



**US CHESS**  
FEDERATION

# **2016 NATIONAL SCHOLASTIC CHESS TOURNAMENT REGULATIONS**

**FOR USE IN THE FOLLOWING TOURNAMENTS:**

## **US CHESS SUPERNATIONALS**

### **US CHESS SPRING NATIONALS**

NATIONAL ELEMENTARY (K-6) CHESS CHAMPIONSHIP  
NATIONAL MIDDLE SCHOOL/JUNIOR HIGH (K-9) CHESS CHAMPIONSHIP  
NATIONAL HIGH SCHOOL (K-12) CHESS CHAMPIONSHIP

### **US CHESS FALL NATIONALS**

NATIONAL SCHOLASTIC K-12 GRADE CHAMPIONSHIP

### **US CHESS YOUTH EVENTS**

NATIONAL YOUTH ACTION CHAMPIONSHIP  
U.S. JUNIOR CHESS CONGRESS  
U.S. JUNIOR OPEN

FIRST PUBLISHED IN 1984

**THIS EDITION WAS REVISED IN DECEMBER 2015  
AND IS EFFECTIVE JANUARY 1, 2016**

CHANGES FROM THE JANUARY 2015 EDITION  
ARE HIGHLIGHTED USING ~~STRIKE-THROUGH-TEXT~~ AND **RED TEXT**

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## Summary of Changes from the 2015 Edition of the Scholastic Regulations

The Scholastic Council and US Chess are pleased to present the 2016 National Scholastic Chess Tournament Regulations. This document culminates three months of work to capture, analyze and apply lessons from the 2014-15 Scholastic Chess year. It also incorporates direction provided by the Delegates during the 2015 Delegates Meeting held at the US Open in Phoenix, input from persons who attended the Scholastic Committee Workshop at the US Open, suggestions from National Tournament Directors who have served as Chief TDs or Chiefs of the Backroom/Pairings during National Scholastic Events, and guidance from the US Chess Director of Events.

As has been our practice for the past several years, we use **red text** and ~~strike-through text~~ to highlight additions and deletions from the 2015 edition to the 2016 version. In addition, the 2016 edition applies the new US Chess logo and replaces all instances of “USCF” with “US Chess.”

Here is an overview of some of the more significant changes for 2016:

- Paragraph 12.3: Clarifies age requirements for different grades.
- Paragraph 12.4: Adds specificity to which Rating Supplements are used for the K-12 Grade Nationals and the Spring Nationals.
- Paragraph 12.5: This section, on Other Over-the-Board (OTB) ratings, has been completely re-written to clarify how other OTB ratings will be treated during the Spring Nationals.
- Paragraph 13.2: Clarifies team play involving pre-school age players.
- Paragraph 13.3: Updates eligibility information for Home School players and team participation.
- Paragraph 14.0: Incorporates language about “Club teams” developed in 2015 for the Junior Chess Congress.
- Paragraph 18.3: Clarifies pairing procedures involving players from the same State or Team.
- Paragraph 18.4: Adds an Under-1900 Section to the High School Nationals for the spring of 2016
- Paragraph 18.9: Provides specifications for Blitz and Bughouse at the K-12 Grade Nationals, and for Blitz at the Spring Nationals.
- Paragraph 21.0: Many, many changes. First, 21.0 introduces the goal to have a completely silent playing hall at our National Scholastic Events. In 21.12, we have completely re-written the rules governing electronic devices (EDs), not only defining what is/is not allowed, but also specifying actions for players who bring their EDs into the Playing Area. Special thanks go to Steve Schutt for his hard work on this topic. In 21.14, we codify when a player is allowed to leave the Playing Room during his/her game.
- Appendix A-1, Scholastic Blitz Rules, have been updated to describe what ratings are used for pairing purposes.
- Appendix B-1, Scholastic Bughouse Rules, have been updated to clarify how the teams are allowed to organize themselves for each 2-game round.
- Appendix E, Guide for Spectator Conduct, and Appendix F, Approved Electronic Notation Devices, have been revised to assure they align with changes made throughout Paragraph 21.0 of the Scholastic Regulations.

For the Scholastic Council,

Mike Hoffpauir and Beatriz Marinello, Co-Chairs

## 1.0 **INTRODUCTION**

1.1 **Basic Principles.** The US Chess National Scholastic Chess Tournament Regulations are intended to ***fulfill the special needs and expectations of players, coaches and parents at our national scholastic events.*** These regulations are a reference to the special rules that govern these events, along with some suggestions to help the event run smoothly. They are designed to maintain, promote, preserve and enhance the dignity and significance of US Chess national scholastic events. These regulations carry the weight of history and hands-on experience. However, no regulations should be held inviolate when better ideas arise or when the regulations leave room for interpretation. Proposed improvements to these regulations shall be referred to the US Chess Office and the Scholastic Council for consideration in the next scholastic chess year. Clarification or interpretations of the existing rules for the current scholastic chess year shall be referred to the US Chess office and the Scholastic Council. After all, the main principle of these regulations is this: ***Our young players deserve the best!***

1.1.1 To foster consistency between state and national-level scholastic events, US Chess encourages state scholastic organizations to adopt these regulations for state scholastic championships.

1.2 **Tournament Proposals.** US Chess and the Scholastic Council will review proposals for the following tournaments: National Elementary (K-6), National Middle School/Junior High (K-9), National High School (K-12), National Youth Action Championship, and the National Scholastic K-12 Grade Championship. US Chess will solicit interest in site selection and then negotiate with the local organizer details of the proposed tournament. The Scholastic Council will be part of the final selection process. Expressions of interest by affiliates are indeed welcome, since in all cases US Chess wishes to partner with a local organization(s) for local arrangements (e.g. securing local TDs), in coordination (and agreement) with US Chess. However, site selection and all contracting for these events will be handled by US Chess.

1.2.1 Whenever US Chess is the organizer the US Chess main office shall be responsible for all details listed herein as the organizer.

1.2.2 Many chess tournaments and chess activities are organized under the name “US Chess” or “US Chess Federation,” yet are managed fully by other organizations and/or individuals. Such organizations may enter into contracts for facilities, goods, services, etc., though US Chess must approve these contracts first. Such organizations are not representatives of US Chess management, they are independent contractors.

## 2.0 **EVENT DATES**

### 2.1 **National Scholastic Events**

2.1.1 **Fall Nationals.** The National K-12 Grade Championship:

2.1.1.1 Should be played between November 15 and December 15.

2.1.1.2 Must not be scheduled on Thanksgiving Day weekend.

2.1.2 **Spring Nationals.** National Elementary (K-6), Middle School/Junior High (K-9) and High School (K-12) Championships:

2.1.2.1 Should be held between and to include the third weekend in March and the second weekend in May.

2.1.2.2 Must not be scheduled on Easter or Passover.

2.1.2.3 Try to avoid Daylight Savings Time weekend, as well as, the test dates for the Scholastic Aptitude and Advanced Placement exams (High School only).

### 2.2 **National Youth Events** – National Youth Action and U.S. Junior Chess Congress

#### 2.2.1 **National Youth Action**

2.2.1.1 Should be held between November 1 and December 1.

2.2.1.2 Must not be scheduled on Thanksgiving Day weekend.

2.2.2 **U.S. Junior Chess Congress:** Whenever possible.

2.2.3 **U.S. Junior Open:** Should be held in the summer.

- 2.3 Dates should not conflict with any other National Tournament and, if possible, they should not conflict with the North American Youth Chess Championships, the Pan-American Youth Festival, the World Youth Chess Championships, or the World Cadet Chess Championships.

### **3.0 SITE SELECTION AND CHARACTERISTICS**

- 3.1 Our primary concern is assuring the quality of national scholastics.
- 3.2 US Chess will make every reasonable effort to rotate these events geographically from year to year.
- 3.3 Acceptable sites include, but are not limited to, hotels with convention facilities, schools, colleges, and convention centers.
- 3.4 All tournament-related playing and meeting space proposals must be approved by US Chess before they are signed.
- 3.5 US Chess is responsible for making sure all of the following are implemented:
- 3.5.1 The Playing Hall must allow for a minimum of 25 sq. ft. of usable space per player. This should include space for spectators. The top 20 boards of all Championship sections, except for primary grades, should have no more than two boards per six or eight foot table. Bids must include a Playing Area able to accommodate the maximum number of expected players.
- 3.5.2 The site should have a large Skittles Area that is at least half the size of the playing hall(s). The Skittles Area should be in the immediate vicinity of the playing site, indoors, and easily accessible from the playing room. It is recommended the Skittles Area be 3/4 of the size of the playing area(s).
- 3.5.3 Team Rooms (especially for the Elementary and Middle School/Junior High events) should be available to coaches needing a more private area to instruct and counsel team members. Teams should expect to pay reasonable charges for the use of such space. Whenever possible, Team Rooms should be under the same roof as the Playing Hall, or in a building connected to it. Team Room locations will be provided at the time the rooms are reserved by the team with the US Chess Main office.
- 3.5.4 Toilet facilities must be adequate for large numbers of youngsters and must be inspected, cleaned and maintained every hour during rounds. Restrooms for players only should be easily accessible to the playing room.
- 3.5.5 Water should be provided in the Playing Area(s) and maintained every hour during rounds.
- 3.5.6 Pictures and descriptions of the tournament site, including size, lighting, available sanitary facilities, or any physical equipment available should be included with each contract.
- 3.5.7 A map of the area should be available showing inexpensive restaurants and attractions near the site. This should be done on the website site and available on paper at chess control.
- 3.5.8 For the National Middle School/Junior High (K-9) and National Elementary (K-6) Tournaments a “Play Area” should be provided that allows the children an acceptable area to run and play.
- 3.5.9 A centrally-located information booth, called “Chess Control”, shall be provided near the Playing Area, or on the primary route players will take to and from the Playing Area. Chess Control shall:
- 3.5.9.1 Be a one-stop-shop where players, coaches and parents can enter into the tournament, change sections, check the status of their registration, and ask general questions about the event.
- 3.5.9.2 Provide participants with directions to local restaurants, transportation, interesting sites, and other non-tournament information.
- 3.5.9.3 Provide a message center where families and players can receive emergency information. This message center should have a pre-advertised phone number and/or email address.
- 3.5.9.4 Serve as the central location for “Lost and Found.”
- 3.5.10 There should be food available on site that is priced comparably to fast food. There should be ample food services available that, if necessary, all of the anticipated participants may be

fed within a two hour period. Food vendors should be open at least 60 minutes before the first round starts each day and close no earlier than 60 minutes before the last round is scheduled to end.

- 3.5.10 The site must be handicapped accessible.
- 3.5.12 It is recommended that a photographer be available throughout the tournament.
- 3.5.13 Ample signage should be on display at numerous locations throughout the facility a minimum of twelve hours prior to the first scheduled event of the tournament.

#### **4.0 LODGING ACCOMMODATIONS**

- 4.1 Lodging should be inexpensive and accessible to the playing site.
- 4.2 A single price for 1-4 people per room should be negotiated.
- 4.3 If the hotel(s) is providing the playing site, the cost of meeting space should be directly related to the total number of room-nights sold (such as on a sliding scale). Free meeting space is generally negotiable with most hotels.
- 4.4 If the hotel(s) is not providing the playing site, the hotel(s) contract(s) may be structured to provide the tournament a rebate of \$3 to \$10 per room night sold to help defray playing site and other tournament costs. Rebates are considered tournament income. When US Chess is not the organizer, any amount higher than \$10 per night may not be accepted without the prior written consent of the US Chess main office.
- 4.5 The organizer should provide, at least 6 months before the start of the event, a list of all recommended hotels, rates, addresses, phone numbers, distance from playing site, and contact information on the US Chess website.

#### **5.0 TRANSPORTATION**

- 5.1 Organizers should ensure the availability of transportation between the headquarters hotel and nearest commercial airport, railroad, and bus terminals and shuttle service between playing site and headquarters hotel if they are beyond walking distance of each other. All such travel arrangements should be publicized at least six months in advance for the benefit of players, coaches and parents.

#### **6.0 FINANCES**

- 6.1 When US Chess is not the principal organizer, the local organizer is contractually responsible for the execution of these regulations (with US Chess oversight) before, during and after the tournament.
- 6.2 US Chess will provide financial statements from previous events to the organizer upon request.
- 6.3 US Chess's share of the profits from National scholastic events will go to US Chess. Tournament income includes, but is not limited to, entry fees, book and equipment sales, food and beverage sales, sale of chess pieces and boards used in the tournament, advertising income, fees paid by promoters and exhibitors, hotel room night rebates, team room rentals, rebates, etc.
  - 6.3.1 US Chess will negotiate an agreement with the local organizer, which will define roles, responsibilities, and the financial arrangements between the two parties. The financial arrangements may be a share of the profits, a per-head fee, or some combination thereof.
- 6.4 All contracts must be approved and signed by US Chess when US Chess is undertaking full management responsibility for the event. When a local organizer is undertaking full management responsibility, US Chess need only review and approve the contract, though it need not be a signatory thereon, as the local organizer is acting as an independent contractor and is fully responsible and liable for all activities or actions pursuant to the contract.

#### **7.0 CONCESSIONAIRE**

- 7.1 US Chess has the right of first refusal to sell chess books, chess equipment, T-shirts, commemorative boards / sets and other chess paraphernalia at any US Chess national event.
- 7.2 All outside vendors must be approved by US Chess, including concessions.

**8.0 STAFFING**

- 8.1 The Chief TD for all national scholastics must be certified at the “National Tournament Director” level. Additionally, the Chief TD must have strong experience in administering large scholastic events, especially those using computer pairing programs. The Chief TD must be acceptable to US Chess.
- 8.2 The Chief TD and/or organizer is responsible for appointing an adequate number of certified assistant TDs to help administer each event. The organizer should not serve on the directing staff.
- 8.2.1 A minimum of four TDs, including the Chief TD should be on staff. These TDs should have strong knowledge of computers and computer pairings, as they are expected to generate pairings, standings, team results, etc., round by round, as well as, to handle inevitable problems.
- 8.2.2 Each event must have a Chief Floor TD (“Floor Chief”) with a sufficient number of assistants.
- 8.2.2.1 The ratio of TDs to players should be as follows:
- Grades 10-12: 1 TD per 100 players
  - Grades 7-9: 1 TD per 75 players
  - Grades K-6: 1 TD per 50 players
- 8.2.2.2 Each Floor TD should begin the tournament by having responsibility to support one specific Section Chief. As the round progresses, the Section Chief or Floor Chief can re-assign Floor TDs to other sections based on the number of remaining games. Floor TDs are not “released” from the Playing Hall until relieved of their responsibilities for the round by their Section Chief or the Floor Chief.
- 8.2.2.3 Floor TDs will handle disputes and make rulings. **Players may appeal rulings under the specifications of US Chess Rule 21H.** Appeals are to be made first to the Section Chief TD, then the Chief Floor TD, and then the Chief TD. **Appeals above the Chief TD will be made to a Special Referee appointed to cover the tournament by the Director of Events. The decision of the Special Referee is final for the purpose of the event, but may be overruled later if the player appeals to US Chess under US Chess Rule 21L.**
- 8.2.2.4 During play, a minimum of two experienced Floor TDs should be present in large tournament rooms and one Floor TD in small tournament rooms.
- 8.2.2.5 Volunteers who are not certified TDs may assist floor directors to keep order; however, they cannot make rulings and must direct all questions regarding the rules to certified TDs.
- 8.2.2.6 All staff should wear identification stating their name and duty. The TD certification level should be listed on the name tag.
- 8.3 The TD staff is expected to be appropriately compensated. Such compensation should include, but is not limited to, lodging and free food. Each TD should be compensated enough to at least cover any reasonable transportation costs.
- 8.4 A large number of **well-trained** volunteers is essential to the success of US Chess national scholastic tournaments. The organizer is responsible for training the volunteers. They may be responsible for such duties as:
- 8.4.1 Receiving entries at Chess Control
- 8.4.2 Entering registrations into a data base
- 8.4.3 Checking ratings of players
- 8.4.4 Checking schools of players
- 8.4.5 Checking in players and teams on-site
- 8.4.6 Setting up the playing room
- 8.4.7 Manning results-tables
- 8.4.8 Controlling access at doors to the Playing Area
- 8.4.9 Providing for the needs of the TD staff

**9.0 COMPUTERS**

- 9.1 Fast ink-jet or laser printers are preferred.
- 9.2 The computer room (e.g. the “Back Room”) should be assembled at least one day before the tournament to make sure there are no problems.
- 9.3 The large size of these events necessitates pairing by computer. A list of approved computer programs may be obtained from US Chess.
- 9.4 If any computer equipment is acquired or donated for the tournament, such equipment will be considered assets of the tournament. Assets may not be disposed of without the express consent of US Chess.
- 9.5 At least one computer and printer shall be available for non-pairing/technical purposes by authorized staff.

**10.0 PUBLICITY**

- 10.1 Publicity is an important part of attracting new participants to National Scholastic events. Many scholastic chess programs are not aware of the existence of US Chess’s slate of national scholastic chess championship events. Organizers should include plans for publicity in their proposals. The organizer should coordinate with the US Chess main office to produce press releases and publicity for the event.
- 10.2 These events will be announced in **Chess Life** and **Chess Life for Kids**.
- 10.3 Flyers advertising National Scholastic and Youth events will be mailed to all US Chess affiliates except prison affiliates.
- 10.4 Organizers should arrange publicity with local news media, prior to, during, and immediately after these events.
- 10.5 The organizer should prepare a press release listing major winners immediately upon conclusion of the tournament. Ideally, this release should be available during the awards ceremony.
- 10.6 A tournament program book should be prepared that includes the following components:
  - 10.6.1 Schedule of events
  - 10.6.2 List of past winners
  - 10.6.3 Prize list
  - 10.6.4 Specific rules for the tournament (e.g. rules that supplement the official **Rules of Chess**)
  - 10.6.5 List of tournament directors
  - 10.6.6 Volunteer staff
  - 10.6.7 Scoresheets for each round of play (extra scoresheets also must be prepared)
  - 10.6.8 Information about local restaurants and attractions.
  - 10.6.9 The location, time, and sequence of events for the Awards Ceremony.
  - 10.6.10 Instructions for “early pickup” of trophies after the last round.
  - 10.6.11 Player procedures and acceptable conduct for spectators, players, and coaches.

**11.0 ENTRY FEE & REGISTRATION**

- 11.1 The entry fee shall be kept as economical as practical and set in accordance with the approved budget.
- 11.2 Early Entry deadline(s) should be used for each event. **When practical, early entry deadline dates should be set to occur no sooner than one week after the date when US Chess is expected to publish the Rating Supplement to be used for the event. To comply with this requirement, organizers will discuss their proposed early entry dates with the US Chess Director of Events before advertising those dates in TLAs, event flyers, mass emails, and websites.**
- 11.3 Players registering the day of the event may be paired or receive a Half-point Bye at the discretion of Chief Tournament Director, or the organizer when the event is outsourced.
- 11.4 Player requests for a “section change” are subject to a fee. Players should make their section change requests as soon as possible.

- 11.5 A Half-point Byes is available for Round 1, if requested as part of the advance entry process. Zero-point byes are available for any round. The Chief Tournament Director shall have the ability to grant a Half-point Bye for any round based on unusual circumstances, except the last round.
- 11.6 Check-In Procedures. It is important that “check-in” is a smooth process allowing players to resolve any problems they may have with their entries.
- 11.6.1 A complete list of the advance entry players shall be posted periodically on the tournament web page. This web page should be updated regularly.
- 11.6.2 Two lists of participants per section should be posted prior to Round 1: alphabetical and with school name. A complete team roster for all schools shall be posted on site. It is the responsibility of the players and/or coaches to report mistakes or corrections to the TD staff.
- 11.6.3 Rules specific to the tournament and side events will be available in advance of the event.

## 12.0 ELIGIBILITY REQUIREMENTS

- 12.1 All players must possess a current US Chess membership.
- 12.2 General Eligibility. The following players are eligible:
- 12.2.1 Full-time students who are enrolled in school in the United States or its territories for the entire semester in which the event is held.
- 12.2.2 U.S. citizens who are attending school abroad.
- 12.2.3 Home-schooled and virtual-schooled students who are living in the United States or are United States citizens living abroad.
- 12.2.4 Home-schooled and virtual-schooled students who do not exceed the age **and grade eligibility** requirements listed in 12.3 below.
- 12.3 Age **and Grade** Eligibility. The following ages are as of September 1 of the school year in which the competition takes place. These age requirements are considered upper bounds for each grade. Our national events are grade-based and require all players to play in a section that allows for their current grade.
- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• Kindergarten: <b>6 years old</b></li> <li>• 1st Grade: <b>7 years old</b></li> <li>• 2nd Grade: <b>8 years old</b></li> <li>• 3rd Grade: <b>9 years old</b></li> <li>• 4th Grade: <b>10 years old</b></li> <li>• 5th Grade: <b>11 years old</b></li> <li>• 6th Grade: <b>12 years old</b></li> </ul> | <ul style="list-style-type: none"> <li>• 7th Grade: <b>13 years old</b></li> <li>• 8th Grade: <b>14 years old</b></li> <li>• 9th Grade: <b>15 years old</b></li> <li>• 10th Grade: <b>16 years old</b></li> <li>• 11th Grade: <b>17 years old</b></li> <li>• 12th Grade: <b>18 years old</b></li> </ul> |
|---|---|
- 12.3.1 There shall only be one year of eligibility per grade level unless one of the situations listed below applies.
- 12.3.1.1 Pre-schoolers may play as ~~Kindergartners~~ **in the Kindergarten Section at the K-12 Grade Nationals, or in any K-X Section in other events.** ~~Kindergartners~~ **Pre-schoolers** may continue to play as Kindergartners **or in K-X sections** in subsequent years until they start the first grade.
- 12.3.1.2 Players who repeat a grade in school may have a second year of eligibility in that grade as long as they are age-eligible for that grade.
- 12.4 Rating Supplement. (See also Paragraph 11.2.)
- 12.4.1 For Spring Nationals starting **before the 10<sup>th</sup> of the month**, the previous month’s Rating Supplement will be used. **For example, if the Elementary (K-6) Nationals were to start on May 5<sup>th</sup>, then the April Rating Supplement would be used for the tournament.**
- 12.4.2 For Spring Nationals starting **on or after the 10<sup>th</sup> of the month**, the current month’s Rating Supplement will be used.
- 12.4.3 **The K-12 Grade Nationals shall use the current month’s Rating Supplement.**
- ~~12.5 (deleted in entirety and replaced with the new 12.5) Players entering an “Under” or “Unrated” section in a USCF National Scholastic tournament shall disclose at the time of registration whether they have one or more ratings in another over-the-board (OTB) rating system(s).~~

All forms of tournament entry (e.g. online, on-site, mail-in, telephonic) shall require the person creating the entry to declare whether the player has a rating in another OTB system.

~~12.5.1 When such information is received the USCF shall seriously consider, in consultation with the Scholastic Council and the Ratings Committee, using this rating information to determine section and prize eligibility in accordance with USCF rules 28D and 28E. The group that considers these issues will consist of three persons: the Chief TD for the tournament, the USCF Director of Events, and the Scholastic Council Representative for the tournament. This group also shall consult with the Ratings Committee as necessary.~~

~~12.5.2 Players who have entered an Under or Unrated section, and who have not disclosed that they have another OTB rating, shall have their status in the event reviewed in accordance with USCF Rule 28H. This review can result in a broad array of actions that include, but are not limited to: no negative action being taken because the non-disclosure was truly an oversight; moving the player to the appropriate section of the tournament, with or without any Byes or points; loss of team points; lack of eligibility for certain awards; or, expulsion from the tournament.~~

## 12.5 Ratings in Other Over-the-Board (OTB) Systems and US Chess Spring National Scholastic Tournaments.

12.5.1 When the US Chess main office receives other OTB information during the event entry process, US Chess shall seriously consider, in consultation with the Scholastic Council and the Ratings Committee, using this rating information to determine section and prize eligibility in accordance with US Chess rules 28D and 28E.

12.5.2 For the Spring Nationals, all forms of entry for the Under and Unrated sections shall **require players to disclose at the time of registration whether they have one or more ratings in another OTB rating system(s).**

12.5.2.1 Other OTB rating systems include, but are not limited to, FIDE, foreign systems, the Northwest Scholastic Rating System (NWSRS), and ChessXpress (CX).

12.5.2.2 Authority for deciding whether and how ratings from any particular OTB system will be used resides with a 3-person group consisting of the US Chess Director of Events, the Chief TD for the tournament, and the Scholastic Council Representative to the event. This group shall consult with the Ratings Committee, as necessary, during the decision process.

12.5.2.3 For the Spring Nationals, the tournament staff shall ***apply the calculations below to players entering an Under or Unrated section, and then use the higher of the US Chess or Adjusted Rating*** to: 1) validate or correct Section assignment, 2) pair players, and 3) determine their prize eligibility.

- NWSRS: If the player's NWSRS is:
  - Below 1400, subtract 200 points. (*See the footnote below*)<sup>1</sup>
  - From 1400 to 1499, subtract 100 points
  - Higher than 1500, subtract 50 points
- CX: No rating adjustment.
- Other Rating Systems: To be reviewed by the 3-person group using specifications in the Rules of Chess (28C, 28D and 28E) and guidance from the Ratings Committee.

12.5.2.4 To track OTB rating issues for each Spring National Scholastic Tournament, the US Chess Scholastic Council shall appoint one person as the OTB Database (OTB DB) Lead for each tournament. The OTB DB Lead's primary

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<sup>1</sup> **For example**, a 4<sup>th</sup> grade player with a US Chess Rating of 710 discloses a NWSRS Rating of 1080 during registration and enters the K5-U900 Section at the Elementary Nationals. The player's NWSRS rating is less than 1400, so the Adjusted Rating is 1080 minus 200, or 880. Since the 880 Adjusted Rating is greater than the player's 710 US Chess Rating, the Adjusted Rating is used to declare the player as "eligible" to compete in the K5-U900 section. The rating of 880 also becomes the player's Assigned Rating for pairing purposes and will be listed On-Line in the listing of early entries.

responsibilities are to: 1) assist the US Chess Office, Director of Events, and Chief TD in tracking information on registered players who have disclosed their other OTB rating(s); 2) research other common OTB rating systems to identify players who may have ratings in those systems; 3) notify the Director of Events, US Chess Office, and Chief TD upon learning of players who have other OTB ratings; and, 4) provide recommendations to the Director of Events and Chief TD on how to handle each specific case.

12.5.2.5 The database created by the OTB DB Lead will be used by the Tournament Staff for the event to ensure players' ratings are correctly accounted for in the pairings program.

12.5.3.6 Players who enter an Under or Unrated section, and do not disclose that they have another OTB rating, shall have their status in the event reviewed in accordance with US Chess Rule 28H. This review can result in a broad array of actions that include, but are not limited to: no negative action being taken because the non-disclosure was truly an oversight; moving the player to the appropriate section of the tournament, with or without any Byes or points; loss of team points; lack of eligibility for certain awards; or, expulsion from the tournament.

12.5.3.7 In those instances when a player's US Chess rating, or adjusted rating based on another OTB system, makes the player ineligible for the section s/he has entered, the US Chess Office will notify the player, parent or coach (e.g. the person who sent in the entry) by email or phone within 5 working days. Notification will summarize the issue and include recommendations on what section(s) the player is eligible to compete in. Players who wait to enter the tournament the week it begins may not learn about their section eligibility issue until they arrive at the tournament site.

12.6 Definition of an Unrated Player. **An unrated player is a player who has no rating published in the US Chess Rating Supplement being used for the tournament.** In accordance with paragraph 12.5 of these Scholastic Regulations and US Chess rule 28D, a player who has an OTB rating in another rating system probably will not be considered unrated for the purpose of prizes and sectioning, even if the player has no US Chess rating. Accordingly, the Unrated Section in a US Chess National Scholastic Event is only for players who have no rating.

### 13.0 **TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS**

13.1 ***National Scholastic Events are individual tournaments with team scoring.*** A student who does not qualify to represent a team under rules 13.2, 13.3, or 13.4 can compete only as an individual.

13.2 In National Scholastic Events (i.e., the Spring Nationals and the K-12) a team is comprised of students who attend the same school.

13.2.1 A school is defined as an institution which has **one name**, is located in **one building** or **connected adjacent buildings**, and is under **one administrator** and which provides core curricular instruction in English, math, science, and social studies.

13.2.1.1 A 'local public school' for a home schooled or virtual school student is defined as the public school the student would attend if attending public school. The local public school for a 3rd grade home schooled or virtual school student is the local public elementary school the child would attend if going to public school.

13.2.1.2 A 'public school district' is a grouping of public schools (most usually within a city or county, but may be a single school in a small city) recognized and designated as being a public school district by that state's department of education. A 'local public school' is not the entire district but is the area that a single public school covers.

13.2.2 A student will be considered to attend a school if and only if he or she physically attends classes at that school building and receives more than 50% of his or her core curricular instruction during those classes.

- 13.2.2.1 *Pre-School players* are allowed to play for the school (public or private) they plan to attend once they reach Kindergarten age. Before travelling to a tournament, the parents, coach or guardian of such a player shall obtain a “Letter of Authorization” signed by a senior administrator (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ eligibility to participate as part of a specific school’s team. In this letter, the senior administrator shall verify that the player would attend the school if the player were old enough. The player, parents, coach or guardian should bring this letter to the tournament and be ready to provide it to US Chess if requested.
- 13.2.3 Each school may enter **only one team per section**.
- 13.3 Teams may also be comprised of home schooled students.
- 13.3.1 A home schooled student is defined as a student who receives at least 50% of his or her core curricular instruction at home.
- 13.3.2 Home schooled students have ~~the following~~ **two options for participating on a scholastic team in US Chess National Scholastic Events:**
- 13.3.2.1 A home schooled student **may represent his or her local public school** when access to extracurricular activities **at the school** is permitted and the student resides within the boundaries of the local public school as defined in 13.2. **Before travelling to a tournament, the parents, coach or guardian of such a player shall obtain a “Letter of Authorization” signed by a senior administrator (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ authorization to participate as part of a specific school’s team. The player, parents, coach or guardian should bring this letter to the tournament and be ready to provide it to US Chess if requested.**
- 13.3.2.2 A home schooled student **may join with other home schooled students** who reside within the boundary of the **same** local public school as defined in 13.2.
- ~~13.3.2.3 All the students attend home school sites located within the boundary of the local public school as defined in 13.2. (no longer needed because of 13.3.2)~~
- 13.3.3 There may be more than one home school team per recognized public school district.
- 13.4 Teams may also be comprised of virtual school students.
- 13.4.1 Virtual school students are students who receive more than 50% of their core curricular instruction on-line, but not in the school building.
- 13.4.2 Virtual school students may form scholastic teams using rule 13.3.2.1 or 13.3.2.2.
- 13.5 A scholastic team must contain a minimum of two players to be eligible for team prizes.
- 13.6 There is no maximum number of players who may compete on a team, but only the top 4 scores in any section count for team score in the **Spring Nationals**, and the top 3 scores in the **K-12 Grade event**.
- 13.7 No club teams are allowed in National Scholastic events.
- 13.8 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections.
- 13.9 The coach, **an adult team representative when there is no ‘coach’, or the ‘Team Captain’** is responsible for assuring that all of ~~his or her~~ **the team’s** players are properly registered and eligible to participate as members of ~~the his or her~~ team.
- 13.10 US Chess Affiliate Membership is encouraged for all teams.

#### **14.0 TEAM REQUIREMENTS FOR NATIONAL YOUTH EVENTS**

- 14.1 Team requirements for National Youth events (e.g the U.S. Junior Chess Congress, the National Youth Action Championship, and the U.S. Junior Open):
- 14.1.1 Teams will represent chess clubs and consist of youth meeting the age requirements, as defined in section 12.3, who are members of the club represented, and **are** residents of the United States.

- 14.1.2 US Chess recognizes two types of club teams for National Youth events: ‘School Clubs’ and ‘Outside Clubs.’
- 14.1.2.1 A School Club is a club whose team members meet together in any brick-and-mortar school, home school, or virtual school. School club players shall be students who go to the same school and meet the attendance criteria of Rule 14.1.3 below.
- 14.1.2.2 An Outside Club is a club who draws its players from different schools and whose players meet together regularly as described in Rule 14.1.3 below. Outside clubs may meet at any location.
- 14.1.2.3 A group of students who receive individual private lessons from the same coach are not a club.
- 14.1.3 ~~Club members~~ Any student who desires to play for a School or Outside club must attend at least six regularly scheduled club meetings over a period of at least three months immediately preceding the tournament and must be verified by the club president or designated club official. ~~Club members~~ A club team member cannot count more than two attendances for any seven consecutive days for purposes of this regulation.
- 14.1.3.1 A student who attends both a School Club and an Outside Club is eligible to play for either club. However, the player may not change clubs once the tournament begins, even if the player meets all Rule 14.1.3 attendance criteria for both clubs.
- 14.1.4 A club team must contain a minimum of three players to be eligible for team prizes.
- 14.1.5 There is no maximum number of players who may compete on a club team, but only the top four scores in any one section of the National Youth Action, or the top three scores in any one section of the US Junior Open or US Junior Chess Congress, will count toward the team score.
- ~~14.1.5 School teams will be considered as club teams representing that school. Players need not attend the same school; however, they must meet the requirements of sections 14.1.1 and 14.1.2.~~
- 14.2 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections. The section change must be authorized by the Chief TD for the tournament.
- 14.3 The Coach or designated adult accompanying the club team is responsible for assuring that all of his or her players are properly registered and eligible to participate as members of ~~his or her~~ the team.
- 14.4 US Chess encourages teams to obtain Affiliate Memberships.

## **15.0 OPENING CEREMONY**

- 15.1 The organizer will arrange a brief (maximum 15 minutes) but impressive Opening Ceremony, a half hour prior to the start of the first round. Arrangements will be made for a US Chess representative to be present who, along with the organizer, will welcome all participants and guests. Local dignitaries (mayor, county executive, congressmen, school superintendent, etc.) will be invited to attend, as well as, the press. Past experience has shown that local officials have a strong interest in participating in such ceremonies. While they may not always be able to attend, an invitation to the US Chess President and US Chess Executive Director to participate in the Opening and/or Closing Ceremonies should be formally extended. Official proclamations from the mayors, county executives, and governors are often obtainable. These proclamations may welcome visiting teams and even designate a “chess week.” The presentation of the National Anthem is strongly encouraged.

## **16.0 AWARDS CEREMONY**

- 16.1 The organizer is responsible for one or more awards ceremonies in keeping with the stature of a national championship.

- 16.2 The ceremony should last no longer than an hour and a half.
- 16.3 The list of prize winners should be posted as soon as possible.
  - 16.3.1 Award lists shall be posted sufficiently ahead of the awards ceremony to allow for errors to be brought to the attention of the Tournament Director and to allow corrections to be made. If corrections are made, the awards lists shall be re-posted as soon as possible and before the awards ceremony.
- 16.4 The order of the awards presentation should be announced at the beginning of the ceremony.
- 16.5 It is recommended that a senior representative from US Chess, the Chief Tournament Director and/or the US Chess Scholastic Council representative (when present) announce prize winners. A minimum of three assistants should be available to hand out trophies. Trophies should be displayed in awarding order (this saves time and prevents mistakes and confusion). Award winners shall be called to the stage in an orderly fashion for trophy presentation. Walk them across the stage and read their names.
- 16.6 The scores of winners should be mentioned and ties acknowledged.
- 16.7 Individual and team award presentations will be from lowest to highest place.
- 16.8 A separate area for photography should be provided for players. **This is area should be located far enough away from the stage so as to not disrupt the ongoing awards presentation. If available, it is recommended that a US Chess banner be available as a background.**

## **17.0 HEALTH AND SAFETY**

- 17.1 The local hospital and police department should be informed of the event.
- 17.2 All teams should be encouraged to leave a local phone number and/or hotel room number with tournament personnel so they can be contacted in case of emergency.
- 17.3 No alcohol or tobacco products are to be allowed in any hotel or convention space which is contracted for the event.
- 17.4 For all tournaments where the anticipated attendance is above 1,000 the organizer must supply trained medical personnel on site.

## **18.0 TOURNAMENT FORMAT**

- 18.1 ***National Scholastic events are individual tournaments with team scoring.*** Accordingly, they are ***paired as individual Swiss System tournaments, with individual scores added to create team scores.*** Whenever a section has more than  $2^{(N+1)}$  players where “N” is the number of rounds, **the Chief TD will consider using** ~~section will use~~ accelerated pairings (e.g. 7 rounds, more than 256 players; 9 rounds, more than 1024 players).
- 18.2 The combined total of the top four scoring players from the same school determines that team’s score in the **Spring Nationals** and the **National Youth Action Championship**, the top three scoring players in the **K-12 Grade Championship**, the **U.S. Junior Open** and the **Junior Chess Congress**.
- 18.3 Players from the same State or Team will not be paired together earlier than Round **5 in a 7-round event, or Round 4 in a 6-round event** unless no other reasonable **natural** pairing can be made **such as:** ~~In general, these circumstances do not occur before Round 4.~~
  - 18.3.1 When **more than 25% of the players in a section or score group** are from the same State or Team, they may be paired together as early as Round 2.
  - 18.3.2 When **more than 50% of the players in a section or score group** are from the same State or Team, **some players must** ~~they may~~ be paired together starting in Round 1. It is strongly recommended that for national tournaments only pairing programs that can accommodate these requirements be used. A waiver from the US Chess is required for the use of non-compliant programs.
  - 18.3.3 **When conflicts occur between individual pairings and team considerations—and where the top prizes/awards are at stake—individual pairings shall have higher priority.**
- 18.4 The sections of **Spring Nationals** shall be as follows:

- 18.4.1 **High School:** K-12 Championship; **K-12 Under 1900;** K-12 Under 1600; K-12 Under 1200; K-12 Under 800; K-12 Unrated
- 18.4.2 **Middle School/Junior High:** K-9 Championship; K-8 Championship; K-9 Under 1250; K-8 Under 1000; K-8 Under 750; K-9 Unrated
- 18.4.3 **Elementary/Primary:** K-6 Championship; K-5 Championship; K-3 Championship; K-3 Under 800; K-1 Championship; K-6 Under 1000; K-5 Under 900; K-6 Unrated; K-3 Unrated
- 18.4.4 Note: In the Spring Nationals, Unrated Players may enter only in the Championship or Unrated sections. (See also paragraphs 12.5 and 12.6.)
- 18.5 **K-12 Grade Championship**
- 18.5.1 There will be one section for each grade K through 12.
- 18.6 **National Youth Action Championship**
- 18.6.1 Four Sections: High School (K-12), Middle School/Junior High (K-9), Elementary (K-6), and Primary (K-3).
- 18.7 **Junior Chess Congress**
- 18.7.1 Eight Sections: Ages 6 and under, 8 and under, 10 and under, 12 and under, 14 and under, 16 and under, 18 and under, and 20 and under.
- 18.8 **U.S. Junior Open**
- 18.8.1 Three Sections: Under age 21, under 15, and under 11.
- 18.9 The starting time for each round should be as follows:
- 18.9.1 **Spring Nationals**
- Rounds 1-2: Friday 1:00 pm & 7:00 pm
  - Rounds 3-4-5: Saturday 9:00 am, 2:00 pm & 7:00 pm
  - Rounds 6-7: Sunday 9:00 am & 2:00 pm
- 18.9.1.1 The K-1 section may have different round times.
- 18.9.2 **K-12 Grade Championship**
- Rounds 1-2: Friday 1:00 pm, 6:00 pm
  - Rounds 3-4-5: Saturday 10:00 am, 2:00 pm & 6:00 pm
  - Rounds 6-7: Sunday 9:00 am & 1:00 pm
- 18.9.2.1 Rounds in the K-1 sections may have different start times. The Tournament Life Announcement and the event program will specify any differences.
- 18.9.2.2 **Bughouse:** Thursday at 11:00 am with 5 rounds of 2-game matches and all players in one section. This is not a national championship event, and the face plates on the winning team's two trophies shall say "1<sup>st</sup> Place."
- 18.9.2.3 **Blitz:** Thursday at 5:00 pm with 6 rounds of 2-game matches in two sections—K-6 and K-12. Minimum team size is 2 players, and the maximum number of players' scores that count toward Blitz Team awards is the top 3 scores. This is not a national championship event, and the face plate on the winning team's trophy shall say "1<sup>st</sup> Place."
- 18.9.3 **National Youth Action Championship**
- Rounds 1-2-3-4-5: Saturday 10:00 am, 12-noon, 2:00 pm, 3:30 pm & 5:00 pm
  - Rounds 6-7-8-9: Sunday 10:00 am, 12-noon, 2:00 pm, & 3:30 pm
- 18.9.4 **Junior Chess Congress**
- Rounds 1-2-3: Saturday 10:00 am, 2:00 pm, 6:00 pm
  - Rounds 4-5: Sunday 9:00 am & 1:00 pm
- 18.9.5 **U.S. Junior Open:** Round times to be determined by the organizer
- 18.9.6 **National Bughouse Championship** (at all Spring Nationals)
- 6 Rounds, with Round 1 on Thursday at 11:00 and subsequent rounds held as soon as possible after the previous round. (*See also Appendix B.*)
- 18.9.7 **National Blitz Championship** (at all Spring Nationals)
- 6 Rounds, with Round 1 on Thursday at 5:00 pm and subsequent rounds held as

soon as possible after the previous round. **Minimum team size is 2 players, and the maximum number of players' scores that count toward Blitz Team awards is the top 4 scores. (See also Appendix A.)**

- 18.10 Time controls:
- 18.10.1 **Spring Nationals:** G/120, with 5-second time delay.
    - 18.10.1.1 The K-1 section shall have a time control of Game/90, with 5-second time delay.
    - 18.10.1.2 In all sections the rule (11D) about two extra minutes for illegal moves will not be imposed for either player during the first hour of the game.
  - 18.10.2 **K-12 Grade Championship:** G/90, with 5-second time delay.
    - 18.10.2.1 The rule (11D) about two extra minutes for illegal moves will not be imposed during the first hour for each player for all sections.
  - 18.10.3 **National Youth Action Championship:** G/30, with 5-second time delay.
  - 18.10.4 **Junior Chess Congress:** G/90, with 5-second time delay.
  - 18.10.5 **U.S. Junior Open:** G/120, with 5-second time delay.
- 18.11 Any deviations from the above (18.1-18.10) must be reviewed by the US Chess Scholastic Council's representative and approved by US Chess prior to any advertising of the event.

## 19.0 **CHESS NOTATION**

- 19.1 The recognized forms of notation are algebraic and descriptive.
- 19.2 Recording of chess notation is required in the K-5 and K-6 Championship sections of the National Elementary, and in all sections of the National Middle School/Junior High (K-9) and the National High School (K-12). Chess notation shall be required in Grades 4-12 of the K-12 tournament and the K-12, K-9 and K-6 sections of the National Youth Action Championship.
- 19.2.1 The use of **approved** electronic notation devices is permitted (See Appendix F).
- 19.3 Although strongly encouraged, the recording of chess notation is **not required** in the non-championship sections of the Elementary at the **Spring Nationals**, nor any of the Primary school sections (grades K-3) in **any national scholastic event**. However, players who do not keep score give up their right to claim draws requiring the corroboration of a score sheet.
- 19.4 Specially designed large score sheets (available from US Chess) must be available for the Elementary events.
- 19.5 Score sheets must be printed in the tournament program booklet.

## 20.0 **TIE-BREAKS**

- 20.1 Computer programs are now used to determine pairings, standings and **tie-breaks** for all national scholastic events.
- 20.2 If tie-breaks are done by hand, they should be calculated at the end of the next-to-last-round. Careful preparation for manually calculating tie-breaks is necessary, even when using a computer.
- 20.3 **All** players tied for first place are considered co-winners, but trophies will be awarded based on tie-breaks. In the Spring Nationals, only the winners of a championship section shall be designated **National Champion**. In the National K-12 Grade Championship, all section winners shall be designated **National Champion**.
- 20.4 Tie-breaks are used only to award trophies. Players or teams with like scores are equal and may change the plate on their trophy to reflect this (at their own cost).
- 20.5 When individual scores are equal, the following order of tie-break systems will be used to designate individual awards:
- 20.5.1 Modified Median
  - 20.5.2 Median
  - 20.5.3 Solkoff
  - 20.5.4 Sonneborn-Berger
  - 20.5.5 Cumulative
  - 20.5.6 Coin flip

- 20.6 When team scores are equal, the following order of tie-break systems will be used to designate team awards:
- 20.6.1 Total individual Median
  - 20.6.2 Total Solkoff
  - 20.6.3 Total Sonneborn-Berger
  - 20.6.4 Total Cumulative
  - 20.6.5 Coin flip

## **21.0 CONDUCT OF THE TOURNAMENT**

- 21.1 The top boards should be roped off to highlight the top contestants and also to prevent congestion. Some events have highlighted these boards by isolating them in a central area.
- 21.2 The use of demonstration boards, internet transmission, or closed circuit TV to display the top boards is recommended. If closed circuit TV is used, place the monitors in a separate room.
- 21.3 The intent is to allow spectators to see the players, but ***our goal is a completely silent Playing Hall!*** Access should not be denied to any person who conducts him or herself properly. The Chief TD and/or the organizer may limit spectator access only for the following two conditions: entries exceed predictions to the point that space limitations prevent full access or unforeseen emergency situations threaten the integrity of the tournament. The tournament staff may clear spectators from the playing hall prior to the start of each round to guarantee that the players have found their places and can hear the signal to start clocks. Once that signal is given, spectators should be allowed to return to the playing hall(s) as soon as possible. No spectators (including players with finished games) should be allowed to sit in any area where tournament games are in progress. Only players and tournament staff are allowed in the aisles between the tables. See the Guide for Spectator Conduct (Appendix E) **and Rule 21.13 below.**
- 21.4 The K-1 section of the Elementary event must be closed to everyone except the players and tournament staff (always be prepared to restrict access when necessary).
- 21.5 Relatives and coaches of players are not allowed to serve as TDs or volunteers in the same section as participating players.
- 21.6 Players must fill out and sign the result form indicating the result of the game. A TD will pick up the form at the board.
- 21.7 Except in the event of an emergency, announcements may only be made prior to the start of each round.
- 21.8 Photography using cameras with flash or audible shutters is restricted to the first ten minutes of each round. Silent, unobtrusive photography will be allowed at all times, unless the tournament staff determines that it is a distraction.
- 21.9 A list of pairings by team should be provided to coaches as soon as possible prior to the start of each round. All players from the team should be listed alphabetically regardless of section. The team pairing lists should be distributed alphabetically by team.
- 21.10 In the interest of player security, at all elementary sections of national events, certain doors will be identified as player exits according to the physical layout of the facility.
- 21.11 Whenever space permits, a designated parent waiting area shall be set up in the playing hall where parents and other responsible adults can meet players who are exiting the playing area after the conclusion of their game. Adults may remain in this area from the start of the round until all games have been completed. This does not apply to K-1 sections. (See 21.4)
- 21.12 ~~(Completely deleted and replaced with 21.12 below.)~~ **While a player's game is in progress, all electronic devices in his/her possession must be turned off at all times.** ~~This includes music-playing devices and electronic noise cancelling headphones/ear buds. The only exceptions to this rule are chess clocks, approved electronic scorekeeping devices (see Appendix F), necessary medical devices, and any other device approved by the Section Chief. Penalties for using or possessing any electronic device that has not been turned off may include game forfeiture and/or expulsion from the tournament. Players also must understand that once their game is complete, they are now considered "spectators" for the remainder of the current round (see Rule 21.13).~~

**21.12 Electronic Devices, including Cell Phones.**

- 21.12.1 Electronic Devices (ED). An ED is electronic technology capable of performing any of the following functions: 1) transmitting information to or from a player; 2) calculating chess moves or variations; or, 3) playing pre-recorded chess advice. Examples of EDs include, but are not limited to: cell phones, walkie-talkies, iPads, iPods, e-readers, palm computers, iWatches, wireless or wired head/earphones, music playing devices, some cameras or video devices, and voice recorders.
- 21.12.1.1 The ‘brand name’ of a device is not the primary factor for determining whether a player’s ED is allowed. Rather, the issue is the device’s functionality—e.g. whether it is capable of providing any form of assistance that benefits the player during an ongoing game.
- 21.12.1.2 Exceptions to the restrictions on EDs include chess clocks, approved electronic notation devices (see Appendix F), necessary medical devices, electronic DGT boards provided and setup by the organizer, and any other EDs approved by the Section Chief or Chief Tournament Director.
- 21.12.2 US Chess strongly encourages players not to bring their EDs into the Playing Area, which includes the playing room, seating area, spectator area, and bathrooms. US Chess recommends players leave their EDs with their parents or coaches.
- 21.12.3 Players who bring their EDs into the playing room must turn-off their EDs and either stow them in a back-pack, chess bag or purse, or put them in the container or place designated by the Tournament Director. This restriction is in effect for the entire duration of a player’s game.
- 21.12.3.1 Once games begin, all players’ EDs must remain stowed in the place where the player put them. EDs, or the back-pack or purse in which they are stowed, cannot be toted to the bathroom or carried around while observing other games.
- 21.12.3.2 During their games players may not have their EDs on their physical person or stowed in a manner that allows the player to receive assistance during play (e.g. it cannot be in your pocket, in your hand, in the coat you are wearing, on the floor where you can read the screen, etc.).
- 21.12.3.3 Event-specific Rules. Players, parents and coaches should read the TLA for the event, the event program, the event website, and information posted by the Chief TD at the venue, because these resources often have additional guidance concerning EDs.
- 21.12.4 Penalties. Penalties for violating these procedures may include time deduction, game forfeiture, or expulsion from the tournament.
- 21.12.5 Players must understand that once their game is complete, they are now “spectators” for the remainder of the current round (see Rule 21.13).
- 21.13 ~~(Completely deleted and replaced with 21.13 below.) Spectators who bring electronic devices such as laptop/tablet computers or music players may use them only in the designated Seating Area of the Playing Hall as long as such use of a device does not disrupt the tournament.~~ Spectators may not talk on cell phones or walkie talkies anywhere in the Playing Hall while a round of play is in progress. Spectators who abuse these rules, or whose cell phones ring, may be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round, longer for repeat offenses. Spectators may use photographic equipment in all areas authorized for Spectators in the Playing Hall, but no flash photography is permitted. The Chief TD has the authority to limit photography to specific times during the round (e.g. in the first 10 minutes). See Also Appendix E (Guide for Spectator Conduct).
- 21.13 Any spectator who brings an electronic device (see Rule 21.12) into the Playing Hall may use it only in the designated Seating Area, as long as use of the device does not disrupt the tournament or its integrity. Spectators who abuse these rules can expect to be asked to leave the Playing Hall by the Tournament Staff. See Also Appendix E (Guide for Spectator Conduct).

- 21.13.1 Cell Phones and Walkie-Talkies. Spectators may not talk on cell phones, walkie-talkies, or other electronic communication devices anywhere in the Playing Hall while a round of play is in progress. Spectators whose voice communication devices disturb play by ringing or playing a ring tone should expect to be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round, longer for repeat offenses.
- 21.13.2 Photography and Video-recording. Spectators may use photographic or video-recording equipment in all areas authorized for Spectators in the Playing Hall. However, flash photography, video lighting, or cameras that produce an audible “click” are not permitted once the round begins without the express permission of the Chief TD. The Chief TD has the authority to limit photography and video-recording to specific times during the round (e.g. in the first 10 minutes). This rule does not apply to persons who possess an official US Chess Press / Media Pass or another appropriate pass authorized by the US Chess.
- 21.14 *During a game, players should remain at their boards or in the Playing Room silently observing adjacent games within their Section.*
- 21.14.1 A player with an active game *may not leave the Playing Room except to travel to and from the lavatory.* When a “Players Only” bathroom has been designated, this is the only bathroom players shall use while their games are in progress. Once a player’s game ends, that player is a spectator and may not use the Players Only bathroom.
- 21.14.2 Players who need to leave the playing room during play for an extended period (more than 10 minutes) will inform one of the TDs in their Section before leaving the playing area. Players gone from the playing area for an unusual period of time should expect to be questioned by the Tournament Staff when they return to their table.
- 21.14.3 Exceptions include medical emergencies.
- 21.15 Except for a medical emergency, *a player whose game is in progress shall not have contact with anyone without first getting permission from a Tournament Director.* Players and spectators have a heightened sensitivity towards any behavior that has an appearance of cheating. A good practice is for players to treat friends and teammates as strangers—avoiding any interaction while their games are in progress. Having a nearly silent playing hall minimizes distractions.

## 22.0 TROPHIES & AWARDS

- 22.1 Trophy size, looks, weight and quality should display the prestige and importance of a *National Chess Championship* event.
- 22.2 Trophies should have chess figures and must be approved by the US Chess.
- 22.3 Players can win only one individual trophy. Place trophies take precedence over all other trophy awards.
- 22.4 Trophy sizes and face plates.
- 22.4.1 Trophy sizes in each Championship section will be the same. They also will be significantly larger than the trophies in the other sections. Team and individual trophies in Championship sections must be the same size and be graduated from a **minimum** of 48" in height (for first place) down to a **minimum** of 24" (for the lowest place). The face plates for first place individual and team awards in Championship sections will bear the words “National Champion.”
- 22.4.2 Team and individual trophies in other sections must be the same size and graduated from a **minimum** 36" in height (for first place) down to a **minimum** of 18" (for the lowest place). Rating class trophies shall be smaller than the lowest place trophies, but no smaller than 14". The face plates for first place individual and team awards in these other sections will use the words “1<sup>st</sup> Place.” **They shall not use the word “Champion” or “Champions,” which are reserved for the face plates of 1<sup>st</sup> Place trophies/awards in the Championship sections.**

## 22.5 Minimum number of trophies:

 22.5.1 For **each section** of a **Spring National Tournament**, US Chess shall award:

- A minimum of 1 individual trophy per 10 players and a minimum of 1 team trophy per 15 players in each section (based on average attendance for the past two years)
- Plaques for 4 players and the coach of the top five teams
- Trophies for the top 3 places in each of the following class sections:

 22.5.1.1 **High School:**

- K-12 Championship Section: 1900-1999, 1800-1899, 1700-1799, 1600-1699, 1500-1599, 1400-1499, 1300-1399, 1200-1299, U1200, Unrated

 22.5.1.2 **Middle School/Junior High:**

- K-9 Championship: 1400-1599, 1200-1399, 1000-1199, U1000, Unrated
- K-8 Championship: 1500-1599, 1400-1499, 1300-1399, 1200-1299, 1100-1199, 1000-1099, U1000, Unrated

 22.5.1.3 **Elementary:**

- K-6 Championship: 1300-1399, 1200-1299, 1100-1199, 1000-1099, 900-999, 800-899, U800, Unrated
- K-5 Championship: Same class awards as K-6 Championship
- K-3 Championship: 1100-1199, 1000-1099, 900-999, 800-899, 700-799, 600-699, U600, Unrated

 22.5.1.4 **National Bughouse Championship**

- National High School: K-12 section only
- National Junior High/Middle School: K-9 section only
- National Elementary: K-6 section only
- SuperNationals: Sections for K-12, K-9 and K-6

 22.5.1.5 **National Blitz Championship**

- National High School: K-12 section only
- National Junior High/Middle School: K-9 section only
- National Elementary: Sections for K-6 and K-3
- SuperNationals: Sections for K-12, K-9, K-6 and K-3

 22.5.2 Each grade level of the **K-12 Grade Championship: Top ten individuals and top five teams** per 100 players in each section (averaged over the past two years), plus the following class awards:

Grade	Class Awards by Grade						
<b>12</b>	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
<b>11</b>	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
<b>10</b>	1400-1599	1200-1399	1000-1199	Under 1000	<i>none</i>	<i>none</i>	Unrated
<b>9</b>	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
<b>8</b>	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
<b>7</b>	<i>None</i>	1200-1399	1000-1199	800-999	Under 800	<i>none</i>	Unrated
<b>6</b>	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
<b>5</b>	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
<b>4</b>	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
<b>3</b>	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
<b>2</b>	<i>None</i>	<i>none</i>	1000-1199	800-999	600-799	Under 600	Unrated
<b>1</b>	<i>None</i>	<i>none</i>	<i>None</i>	800-999	600-799	Under 600	Unrated
<b>K</b>	<i>None</i>	<i>none</i>	<i>None</i>	800-999	600-799	Under 600	Unrated

 22.5.3 Each section of the **National Youth Action Championship: 10 individual and 5 team trophies** per 100 players in each section (average attendance in the past two years); plus plaques for 4 players and coach of top five teams.

- 22.5.4 Each age group of the **Junior Chess Congress**: Top 10 individual finishers in each section and top 5 teams.
- 22.5.5 In addition to the minimum number of trophies listed above, extra trophies should be awarded based on the following calculation: Add the total number of players who have participated in each section over the last two years and divide the average number by 6. These trophies should be awarded only in the case that the final number exceeds the minimum requirement. These additional trophies may be allocated to those tied with place trophy winners.
- 22.5.6 Ribbons and certificates for each participant have been used effectively at these events. Such items need no ceremonies and may be handed out at the results table. Organizers should be aware that tangible awards of some nature are recommended for the enhancement of these nationals. Plans for awards should be included in the bid and in advance publicity for the event.
- 22.5.7 Special trophies (gender specific trophies, etc.) are prohibited. Grade trophies are prohibited at all Spring Nationals.
- 22.5.8 Do not accept donations of extra trophies without the approval of the US Chess.
- 22.5.9 For all Side Event tournaments the minimum awards will be equal to the minimum offered in the championship section of that tournament. See Appendices for specific information on the Blitz and Bughouse.

### **23.0 COACHES, PARENTS AND SPECTATORS MEETINGS**

- 23.1 A coaches, parents and spectators web page will be created which will include but is not limited to information on the tournament rules, regulations, and procedures to be followed during the tournament.
- 23.2 A senior representative from US Chess and the Scholastics Council Representative for the event will co-chair a meeting concerning US Chess scholastic programs and national scholastic issues. The Scholastic Chairperson will prepare the agenda for the meeting and have it available at the meeting. This meeting should last no longer than an hour and is usually scheduled for Saturday starting a half hour after the afternoon round begins.
- 23.3 The US Chess Director of National Events will have a comment area provided on the US Chess Web Site for feedback or suggestions.
- 23.4 US Chess will hold a Certified Chess Coach meeting at one or more of the National Scholastics every year. In addition a Coaches Information page will be available online which will address FAQ's.
- 23.5 Additional meetings and seminars are encouraged.
- 23.6 No other meetings of any kind will be scheduled at the same time as the meetings above.

### **24.0 INTERNET COVERAGE**

- 24.1 The organizer must set up a web page for each national event.
- 24.2 The web page should be available on-line at least six months prior to the event and link to the US Chess website.
- 24.3 The information posted on the web page must be exclusively relevant to the event.
- 24.4 A complete list of all players registered online will be available as participants register.

### **25.0 RECOMMENDED SPECIAL CONSIDERATIONS**

- 25.1 Provide a large map of the United States, with the number of players from each state indicated on the map.
- 25.2 Provide coaches with a copy of the US Chess tournament cross-table as soon as it is available online.
- 25.3 Organized activities for players add to the attractiveness of these events. Such activities, including simultaneous exhibitions or lectures by famous players, are recommended.

25.4 It is strongly recommended that side events (blitz tournaments, etc.) be completed on the day before the start of a national scholastic.

**26.0 SUPERNATIONALS**

26.1 A SuperNational is a concurrent, co-located, single tournament that includes all three Spring Nationals.

26.2 SuperNationals must follow all of the specifications in the previous sections of these regulations in addition to the regulations in this section.

26.3 SuperNationals may be held no more frequently than every four years. The first SuperNational was held in 1997.

*////////// End of the main text, Appendices begin on the next page //////////*

## APPENDIX A

**National Scholastic Blitz Championship Regulations**

- A1.0 It is highly encouraged to have a Blitz Tournament as a side event at all National Scholastic events. However, *the only Blitz Tournaments that will be considered as National Championships will be those associated with the Spring Nationals*.
- A2.0 Rules. See Appendix A-1 on the next page.
- A2.1 All games will be played under Game-5 time control, with no time delay.
- A2.2 The rules that to be followed for a National Scholastic Blitz event (Appendix A-1) are to be displayed at an appropriate easy-to-find location on the US Chess website.
- A3.0 Tournament Format
- A3.1 Sections will be divided as follows:
- **National High School**: K-12 Championship
  - **National Junior High/Middle School**: K-9 Championship
  - **National Elementary**: K-6 Championship and K-3 Championship
  - **SuperNationals**: K-12 Championship, K-9 Championship, K-6 Championship, K-3 Championship
- A3.2 It is recommended that the tournament be a double-swiss tournament with a number of rounds appropriate for the number of participants.
- A3.3 No round is to begin after 9:30pm.
- A3.4 Entries are to be online (when available) and are also allowed onsite up to 4:00pm on the tournament day. Contestants in line at 4pm will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer.
- A3.5 Round 1 shall begin at 5:00pm on Thursday, with subsequent rounds held as soon as possible after the end of the previous round.
- A4.0 The individual and team awards for the Championship Section, as explained in A3.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

**APPENDIX A-1****US CHESS SCHOLASTIC BLITZ RULES**

Last updated December 2015

1. **Blitz will be played using Touch-Move rules, not “Clock-Move.”** ~~Clock-Move rules no longer apply.~~ Therefore, 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.
2. One “round” of Blitz chess consists of 2 games, one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). White first goes to the player whose name appears on the left-hand side of the Pairing Sheet.
3. **Pairings will be made using the higher of each player’s US Chess Regular and Blitz ratings as listed in the Rating Supplement used for the main tournament. Established ratings take precedence over provisional ratings. If a player has no US Chess Regular or Blitz rating, but has a rating in another over-the-board rating system, the Chief TD has the option to follow procedures specified in 28D and 28E of the Rules of Chess to assign the player a rating. If a player receives an assigned rating, it will be used for pairings and prize eligibility.**
4. Each player must make all of his moves in the five minutes allotted on his clock. Time delay feature will not be used.
5. All the clocks must either have a special device, usually called a flag, or be a digital clock.
  - a. Whatever clock is used, analog or digital, the clock must continue to run for both sides even if one side’s time has expired.
  - b. A digital timer (given it meets the requirements of 4a) is preferred over an analog clock.
  - c. If Black and White have equivalent clocks (e.g. both analog or both digital), then the player with Black chooses the clock provided that player is at the board when the round begins.
6. Before play begins both players should inspect the position of their pieces and the setting of the clock, since once each side has made a move all claims for correcting either are null and void. The only exception is if one or both players have more than five minutes on their clock, then the tournament director (TD) may reduce the time accordingly.
  - a. If the King and Queen are set up incorrectly, it is legal to castle short on the Queenside and long on the Kingside.
  - b. 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 the next move (e.g. has released his piece on its destination square).
7. Each player must press the clock button with the same hand he uses to move his pieces. This rule also applies to castling and capturing.
8. The TD may state at the start of the event the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.
9. Except for pushing the clock button, neither player should touch the clock except:
  - a. To straighten it.

- b. If either player knocks over the clock, his opponent gets one minute added to his clock.
- c. If your opponent's clock does not begin you may push his side down and re-punch your side; however, if this procedure is unsatisfactory, please call for a TD.
- d. Each player must always be allowed to push his clock after making his move. Neither player should keep his hand on, or hovering over, the clock.

#### 10. Defining a win.

- a. A game is won by the player:
  - 1) Who has mated his opponent's King.
  - 2) Whose opponent resigns.
  - 3) Whose opponent's flag falls first, at any time before the game is otherwise ended, provided he points it out and neutralizes the clock while his own flag is still up and that player still has mating material.
  - 4) Who, after an illegal move, takes the opponent's King (if the King is in check) or claims the win and stops the clock.
- b. An illegal move doesn't negate a player's right to claim on time, provided he does so prior to his opponent's claim of an illegal move. If the claims are simultaneous the player who made an illegal move loses.
- c. Either two minor pieces (except K vs K+N+N), a Pawn, a Rook or a Queen is sufficient mating material.

#### 11. Defining a draw.

- a. A game is a draw:
  - 1) If one of the Kings is stalemated, even if a flag fall is claimed simultaneously.
  - 2) By agreement between the players during the game only.
  - 3) 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 both flags down. Checkmate nullifies any later time claims.
  - 4) If one player has insufficient mating material (see 9c above) when the opponent's flag falls or makes an illegal move.
- b. To claim a draw by perpetual check, a three-time repetition is necessary with the player counting 1, 2, 3, out loud so as to make it quite clear and easier for the TDs to assist. The claimant should stop the clock after the third repetition.
- c. "Insufficient Losing Chances" (ILC) claims will be allowed only under the following conditions:
  - 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 and the Bishops are of opposite colors, with only one Pawn on the board, provided that no forced win can be demonstrated.
  - 3) K+Rook Pawn vs K can be claimed as a draw once the defender's King is on the Rook file in front of the Pawn. K+Pawn vs K can be claimed as a draw once the defender is on the square directly in front of the Pawn, as long as the Pawn is not on the 7th rank.
  - 4) K+R+Rook Pawn vs K+R is a draw if the Pawn is blockaded by the King and there is no immediate win demonstrated.

12. If a player accidentally displaces one or more pieces, he shall replace them on his own time. If it is necessary, the opponent may start the offending player's clock without making a move in order to make sure that the culprit uses his own time while replacing the pieces.
13. It is unsportsmanlike conduct to knock over any pieces then punch the clock. For the first offense the player will get a warning from the TD (unless this causes his flag to fall, in which case the opponent will get one extra minute added to his clock). For a second offense the TD will add one minute to the opponent's clock. For a third offense the offender shall forfeit the game. Thereafter, the TD may use other penalties or expel a player from the event for repeated offenses.
14. In case of a dispute either player may stop the clock to summon a TD. In any unclear situation the TD will consider the testimony of both players and any reliable witnesses before rendering his decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief. Then, if necessary, the player may appeal to the Chief TD whose decision in all cases is final.
15. The TD shall not pick up the clock; except in the case of a dispute.
16. Spectators and players in other games are not to speak or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to the flag fall or pointing out an illegal move, the TD may cancel the game and rule that a new game be played. The TD may also expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the TD may be assessed up to expulsion from the event.
17. When a clearly drawn position is reached (see Rule 10), either player may stop the clocks and appeal to the TD for a draw.
  - a. If the TD rules a draw, the game is over.
  - b. If the TD denies the claim, the TD will impose a one minute penalty (or half the remaining time if less than two minutes remain) on the player who made the claim and stopped the clock.
18. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for making a claim. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win.
19. Moving the King next to another King is illegal. If this move occurs, the player making the move shall instantly lose the game, regardless of whether the opponent claims the illegal move.
20. If a player promotes a Pawn and leaves the Pawn on the board, only the opponent has the option of stopping the clocks while a replacement piece is found.
21. Only a TD may determine if a clock is defective and change clocks.
22. Excessive banging of pieces or clock will not be tolerated. The offending player may be penalized with loss of time.
23. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
24. Until superseded, the Official Rules of Chess (6th edition) and the online edition of "Rulebook Changes" shall be used to resolve any situation not covered by these Scholastic Blitz Rules.

**APPENDIX B****National Scholastic Bughouse Championship Regulations**

- B1.0 It is highly encouraged to have a Bughouse Tournament as a side event at all National Scholastic events. However, *the only Bughouse Tournament that will be considered as a National Scholastic Championship will be the bughouse event associated with the Spring Nationals.*
- B2.0 Tournament Format
- B2.1 Bughouse Rules. See Appendix B-1 on the next page.
  - B2.2 The tournament will begin at 11:00am on Thursday, with subsequent rounds held as soon as possible after the previous round ends.
  - B2.3 All entries are to be onsite on Wednesday evening and Thursday morning, with registration stopping at 10:00am. Contestants in line at 10 am will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer.
  - B2.4 The rules to be followed for a National Scholastic Bughouse tournament (Appendix B-1) shall be displayed at an appropriate easy-to-find location on the US Chess website.
- B3.0 The team awards for the Championship Section, as explained in B2.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

**APPENDIX B-1****US CHESS SCHOLASTIC BUGHOUSE RULES**

*These rules were last updated in December 2015.*

1. Teams are composed of two players, no substitutions are allowed.
2. Each team match consists of two games, one for each player, against the other team.
3. **Each** ~~The~~ team decides which player is to play white and which player is to play black in each **game of the two-game** match.
4. The time control is Game in five minutes, with no delay (G/5; d/0)
5. Each player is responsible for providing a clock. If players in an individual game do not have a clock, both players receive a forfeit loss for that game.
6. **The game is clock-move.** A move is not completed until the opponent's clock has been started.
7. Each match is concluded as soon as one of the players on a team wins the game.
8. **Illegal moves lose if they are properly claimed.**
  - a. If an opponent makes a move and starts the opponent's clock, the player forfeits the right to claim that illegal move.
  - b. Before play begins, both players should inspect the position of the pieces and the setting of the clock since once each side has made a move all claims for correcting either are null and void. The only exception is if a clock is set for over five minutes, then the tournament director (TD) may reduce the time, accordingly.
  - c. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they become the basis for later making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then the player may castle short on the Queen side and long on the King side. Once each side has made a move, incorrect setups must stay.
9. When a piece is captured, it is passed to the partner only after the move is completed.
10. A player has the option of either moving one of the pieces on his board or placing on the board a piece received from the partner.
  - a. A captured piece may be placed on any unoccupied square on the board, with the exception that a pawn may not be placed on the first or last rank.
  - b. Pieces may be placed to create check or checkmate.
  - c. If a player promotes a pawn, the pawn must be left on the board and the player must clearly indicate to the opponent to what piece the pawn is being promoted. The promoted pawn will be laid on its side to indicate that it is a promoted pawn. A promoted pawn, which has been captured, reverts to a pawn and not the promoted piece.
11. A player may not attempt to hide pieces captured by either player in the team. The first attempt will result in a warning and the second attempt will result in forfeiture of the game.

12. **Partners may verbally communicate throughout the game.** It is legal to make move suggestions to partners. It is illegal, and grounds for forfeiting the match, if a player physically moves one of the partner's pieces.
13. Each player must press the clock button with the same hand used to move the pieces, except that a player may use both hands during castling. When capturing, only one hand may be used. The first infraction will result in a warning, the second in a one-minute penalty and the third will result in forfeit of game.
14. Players should not touch the clock except for pushing the button after making a move or to straighten it.
- If a player knocks the clock over, his opponent gets one minute added to his clock.
  - If the opponent's clock does not begin, a player may press the opponent's clock button and repress his side. Call the TD if this procedure is unsatisfactory.
  - Each player must always be allowed to press the clock after a move is made. Players should not keep their hands on or hover over the clock.
15. **Defining a win.** A game is won by the player:
- Who has mated the opponent's king. In his turn, a player may wait until the partner supplies a piece which will accomplish the check or checkmate provided his time does not run out.
  - Whose opponent resigns.
  - Whose opponent's flag fall, at any time before the game has otherwise ended, provided the players points it out and stops the clock while his own flag is still up. An illegal move does not negate a player's right to claim a win on time provided he does so prior to the opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.
  - Who, after an illegal move by the opponent, captures the king or stops the clock and makes the claim.
16. **Defining a draw.** A game is a draw:
- By agreement between the teams only during the game.
  - If both flags are down and no claim has been made, unless either side delivers checkmate before the flag-fall is noticed. Announcing the properly delivered checkmate nullifies any subsequent fall-flag claims.
17. If a player displaces one or more pieces, he shall replace them on his own time. If necessary, the player may start the opponent's **clock** without making a move to ensure the culprit uses his own time. It is unsportsmanlike conduct to knock over pieces and press the clock. The first offense will result in a warning unless this causes the opponent's fall to fall, in which case the opponent will get an extra minute added. For the second offense the opponent will get an extra minute added to his clock. The third offense will result in forfeit of the game. The TD may administer other penalties for subsequent similar infractions in the event, to include expelling the offending player.
18. In case of a dispute, either player may stop the clock and summon a TD. In any unclear situation, the TD will consider the testimony of both players and the testimony of any unbiased and reliable witnesses before rendering a decision. A player may appeal a TD decision to the Section Chief then, if necessary, to the Floor Chief whose decision is final.
19. The TD shall not pick up any clock, except in case of a dispute.

20. Spectators, including players in other matches, may not speak about or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to a flag-fall or an illegal move, the TD may cancel the game and rule that a new game be played, and he may expel the offending person from the playing room. Calling flag-falls, illegal moves, etc., is the responsibility of the players and TDs will not do so.
21. Only a TD may rule that a clock is defective and authorize a clock change.
22. Excessive banging of pieces or clock will not be tolerated and the offending player may be penalized with loss of time.
23. Insufficient losing chances claims cannot be made in Bughouse games.
24. Until superseded, the Official Rules of Chess (6th edition) and the online edition of “Rulebook Changes” shall be used to resolve any situation not covered by these Scholastic Bughouse Rules.

**APPENDIX C****Parents-Family and Friends Tournament**

As a means to include adults in the National Scholastic Championships, the organizer is encouraged to conduct a “Family and Friends Tournament”. The format, schedule and prize fund shall be up to the organizer with the exception of the following additional trophies for the following pairs:

- a. Father – Child
- b. Mother – Child
- c. Brother – Child
- d. Sister – Child
- e. Aunt – Child
- f. Uncle – Child
- g. Cousin – Child
- h. Coach – Child
- i. Grandfather – Child
- j. Grandmother - Child

Note: The word “Child” refers to a player in any section of the National Championship. Players in the Family and Friends Tournament shall be solely responsible for informing the Section TD of all relationships awards they qualify for including the section in which their “Child” is playing. Prizes will be awarded based on the sum of the Family and Friends Tournament participant and their “Child” based on an equal number of rounds. If there are four rounds in the Family and Friends Tournament, the “Child’s” score after the first four rounds is taken. Awards will be handed out at Chess Control the last day of the main tournament. A pair of trophies will be awarded to the winners of each pairing.

**APPENDIX D - FORMS****National Tournament Proposal**

**Please note: The National High School, National Junior High, National Elementary, National K-12 Grade Championship, and the SuperNational Tournaments are organized by the US Chess Director of National Events and are not bid out to other organizers.**

Tournament: \_\_\_\_\_ Dates: \_\_\_\_\_

Site: \_\_\_\_\_ Sq. Ft. \_\_\_\_\_

Location: City: \_\_\_\_\_ State: \_\_\_\_\_ Phone: (\_\_\_\_) \_\_\_\_\_

Affiliate: \_\_\_\_\_ ID#: \_\_\_\_\_

Organizer: \_\_\_\_\_

Organizer's Telephone #'s: H (\_\_\_\_) \_\_\_\_\_ W (\_\_\_\_) \_\_\_\_\_

Chief TD: \_\_\_\_\_

Chief TD's Telephone #'s: H (\_\_\_\_) \_\_\_\_\_ W (\_\_\_\_) \_\_\_\_\_

Primary Hotel: \_\_\_\_\_

Primary Hotel Rates: Sgl: \_\_\_\_\_ Dbl: \_\_\_\_\_ Trl: \_\_\_\_\_ Qd: \_\_\_\_\_

Secondary Hotel: \_\_\_\_\_

Secondary Hotel Rates: Sgl: \_\_\_\_\_ Dbl: \_\_\_\_\_ Trl: \_\_\_\_\_ Qd: \_\_\_\_\_

Secondary Hotel: \_\_\_\_\_

Secondary Hotel Rates: Sgl: \_\_\_\_\_ Dbl: \_\_\_\_\_ Trl: \_\_\_\_\_ Qd: \_\_\_\_\_

Secondary Hotel: \_\_\_\_\_

Secondary Hotel Rates: Sgl: \_\_\_\_\_ Dbl: \_\_\_\_\_ Trl: \_\_\_\_\_ Qd: \_\_\_\_\_

**Area history of national and large non-national events:**

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Organizer's experience:**

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Chief TD's experience:**

<u>Year</u>	<u>No. of Players</u>	<u>Event</u>
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Prize Distribution** (list any prizes to be awarded other than those listed in the National Tournament Regulations - please be specific):

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**PLANNING BUDGET**

<b>Expenses:</b>	Administrative supplies.....	\$ _____
	Advertising.....	\$ _____
	Commemorative boards & sets.....	\$ _____
	Computer/printer rental.....	\$ _____
	Computer/printer supplies.....	\$ _____
	Insurance.....	\$ _____
	Miscellaneous.....	\$ _____
	Photo Copier rental.....	\$ _____
	Photo Copier supplies.....	\$ _____
	Playing site rental.....	\$ _____
	Postage.....	\$ _____
	Rating Fees.....	\$ _____
	Security.....	\$ _____
	Shipping.....	\$ _____
	Tables & Chairs.....	\$ _____
	Telephone.....	\$ _____
	Tournament Director expenses.....	\$ _____
	Trophies/Awards (Main Tourn).....	\$ _____
	Trophies/Awards (Side Tourn).....	\$ _____
	T-Shirts.....	\$ _____
	Other (list) _____	\$ _____
	_____	\$ _____
_____	\$ _____	
<b>Total Expenses.....</b>	<b>\$ _____</b>	
<b>Income:</b>	Commemorative Boards & Sets.....	\$ _____
	Concessionaire Fees.....	\$ _____
	Donatations & Contributions.....	\$ _____
	Entry Fee - Main Tourn. (Advance).....	\$ _____
	Entry Fee - Main Tourn. (On-site).....	\$ _____
	Entry Fee - Side Tourn. (Advance).....	\$ _____
	Entry Fee - Side Tourn. (On-site).....	\$ _____
	Sponsorship.....	\$ _____
	Tournament Program Advertising.....	\$ _____
	T-Shirts.....	\$ _____
	Other (list) _____	\$ _____
	_____	\$ _____
_____	\$ _____	
<b>Total Income.....</b>	<b>\$ _____</b>	
<b>Total Net Income.....</b>	<b>\$ _____</b>	

**SITE EVALUATION CHECKLIST**
**Location:**

- |   |         |        |
|---|---------|--------|
| 1. In safe area.....                        | YES [ ] | NO [ ] |
| 2. Accessible to public transportation..... | YES [ ] | NO [ ] |
| 3. Accessible to handicapped.....           | YES [ ] | NO [ ] |
| 4. Food available near by.....              | YES [ ] | NO [ ] |

**Playing Site:**

- |   |         |        |
|---|---------|--------|
| 1. Playing site free.....                           | YES [ ] | NO [ ] |
| 2. Based on hotel room occupancy.....               | YES [ ] | NO [ ] |
| 3. Available 24 hours per day.....                  | YES [ ] | NO [ ] |
| 4. Has minimum required sq. ft. per player.....     | YES [ ] | NO [ ] |
| 5. Adequate lighting throughout playing rooms.....  | YES [ ] | NO [ ] |
| 6. Ample tables (w/ table cloths) and chairs.....   | YES [ ] | NO [ ] |
| 7. Adequate climate control.....                    | YES [ ] | NO [ ] |
| 8. Carpeted or other sound cushioning material..... | YES [ ] | NO [ ] |
| 9. Adequate climate control.....                    | YES [ ] | NO [ ] |
| 10. Frequent water service provided.....            | YES [ ] | NO [ ] |
| 11. Room setup free or part of site fee.....        | YES [ ] | NO [ ] |
| 12. Adequate number of restrooms nearby.....        | YES [ ] | NO [ ] |
| 13. Sufficient wall space available nearby.....     | YES [ ] | NO [ ] |
| 14. Separate analysis area available.....           | YES [ ] | NO [ ] |
| 15. Securable TD room.....                          | YES [ ] | NO [ ] |
| 16. Securable Concessionaire Room.....              | YES [ ] | NO [ ] |
| 17. Large & accessible registration area.....       | YES [ ] | NO [ ] |
| 18. Photocopier available.....                      | YES [ ] | NO [ ] |
| 19. Outside contractors allowed.....                | YES [ ] | NO [ ] |
| 20. Adequate skittles area available.....           | YES [ ] | NO [ ] |
| 21. Adequate spectators area.....                   | YES [ ] | NO [ ] |

**Guest Rooms:**

- |   |         |        |
|---|---------|--------|
| 1. At or near playing site.....             | YES [ ] | NO [ ] |
| 2. Adequate block of rooms reserved.....    | YES [ ] | NO [ ] |
| 3. Alternate lodging near playing site..... | YES [ ] | NO [ ] |
| 4. Reduced room rates.....                  | YES [ ] | NO [ ] |
| 5. Guests responsible for own charges.....  | YES [ ] | NO [ ] |
| 6. Complimentary room(s) available.....     | YES [ ] | NO [ ] |
| 7. Complimentary suite(s) available.....    | YES [ ] | NO [ ] |
| 8. Recreational facilities available.....   | YES [ ] | NO [ ] |

**Site Arrangements:**

- |  |         |        |
|--|---------|--------|
| 1. Management easily accessible.....               | YES [ ] | NO [ ] |
| 2. Hotel rebates per room-night available.....     | YES [ ] | NO [ ] |
| 3. Hotel(s) to provide post-convention report..... | YES [ ] | NO [ ] |
| 4. Hotel(s) agreement contract enclosed.....       | YES [ ] | NO [ ] |

**PROPOSAL AGREEMENT WITH US Chess**

I \_\_\_\_\_ agree to fulfill the terms of this proposal and to abide by the US Chess National Tournament Regulations. As the organizer, I will make every effort to ensure the integrity and success of this event:

\_\_\_\_\_  
(Proposed Event)

- We request that US Chess provide concessions for this event.
- We request that other concessionaire options be discussed.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

- Playing site agreement included.
- Hotel agreement included.
- Hotel brochures included.
- Playing area diagram included.

**APPENDIX E**  
**Guide for Spectator Conduct**

1. **What is a spectator?** A Spectator is anyone inside the Playing Room observing the games in progress or waiting in the authorized Spectator Area or Seating Area for a game to finish. Coaches and event participants whose games are finished also are spectators.
2. **Unacceptable Conduct:**
  - a) Do NOT stand in front of or make eye contact with the player whose game you are observing.
  - b) **Do NOT talk on a cell phone, walkie-talkie, or any electronic communication device anywhere in the Playing Hall.** This prohibition includes the Spectator Area and the Seating Area.
  - c) Do NOT “camp out” at one game.
  - d) Do NOT make faces or gestures or convey in any graphic way an opinion of a game being observed.
  - e) Do NOT discuss or even whisper opinions of a game being observed.
  - f) **Do NOT speak with any player at or away from the board while his/her game is in progress.**
  - g) Do NOT assume the role of Tournament Director (TD) and intervene for any reason such as pointing out illegal moves, etc.
  - h) Do NOT make any noise, such as opening a bag of potato chips, within earshot of a game in progress.
  - i) Do NOT discuss a game at its conclusion if other games are being played in the vicinity, and do NOT analyze a game at a board in the tournament room.
  - j) Do NOT take pictures after the first ten minutes when using flash or a camera with an audible shutter.
  - k) Do NOT take pictures at any time from a location which makes you an obvious distraction to the players.
  - l) Do NOT attempt to enforce rules yourself.
  - m) Do NOT discuss instances of cheating or rules violations with the perpetrators.
  - n) **Do NOT stand in front of the doors** to the Playing Hall, or open them to look inside. During times when the TD has asked for the doors to remain closed, PLEASE HELP US KEEP THEM CLOSED.
  - o) Do NOT, at any time, criticize a player, team, or persons involved with the tournament in any manner that can be interpreted as disruptive, unsportsmanlike, or hostile.
3. **Permissible Conduct:**
  - a) **Within the Playing Hall, spectators may use their laptop/tablet computers or music-players only in the designated Seating Area(s)** as long as such use of a device does not disrupt the tournament.
  - b) DO report instances of cheating or rule violations by players or other spectators to the TD staff.
  - c) DO comply with any requests or instructions issued by tournament staff.

**Spectators who abuse these guides for conduct, may be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round or longer for repeat offenses.**

***This guide shall be prominently posted at multiple locations in the venue.***

**APPENDIX F****Approved Electronic Notation Recording Devices****Introduction:**

Approved ~~handheld recording~~ **electronic notation** devices are in common use at US Chess National Scholastic Tournaments. US Chess no longer requires players to “register” their device with the Tournament Director (TD) before game play. Players who own these devices are responsible for setting and operating them according to the instructions below. Players who do not own **an approved electronic notation device** ~~one of these devices~~ should expect they may be paired against players who do.

**Device Owners should:**

1. Set the device in the appropriate mode for recording moves.
2. Turn off or disable any setting(s) that could alert the player of illegal moves.
3. Make the move on the board before recording the move on the device.
4. Keep the device on the table (or immediately above the table) in plain view of the opponent at all times during the game.
5. Touch the device only when recording moves.
6. Never input “variations” in the device at any time during a game.
7. If asked by the opponent to see the player’s device to enter missing moves on their scoresheet, the player will set the device mode to algebraic (or the appropriate mode that allows the opponent to see all previous moves) and turn the device around so the opponent can view the display screen. The device will remain on the table (or immediately above the table) at all times.
8. Never take their device with them if they leave the board while the game is still in progress.
9. Be ready to take written notation if their device malfunctions (if notation is required during game play in this section). If this happens, the player should begin notation with the next move and fill-in missing moves when the player is on move by borrowing the opponent’s scoresheet or device.
10. Summon a TD when questions arise.

**Opponents:**

1. May ask the player who owns the device to show them the device, explain its use, and ensure it is correctly set for game play for this tournament.
2. May not ask the device owner to take written notation instead of using the device.
3. May ask the device owner to see the player’s device for the purpose of entering missing moves on his/her own scoresheet. When this occurs, the device will remain on the table.
4. Should summon a TD when questions arise.

**Coaches/Parents:**

1. Are strongly encouraged to assist their players in understanding proper tournament etiquette regarding these devices before tournament play begins.
2. Should summon a TD when questions arise before the start of a game.

**Tournament Directors:**

1. Should check a player’s device to verify that it is correctly set when requested to do so by a player.
2. Circulate among the players during competition ensuring proper usage of the device.
3. Are not responsible for knowing how to operate each type of device.