

Canton Scholastic Chess League Rules

Eligibility Rules

Any student enrolled in a school in grades K-12, or home-schooled in the same grades will be eligible to participate. Current USCF membership is required for all sections.

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

The CSCL is a volunteer league. School teams are expected to provide help at tournaments which could include any or all of the following: help to set up and clean up at on tournament days, have members that serve on the CSCL board, help in the playing rooms. Teams that don't provide any service to the league will be deemed ineligible for team trophies.

General Tournament Procedures

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

Tournament Rules

1. The U.S. Chess Federation's Official Rules of Chess, 6th Edition, any published revisions and additions, and the USCF National Scholastic Chess Tournament Regulations will apply to this tournament except as otherwise noted.
2. Tournament Directors (TD's) will be on the tournament floor at all times to assist you in the event of any problems or questions and to take results of games.
3. Touch move rules apply. If you touch a piece, you must move it, unless it has no legal move. If you touch your opponent's piece, you must capture it unless you cannot legally capture it.
4. Players are strongly encouraged to record moves in all sections. Players in higher rated sections (Open and U-1000) are required to record moves, until either player has less than five minutes time remaining on their clock. Failure to notate will prevent the student from claiming his/her opponent played an illegal move.
5. When making a claim, or in the event of any dispute, either player may stop both chess clocks and raise their hand to summon a TD. Only the players involved may make a claim regarding matters that happen at their board. If you think a TD has made an error you should ask to appeal. A frivolous claim may be penalized at the discretion of the tournament director. Only a player in the game involved may claim a time forfeit. It is illegal for a parent, coach, teammate or TD to make such a claim for any player.
6. The game is over when both players agree to a result. Players should raise their hand to have a TD record the result. Both players are responsible for checking the accuracy of the outcome of the game. Please reset the pieces before leaving the playing area.
7. The decision of the chief tournament director is final regarding section eligibility, rating adjustments, conversions, and unofficial ratings. Pairings may

be accelerated in any section at the discretion of a Senior-level or above Tournament Director.

8. A player who answers a cell phone call, sends a text message, or reads an incoming text message during a game shall immediately forfeit that game. A player whose cell phone or pager audibly rings during a game shall receive a warning for the first such incident, and forfeit the game upon a second such incident during the same tournament. The chief TD may use his or her discretion to remove a player from the remainder of the tournament for repeated violations of either rule.

9. A TD may use his or her discretion to intervene in any game without a claim by a player to deal with an opponent's behavior which is disruptive or unsportsmanlike, or which violates the rules of chess.

10. The Board may modify these event guidelines from time to time. TDs, coaches, parents and players should ensure they are referring to the most recent version before entering any event.

Clocks and Time Control

1. Time Controls are as noted in the Tournament Flyer and Schedule. When using digital clocks set clocks with a five second delay. All clocks used at the start of the game will be furnished by the players. You should know how to operate your own clock --including setting the original time control and the ability to add or subtract time for either player. The tournament director may place a clock on a game started without a clock to insure the timely finish of the round.

2. Black has the choice of clock and its placement, except that clocks using time delay have priority over other clocks.

3. Black should start White's clock as soon as the announcement is made to begin play. If Black is not present to start White's clock, then White is to start his/her own clock, make the first move, and then start Black's clock.

4. A player who does not arrive within ten minutes of the actual start of round one will forfeit round one and will be withdrawn from the tournament unless they request to be reinstated to the Pairing TD. Players are expected to be at their board for the start of the rounds when they are announced.

Tie Breaks

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

Byes

One 1/2 point bye is available for any round and must be requested before the start of round two and is irrevocable. Zero point byes are available for any round and are also irrevocable. Late arrivals that are registered in advance may start the second round with a zero point bye for round one unless a 1/2 point bye was requested before the round one pairings were done.

Team Trophies

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

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