floor only (floor TD) for the entire tournament or any one section, of any tournament, that by itself meets the Category C requirements.

Subcategory C2: A Category C tournament, or any one section considered as a stand alone event, of any tournament, that by itself meets the Category C requirements, where the TD is limited to the duties of pairings in a backroom capacity using a pairing program (backroom TD) for the entire tournament or any one section, of any tournament, that by itself meets the Category C requirements.

TD TIP: *C, C1 or C2 TD experience credit can be claimed for an entire tournament meeting the requirements of a Category C tournament or for any tournament section (of any category tournament) that by itself, as a stand alone section, would qualify as a Category C tournament.*

19. Category D.

Subcategory D1: A Category D tournament, or any one section considered as a stand alone event, of any tournament, that by itself meets the Category D requirements, where the TD is limited to solving problems and making rulings on the floor only (floor TD) for the entire tournament or any one section, of any tournament, that by itself meets the Category D requirements.

Subcategory D2: A Category D tournament, or any one section considered as a stand alone event, of any tournament, that by itself meets the Category D requirements, where the TD is limited to the duties of pairings in a backroom capacity using a pairing program (backroom TD) for the entire tournament or any one section, of any tournament, that by itself meets the Category D requirements.

TD TIP: *D, D1 or D2 TD experience credit can be claimed for an entire tournament meeting the requirements of a Category D tournament or for any tournament section (of any category tournament) that by itself, as a stand alone section, would qualify as a Category D tournament.*

20. Category R.

A USCF-rated round robin tournament of eight or more rated entrants with a mean rating of at least 1800, **with the mean being calculated by using the ratings of the players in the applicable ratings supplement on the starting date of the event.**

21. Category T.

A USCF-rated team-vs.-team, **or scholastic individual/team**, Swiss system tournament involving at least twelve teams of four or more players. *It is strongly recommended that for these types of tournaments, TDs have experience with computer pairing programs, back room pairing procedures, and on site player contact, or “floor,” problem solving procedures.*

The Club Director

23. Testing Requirement.

None for the first three year term. Each three-year term thereafter an objective test of moderate difficulty that must be passed at the 70% level.

25. Expiration.

Three-year renewable term. Every three years, the club TD may apply to extend the Club TD Certification for an additional three years. This three-year renewal requires that the applicant pass an objective test of moderate difficulty designed to measure the applicant’s knowledge of basic rules at the 70% level. Club TDs meeting the rating and directing experience requirements are encouraged to take the Local TD exam. **Club TDs passing the Club TD exam at the 80% level that also meet the experience and rating requirements for Local TD certification may have their Club TD certification automatically upgraded to a Local TD certification.**

The Local Director

26. Experience Requirements.

- a. **A total of three Category D tournament experience credits are required, as listed below in a1 –a3, with the total number of players for all three tournaments summed together being 50 or greater:**

- a1. Satisfactory performance as Chief TD of one Category D tournament, no substitutions are allowed for this TD credit.
- a2. Satisfactory performance as a Chief TD or assistant TD of second additional Category D tournament of at least three rounds, no substitutions are allowed for this TD credit.
- a3. Satisfactory performance as a Chief TD or assistant TD of a third additional Category D tournament of at least three rounds. A one-time substitution for this single TD experience credit is allowed as outlined in b1 – b4 below.
- b. Any of the following may be substituted for the tournaments in requirement a3 as per the limitations imposed by sections b1 – b3:
 - b1. Satisfactory performance as a TD at either a Category D1 or D2 tournament can be used as a single one-time substitute for a requirement (a3) category D tournament.
 - b2. Satisfactory performance as a TD at any combination of two (2) Quick Chess Category D, D1, or D2 tournaments can be used as a single one-time substitute for a requirement (a3) category D tournament.
 - b3. Attendance at any TDCC, or USCF approved, problem solving and discussion workshop (not a TDCC business meeting workshop) typically, but not exclusively, offered at a U.S. Open Championship. This TD credit can be used as a single one-time substitute for a requirement (a3) category D tournament.
 - b4. For any applicant who takes and passes the local TD test (closed book) under supervision at a Category N tournament, the sole experience requirement is satisfactory performance as a Chief TD at one Category D tournament, requirement (a1), of at least three rounds. No substitutions may be made for the Category D tournament. Applicants must contact the USCF two weeks in advance of the tournament to request this option.
- c. Only one experience credit as a section chief or assistant section chief is allowed in multiple sectioned tournaments. Multiple tournaments held at the same site on the same dates may be defined as sections of the same tournament. Dual rated tournaments count as Regular rated, not Quick rated, for TD experience credit.

27. Testing Requirement.

Objective test of moderate difficulty designed to measure the applicant's knowledge of basic rules. Or, if the Local TD experience requirements (a-c) are met by a Club TD, scoring 80% or higher on a Club TD test.

28. Limitations. A local TD may not be the Chief TD for Category N or Category I tournaments and should not be the Chief TD of Category A or B tournaments, which includes any tournament, or section of a tournament, expected to draw more than 100 players.

Computer assisted local TDs can be the Chief TD of any tournament, or section of a tournament, expected to draw up to 120 players with the aid of one assistant TD.

TD TIP: *FA (not IA) norm experience credit may be available at Category I tournaments to Local TDs that act as assistant TDs under the direct supervision of a chief TD who is either an IA or FA and is on site throughout the event. Contact the USCF for details.*

The Senior Director

30. Experience Requirements.

- a. A total of ten Category C tournament experience credits, as listed below in a1 – a3, are required with the total number of players for all ten tournaments summed together being 400 or greater:
 - a1. Satisfactory performance as Chief TD of five Category C tournaments of at least four rounds, no substitutions are allowed for these five TD credits.
 - a2. Satisfactory performance as Chief TD or assistant TD of one Category C tournament of at least four rounds, no substitutions are allowed for this TD credit.
 - a3. Satisfactory performance as Chief TD or assistant TD at four Category C tournaments of at least four rounds, substitutions for each of the four TD experience credits is allowed as outlined in (b) below.
- b. Any of the following may be substituted for the tournaments in requirement a3 as per the limitations imposed by sections b1 – b8:
 - b1. Attendance at any TDCC, or USCF approved, problem solving and discussion workshop (not a TDCC business meeting workshop) typically, but not exclusively, offered at a U.S. Open Championship. This TD credit can be used as a single one-time substitute replacing only one of the four requirement a3 category C tournaments.
 - b2. Satisfactory performance as an assistant TD to a national TD or associate national TD at one Category A, A1, A2, B, B1, or B2 tournament of at least four rounds. This type of TD credit can be used as a substitute only twice replacing only two of the four requirement a3 category C tournaments.
 - b3. Satisfactory performance as an assistant TD to a national TD or associate national TD at any combination of two Quick Chess Category A, A1, A2, B, B1, or B2 tournaments of at least four rounds. The two Quick chess events count as only a single TD credit. This type of TD credit can be used as a substitute only twice replacing only two of the four requirement a3 category C tournaments.
 - b4. Satisfactory performance as a Chief TD or assistant TD at any combination of two Category C1 or C2 tournaments of at least four rounds. The two Category C1 or C2 tournaments together count as only one single TD credit. This type of TD credit

can be used as a substitute only twice replacing only two of the four requirement a3 category C tournaments.

b5. Satisfactory performance as a Chief TD or assistant TD at any combination of four Quick Chess Category C, C1 or C2 tournaments of at least four rounds. The four Quick Chess Category C, C1 or C2 tournaments combined count as only one single TD credit. This type of TD credit can be used as a substitute only twice replacing only two of the four requirement a3 category C tournaments.

b6. Satisfactory performance as a Chief TD or assistant TD at any combination of regular rated or Quick Chess Category D, D1 or D2 tournaments of at least four rounds. The total number of players combined for the entire Regular rated and/or the entire Quick Chess Category D, D1, D2 tournaments must be at least 100 players. The entire number of Regular rated or Quick Chess Category D, D1 or D2 tournaments combined count as only one single requirement a3 Category C tournament TD credit. This type of TD credit can be used as a substitute only once as a replacement for a single requirement a3 category C tournament.

b7. Satisfactory performance as Chief TD of one Category R tournament, this type of TD credit cannot be used if a b8 TD Credit has already been used. This TD credit can be used as a substitute only once as a replacement for a single requirement a3 category C tournament.

b8. Satisfactory performance as Chief TD of two Quick Chess Category R tournaments, this TD credit cannot be used if a b7 TD Credit has already been used. This type of TD credit can be used as a substitute only once as a replacement for a single requirement a3 category C tournament.

b9. For any applicant who takes and passes the Senior TD test (closed book) under supervision at a category N tournament, experience requirements are reduced to satisfactory performance as a Chief TD at three category C tournaments of at least four rounds (either a Category C1 or C2 tournament may be substituted for one of the three Category C tournaments or two Quick Chess Category C, C1 or C2 tournaments may be substituted for one of the three Category C tournaments) and three additional Swiss system tournaments of at least four rounds (two Quick Chess Swiss system tournaments may be substituted for one of the three additional Swiss system tournaments) with at least 2 tournaments, of any size, having been successfully submitted for a rating on-line. Applicants must contact the USCF two weeks in advance of the tournament to request this option.

- c. Only one experience credit as a section chief is allowed in multiple sectioned tournaments. Multiple tournaments held at the same site on the same dates may be defined as sections of the same tournament. **Dual rated tournaments count as Regular rated, not Quick rated, for TD experience credit.**

- d. At least 3 tournaments, of any size (including substitutions), having been successfully submitted for a rating on-line.
- e. A current International arbiter (IA) or FIDE arbiter (FA) meets Senior TD experience requirements if:
 - 1. The IA or FA status is verified by FIDE.
 - 2. The IA or FA states they are relocating to the United States from a foreign country.
 - 3. The IA or FA is an USCF member.
 - 4. The IA or FA is at least certified as a USCF Club TD.
 - 5. The IA or FA has satisfactorily assisted at a minimum of three USCF Category C tournaments under the supervision of a Senior TD totaling at least 200 players.
 - 6. The IA or FA has been the chief of at least one Category D tournament and satisfactorily submitted the rating report on-line.
 - 7. The IA or FA has an established USCF rating.

33. Expiration.

Five-year renewable term: The testing requirement for re-certification is waived for a Senior TD with satisfactory performance as the chief or assistant TD of five tournaments or a minimum of **a single section at five different tournaments** during the five-year term.

The Associate National Director (ANTD)

34. Experience Requirements.

- a. **FIRST, a total of ten Category B tournament experience credits, as listed below in a1 – a4, are required:**
 - a1. **Satisfactory performance as Chief TD at four Category B tournaments, no substitutions are allowed.**
 - a2. **Satisfactory performance as Chief TD at one Category B tournament which awarded \$1000+ in cash prizes, no substitutions are allowed.**
 - a3. **Satisfactory performance as Chief TD or Chief Assistant TD at two additional Category B tournaments which each awarded \$1000+ in cash prizes, substitutions are allowed.**
 - a4. **Satisfactory performance as Chief TD at three Category B tournaments, substitutions are allowed.**
- b. **Any of the following may be substituted for the tournaments in requirements a3-a4 as per the limitations imposed by sections b1 – b2 :**

- b1. Satisfactory performance as Chief TD at one Category C, C1, C2, B1 or B2 tournament (or any combination of two Quick chess Category C, C1, C2, B1 or B2 tournaments, that can be combined to count as only one TD credit) which each awarded \$1000 in cash prizes. This type of TD credit can be used as a substitute only twice replacing at most two of the requirement a3 category B tournaments.
- b2. One TD experience credit can be earned with the satisfactory performance as Chief TD at any combination of three Category C, C1, C2, B1 or B2 tournaments (or any combination of six Quick chess Category C, C1, C2, B1 or B2 tournaments, that can be combined to count as only one TD credit). This single type of TD credit can be used as a substitute only three times replacing at most three of the requirement a4 category B tournaments.
- c. **SECOND**, satisfactory performance as Chief TD or Chief Assistant to a national TD at a Category N, N1, N2, N3, N4, A, A1, or A2 tournament or any combination of two Quick Chess Category N, N1, N2, N3, N4, A, A1, or A2 tournaments.
- d. **THIRD**, satisfactory performance as Chief TD of a Category R tournament or two Quick Chess Category R tournaments.
- e. At least 4 tournaments, of any size (including substitutions), must have been successfully submitted for a rating on-line.
- f. Only one experience credit as a section chief or **assistant section chief** is allowed in multiple sectioned tournaments. Multiple tournaments held at the same site on the same dates may be defined as sections of the same tournament. **Dual rated tournaments count as Regular rated, not Quick rated, for TD experience credit.**

37. Expiration.

Six-year renewable terms: The testing requirement for re-certification is waived for an ANTD with satisfactory performance as the chief or assistant TD of six tournaments or **a minimum of a single section at six different tournaments** during the six-year term.

The National Director (NTD)

38. Experience Requirements.

- a. **FIRST**, a total of fifteen Category B tournament experience credits, as listed below in a1 – a4, are required
- a1. Satisfactory performance as Chief TD at eight Category B tournaments, no substitutions are allowed.
- a2. Satisfactory performance as Chief TD at one Category B tournament which awarded \$1000+ in cash prizes, no substitutions are allowed.
- a3. Satisfactory performance as Chief TD or Chief Assistant TD at two additional Category B tournaments each which awarded \$1000+ in cash prizes, substitutions are allowed.

- a4. Satisfactory performance as Chief TD at four Category B tournaments, substitutions are allowed.
- b. Any of the following may be substituted for the tournaments in requirements a3-a4 as per the limitations imposed by sections b1 – b2 :
- b1. Satisfactory performance as Chief TD at one Category C, C1, C2, B1 or B2 tournament (or any combination of two Quick chess Category C, C1, C2, B1 or B2 tournaments, that can be combined to count as only one TD credit) which each awarded \$1000 in cash prizes. This type of TD credit can be used as a substitute only twice replacing at most two of the requirement a3 category B tournaments.
- b2. One TD experience credit can be earned with the satisfactory performance as Chief TD at any combination of three Category C, C1, C2, B1 or B2 tournaments (or any combination of six Quick chess Category C, C1, C2, B1 or B2 tournaments, that can be combined to count as only one TD credit). This single type of TD credit can be used as a substitute only four times replacing at most four of the requirement a4 category B tournaments.
- c. **SECOND**, Satisfactory performance as Chief Assistant to a national TD at a Category N1 tournament (the following may be substituted for one Category N1 tournament: a combination of one Category N3 tournament plus one Category N4 tournament).
- d. **THIRD**, Satisfactory performance as Chief TD or Chief Assistant to a national TD at an additional Category N1, N2, N3, N4, A, A1, or A2 or satisfactory performance as Chief TD or Chief Assistant to a national TD at any combination of two additional Quick Chess Category N1, N2, N3, N4, A, A1, or A2 tournaments.
- e. **FOURTH**, Satisfactory performance as Chief TD of a Category R tournament or satisfactory performance as Chief TD at two Quick Chess Category R tournaments.
- f. **FIFTH**, Satisfactory performance as Chief TD or Chief Assistant to a national or associate national TD at a Category T tournament of at least four rounds or satisfactory performance as Chief TD or Chief Assistant to a national or associate national TD at two Quick Chess Category T tournaments of at least four rounds.
- g. Only one experience credit as a section chief or **assistant section chief** is allowed in multiple sectioned tournaments. Multiple tournaments held at the same site on the same dates may be defined as sections of the same tournament. **Dual rated tournaments count as Regular rated, not Quick rated, for TD experience credit.**
- h. At least 5 tournaments, of any size (including substitutions), must have been successfully submitted for a rating on-line.

The International Arbiter (IA) And FIDE Arbiter (FA)

42. Title. The titles of international arbiter and FIDE arbiter are awarded by the World Chess Federation (FIDE).

43. Qualifications.

The USCF will submit a title application for the International arbiter and FIDE arbiter titles for current USCF members who are certified at the Senior, ANTD, or NTD level and meet all the following requirements. FIDE requires that an IA applicant must already hold the title of FA. Applicants will pay all fees regarding this process:

- a. Thorough knowledge of the *Laws of Chess* and the FIDE Regulations for chess competitions;
- b. Absolute objectivity, demonstrated at all times during his or her activity as an arbiter;
- c. Sufficient knowledge of at least one official FIDE language for FA and obligatory knowledge of the English language, minimum at conversation level, and of chess terms in other official FIDE languages, for IA.
- d. Experience: USCF Senior TD and chief or deputy arbiter in at least four category I events documented by the appropriate title norm certificate signed by a current IA or FA and governed by the FIDE Laws of Chess and Rules of Play such as the following:
 - d1. The final of the National Adult Championship (not more than two);
 - d2. All official FIDE tournaments and matches;
 - d3. International title tournaments and matches;
 - d4. International chess festivals with at least 100 contestants.

44. Testing Requirement.

Contact USCF.

45. Limitations. International Arbiters may direct all Category I tournaments. In order to submit the tournament as a USCF rated tournament, the IA must also have a level of USCF TD certification appropriate to the USCF Category into which the tournament fits.

TD TIP: *Contact the USCF office BEFORE any FIDE tournament is run to make sure all USCF/FIDE current requirements for both the tournament and TD qualifications (experience requirements, fees,...) are met.*

Chapter 8: The USCF Rating System

5. Rating floor. ...

Replace the second and third paragraph with:

A person's rating floor can also change if he or she wins a large class prize. The dollar limit is set by the Executive Board and may change due to economic conditions or periodic updates. The current floor will be listed on the US Chess Federation official web site. The minimum post-tournament rating of players winning such a prize shall be the lowest rating which would not be eligible for the section or class prize the player won.

A player with a substantial history of not being competitive in a floored class may request that the USCF office consider lowering this floor.

Chapter 10: Internet Chess

The Laws of chess do not restrict the game to face to face over-the-board play. Under the Laws games by means of the Internet, telephone, radio and other forms of communication are allowed provided that the a certified tournament director verify the results and attest to the fact that the Laws of Chess were enforced and followed. The amount of care taken may depend on the level of the event or the amount of prize money involved.

Guidelines for Internet tournaments and matches

Chief and assistant tournament directors

The Chief TD who submits the report certifies that the games were played according to USCF standards for rated play.

A certified assistant TD is available and is able to witness (computer screens visible, and actions of the players monitored) each player and game while games are in progress. This means that at each site that is connected for play an assistant is appointed to aid the chief TD in ensuring that the Laws of Chess are followed.

Though not required, it is advisable that the same software (or display interface) be used on both sides of the games. This will give no advantage to one player over the other due to the software used.

All chess playing software and engines be disabled or turned off during play. This is to be verified by the on site TD.

Time keeping

Official time for each game is kept at each player's home site either through an on screen display or through a chess clock.

Many Internet sites have coordinated time keeping and adjustment software that adjusts games for transmission delays. In those cases, the flag fall on the screen (transmitted by the host site) may be considered official.

In cases where the time is not coordinated, the assistant TD has the responsibility for calling the flag fall. Either player may request at any time for the time remaining on their opponent's flag.

In the case where the move is physically transferred from the printout or display to a physical board, the assistant TD will make the move on the board, the press the clock. That clock is then official. The TD will call the flag fall.

In either case, the amount of time delay allowed should be considered when organizing the event. Make sure that a sufficient time delay for each move is allowed to help in avoiding unnecessary controversy.

Touch and completed move

Software chess interfaces vary widely on touch move. In most cases, a move is not transmitted until a legal move is released on the board. The time of transmittal is considered the “touch”.

Mouse slips. Occasionally, the move transmitted is not the move intended. The on-site TD may verify unintentional mouse slips for retraction of a transmitted move. Examples of such moves may be the “drop” of a piece too soon (on the way to an intended square), the accidental selection of a piece (and subsequent drop) on the way to picking up of the intended piece, etc. It does not include the picking up of a piece and “waving it around the board” looking for a square, and its subsequent drop, etc.

Alternate rule for mouse slips: No appeal is allowed, if mouse slips occur refer to paragraph one of this section.

If the fact that a piece was “picked up” is made visible to the opponent, all normal touch move/illegal move rules should be enforced.

Scorekeeping

Most software automatically keeps score for the players. Additional notation is not required.

Illegal moves.

Most software interfaces do not allow illegal moves. This is allowable if both players have access to the same information and assistance.

Identities of the players

The Chief TD is responsible for verifying the identities of the players. In general, a simple user id/password system is NOT sufficient to establish identity. Assistant TDs can check IDs just as they do at ordinary events. When there are no assistant TDs, the Chief TD must take care.

Playing from home

Be careful, very, VERY, careful.

In any events where play is allowed that does not have a non-playing certified TD present at all locations (e.g. from home), then the event coordinator and chief TD are ultimately responsible for assuring the adherence to the Laws of Chess. At a minimum, there should be a pre-determined set of playing conditions transmitted to each player and a signed statement attesting to compliance to those playing conditions. This is similar to the submission of a report of a match between two individual players.

Starting and resumption of a game

After the pairings have been determined, the players are sent an instruction to match their respective opponent. Players should match their opponent or accept their pending challenge in a timely manner. The tournament director will use discretion in judging delays and the enforcement of penalties.

When a player gets disconnected during the tournament, that player should try to return as soon as possible. If a player gets disconnected during a game, the game is considered to be

adjourned. The opponent of the disconnected player is to resume an adjourned game when the disconnected player returns. The tournament director will use discretion in judging delays, frequent disconnects and the enforcement of penalties.

Chapter 11: Blitz Chess

Blitz Chess (also known as Speed Chess, 5-minute Chess, Lightning Chess (2-minute), and Bullet Chess (1-minute)) is a variant defined as a single, sudden death time control from 1 to 10 minutes. Blitz games typically are set at five minutes and do not use time delay. Since each game takes only about 10 minutes, it has long been popular for fun games where time is limited, such as lunch breaks or between rounds of other tournaments. Some clubs will host Blitz events that may have as many as 20 rounds in a single evening.

Take note that Blitz is not Quick Chess with a 5 minute time control (which follow standard sudden death rules.)

USCF Blitz Rules

- 1). Each player must make all his moves in the time specified for the game.
 - 1a) Standard time control (TC) or blitz is G/5 with no delay.
 - 1b1b) Non-standard time controls, including the use of delay or increment, may be used at the discretion of the organizer provided that they are stated in any advance publicity, announced and posted at the site.

TD Tip: Non standard time controls should be set keeping in mind the spirit and intent of Blitz Chess (Rapid play, quick, fun chess). Total game time should not exceed 10 minutes per player per game.

- 2.) All the clocks must have a special device, usually called a “flag”, either a regular flag or some device on a digital clock that indicates a flag fall.

Standard timer for blitz chess:

 - 2a) Whatever timer is used (analog or digital), a standard timer must continue to run for both sides even if one side’s time has expired. (See 8c).
 - 2b) A digital timer (given it meets the requirements of 2a) is preferred over an analog timer due to the precision of setting and the accuracy of timing. If no digital timer is available, then an analog timer may be considered standard.
 - 2c) The player with the black pieces chooses the standard timer.
- 3.) Before play begins, both players should inspect the position of the pieces and the setting of the clock, since once each side has completed a move the position on the board and the time on the clock remain as set.
 - 3a) If the king and queen are set up incorrectly, it is legal to castle short on the queenside and long on the kingside.

3b) If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim not allowed when the opponent has determined a next move.

4.) Each player must press the clock with the same hand that moves the pieces.

4a) When castling a player may use both hands.

4b) When capturing or completing a promotion both hands may be used if it is clear that the clock is pressed after the move is determined.

5.) The tournament director may state at the start of the event the direction the clocks are to face, and the player with the Black pieces then chooses the side of the table on which to sit.

6.) Except for pressing the clock, neither player should touch the clock except:

6a.) To straighten it.

6b.) If a player knocks over the clock a penalty may be assessed.

6c.) If your opponent's clock does not tick you may press his side down and re-press your side; however, if this procedure is unsatisfactory, please call for a director.

6d.) Each player must always be allowed to press the clock after their move is made.

6e.) A player should not keep a hand on or hover over the clock.

7.) *Defining a win*

A game is won by the player:

7a.) Who has mated his opponent's king.

7b.) Whose opponent resigns.

7c.) Whose opponent's flag falls first, at any time before the game is otherwise ended by stopping the clock prior to the player's own clock's flag fall and has mating material.

Mating material consists of (at a minimum) two minor pieces, a pawn, a rook or a queen provided it isn't a position where one could claim it to be a draw under section 8.

7d.) Who after an illegal move is completed by the opponent, then takes the king (if the king is in check) or claims the win and stops the clock, before the player determines a move.

7e.) An illegal move doesn't negate a player's right to claim on time, provided it is done prior to the opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.

8.) *Defining a draw*

A game is a draw:

8a.) If one of the kings is stalemated.

8b.) By agreement between the players.

8c.) If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing that both flags are down.

8d.) If one player has insufficient mating material when the opponent's flag falls or makes an illegal move.

"Insufficient Losing Chances"(ILC) claims are not allowed.

TD TIP: *Blitz tournaments allowing "Insufficient Losing Chances" (ILC) claims should be advertised and announced in advance. The TD should be aware that common practice has shown that in addition to the official Blitz rules that "Insufficient Losing Chances" claims are upheld only:*

1.) *If both players each have just one identical piece and if neither side can show a forced win.*

2.) *In K+bishop vs. K+bishop of opposite colors, with only 1 pawn on the board, provided there is no forced win.*

3.) *K+rook pawn vs. K can be claimed as a draw once the defender is on the rook file in front of the pawn. K+pawn vs. K can be claimed as a draw once the defender is immediately on the square directly in front of the pawn as long as it's not on the 7th rank.*

4.) *K=rook+rook pawn vs. K+rook is a draw if the pawn is blockaded by the king and there is no immediate win.*

9.) If a player accidentally displaces one or more pieces, they shall be replaced the player's own time. If it is necessary, the opponent may press the clock without making a move. If the player presses the clock after displacing pieces, then a penalty may be assessed.

10.) If a player touches one piece, then moves another; and presses the clock, the opponent may press the player's clock to force the player to move the piece touched, or may stop the clock to claim a violation. A penalty may be assessed.

11.) In case of a dispute either player may stop the clock while the tournament director is being summoned. In any unclear situation the tournament director will consider the testimony of both players and any reliable witnesses before rendering a decision.

12.) The tournament director shall not pick up the clock except in the case of a dispute when it is necessary to do so in order to assess penalties or adjust time.

13.) Spectators and players in another game are not to speak or otherwise interfere. If a spectator interferes in any way that may affect the result of the game (e.g. calling attention to a flag fall or an illegal move), the tournament director may cancel the game and rule that a new game be played in its stead and expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the tournament director may be assessed up to expulsion from the event.

14.) A player who has played an illegal move must retract it and make a legal move with the piece touched prior to pressing the clock. If no legal move exists with that piece then he may make any legal move. Illegal moves unnoticed by both players cannot be corrected afterwards. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win.

15.) A legal move is determined when the hand leaves the piece and completed when the clock is pressed.

16.) Moving the King next to another King is an illegal move. Intentionally playing a king next to the opponent's in order to take the opponent's king on the next move (if not caught) is a cheap shot and will not be tolerated! Stop the clock and claim a win because of an illegal move.

17.) If the player promotes a pawn and leaves the pawn on the board, the opponent has the option of stopping the clocks while a replacement piece is found.

18.) Standard penalty for first offense is to add one minute to the opponent's clock. There may be circumstances where a penalty assessed may not be standard (e.g. repeat offenses, unsporting behavior, etc...) and is left to the discretion of the tournament director.

19.) The decision of the tournament director is final.