

T O U R N A M E N T R U L E S

- 1.) **First and foremost, *HAVE FUN!***
- 2.) All phones must be turned off in the tournament hall.
- 3.) No talking, or analysis in tournament hall.
- 4.) The tournament director has a wide range of options and powers -- his decision is FINAL!
- 5.) Both players must use only one hand to make moves, including castling and captures, and must press the clock with that same hand.
- 6.) A player who knocks over a piece is required to replace it before pressing the clock. The opponent may press the clock before moving to enforce this.
- 7.) Standard USCF touch-move rules apply.
- 8.) Whichever player's flag falls first, loses the game on time. To claim a win on time, stop both clocks--your flag must still be standing, and you must have mating material.
- 9.) Proper timing of draw offer. A proposal of draw offer should be made after moving and before pressing the clock. (Make the offer of draw while your clock is running) The opponent may accept or reject it. (Do not make draw offer while opponent's clock is running.)
- 10.) If there is a dispute, or if a player wishes to make a claim of any kind, the player should stop both clocks, advise your opponent of your claim, and summon a director. When in doubt, ask the tournament director. Note that if you let the clock run and your flag falls, you lose on time.
- 11.) Pawn promotion. It is improper to press the clock while the pawn is still on the board. As soon as the new piece is placed on board, press the clock.
- 12.) Both players are responsible for reporting the results of the game on the wall chart (pairing sheet). Failure to report your result may lead to a double forfeit.
- 13.) All players are to conduct themselves in an orderly fashion, and to compete in a spirit of good sportsmanship; any player who does not will be asked to leave.

BLITZ & BULLET VARIATIONS:

- 1.) **This is NOT a touch move tournament. Moves are completed by pressing the clock.**
- 2.) **If a player makes an illegal move and presses the clock, the opponent can claim a win or capture the king if it was left in check. Illegal moves that go unnoticed stand after the opponent completes their next move.**