

# New Britain Chess Club

## Tournament Rules & Procedures

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## **1. Tournament Timelines & Deadlines**

### **1.1. Registration**

- 1.1.1. The deadline for all tournament registrations, both online and in person, is 7:00 PM on the tournament's start date, subject to TD discretion.
- 1.1.2. For all tournaments with classical or dual-rated time controls, players should complete their own registration as early as possible using the links provided on the NBCC website. The price for registration may be subject to a small surcharge for players wishing to complete their registration in person on the tournament's start date.
- 1.1.3. Single-day, blitz rated tournament registrations that are completed in person will not be subject to surcharges.

### **1.2. Play Start Time**

- 1.2.1. Round 1 for all tournaments will start as close to 7:15PM as possible. Pairings will be released as soon as possible following the end of registration.
- 1.2.2. For single-day tournaments, following rounds will begin as soon as possible. For multi-week tournaments, all following rounds will begin no later than 7:00 PM.

### **1.3. Bye Requests**

- 1.3.1. For all multi-week tournaments, requests for a bye round (missing a round, but receiving a ½ point) must be submitted by Noon on Saturday before the round that the bye is requested for begins. Any bye requests received after this deadline are left to the discretion of the tournament director(s) and may be treated as a forfeit, or a 0 point bye.

- 1.3.2. A player's failure to notify the tournament director(s) in advance of their absence from a scheduled game may (subject to TD discretion) result in both a forfeit of the game and a withdrawal from the remainder of the tournament.

\* For scholastic byes in blitz rated tournaments see 3.2.1

## **2. Tournament Sections**

### **2.1. Rating Brackets**

- 2.1.1. For select large tournaments in which the sections are determined by player rating, the sections may be divided into rating ranges rather than ceilings. These ranges will often contain a 200 point overlap in neighboring ranges.  
(ex. In a tournament with three sections rated U1400, 1200-1800, and  $\geq 1600$ , a 1300 rated player could play in either the U1400 or the 1200-1800 section, but not the  $\geq 1600$  section.)

### **2.2. Time Controls**

- 2.2.1. All players, regardless of age, scholastic status, section, or personal agreements, may not “play down” in time controls.  
(ex. Open players wanting to use the U1600 or scholastic time control)
- 2.2.2. Players in any section below the highest rated section can “play up” in time controls, if both players agree to do so before the start of the game.  
(ex. U1600 players wanting to use the Open time control)

## **3. Scholastic Accommodations**

A “scholastic” player is defined as any player who is under 18 years old.

### **3.1. Blitz and Bullet Tournaments**

- 3.1.1. For single-day tournaments with 6 or more rounds, scholastic players will be allowed to request one  $\frac{1}{2}$  point bye for the final round. Players must submit their bye request prior to the start of round 5, either in writing on the Round 4 results sheet or by speaking to the tournament director.

## **4. Tie Breaks**

- 4.1.1. All of the following tie break procedures are standards. Tournaments may use different procedures at the discretion of the tournament director(s), and the following are to be implemented unless otherwise stated in the tournament's listing on the NBCC website at the time of registration.

### **4.2. Classical, Dual, and Quick Rated Tournaments**

- 4.2.1. For any tournament with a non-divisible prize (ex. trophy), a tie-break system will be decided upon by the tournament director(s) prior to the tournament's start date. Tie break information will be provided within the tournament listing on the NBCC website.

## **5. Cell Phone Policy**

- 5.1.1. NBCC cell phone policy will mimic USCF cell phone policy, but understand that members cannot leave their electronic devices at home.
- 5.1.2. Subject to changes from USCF, we will mimic the following: the device must be turned off (not placed into "silent" or "airplane" mode) and placed either face-up on the table where the player has a game in progress, or placed into a bag that the player does not carry or open during the game in progress
- 5.1.3. In case, a player needs the cell phone available due to a potential emergency situation, the player can notify the TD and their opponent that they will have the phone in "silent" mode, and place their phone on the table next to their game.

## **6. Photographs**

- 6.1.1. By participating in or attending any meetings, tournaments, or other events organized by NBCC, members and participants consent to the use of their image, likeness, and/or voice in photographs, video recordings, or other media taken during these activities. These images and recordings may be used by NBCC for promotional, educational, or informational purposes in print, online, or in any other media.