

Rules

- 1) The team listed first has White on Boards 1 and 3.
- 2) All teams must play in rating order, unrateds below all rated players. Unrateds may play in any order, but order may not subsequently be changed.
- 3) Both Team Captains are responsible for turning in the result sheet. If the Captain must leave, he should assign another team member as acting captain to sign and submit the result sheet.
- 4) A player may ask his Captain whether to offer or accept a draw. The Captain may reply based on the match standing. The Captain may not give advice based on the position on the board (or allow any appearance of doing so). The player is not obligated to accept the Captain's advice.
- 5) Black has his choice of standard equipment, except that digital time delay clocks *with the time delay in effect* are always preferred..
- 6) If a player wishes to use a digital clock, it is *his* responsibility to set the clock and explain all of its functions to the opponent. If you can't, find another clock..
- 7) In order to claim a win on time, a player must present a legible score sheet correct to within three move pairs *at the time the opponent's flag falls*. Moves filled in after this do not count. A missing move or check mark for either White's or Black's move counts as one missing move pair. So does an unreadable or ambiguous move earlier in the game. Minor notation errors which do not affect playability do not count as errors. The decision of the TD is final in any question of completeness or correctness.
- 8) If either player has less than 5 minutes remaining, neither player is required to keep score. However, failure to keep score may result in losing the right to claim a draw by three-fold repetition or 50-move rule.
- 9) A player with less than two minutes remaining in the sudden-death time control may attempt to claim a draw by "insufficient losing chances," defined as a position which a C-player could be expected to draw against a Master with adequate time for both sides. This claim is equivalent to a draw offer, which the opponent may accept. If he does not, the Director may: a) Uphold the claim and score the game as a draw; b) Reject the claim, in which case he may at his discretion impose a 2-minute time penalty on the claimant; c) Order the game to continue while he watches for progress (in this case he may declare the game a draw at any point); or d) Insert a time-delay clock. In this case the both players receive a 5-second time delay, but the claimant loses half his remaining time. **No claim of "insufficient losing chances" may be made if a time-delay clock is already in use.** If you want a draw, you must claim under the threefold repetition rule, the 50-move rule, no mating material, or stalemate.
- 10) A player with less than 5 minutes remaining in the sudden-death time control who has ceased keeping score may request the Director to observe the game for the 50-move rule. If the Director elects to do so and observes 50 moves having been made without a pawn having been moved or any capture made, he will declare the game a draw. Note that the Director is not *required* to observe and count, and that by ceasing to keep score and making this request, the player forfeits any right to dispute the director's count.
- 11) USCF rules 11 (D) (1) and 16 (D) (1) will *not* be in effect. A director who observes an illegal move is **required** to correct it immediately, and a time penalty may be imposed at the director's discretion. This applies to **all** time controls, sudden-death or not. If it is discovered that an illegal move has occurred after additional moves have been played, the director may allow the game to continue or order the game resumed from the last legal position. (Touch-move and similar claims must still be made by the opponent.)