



SW Florida Chess Club

Tournament Rules

Amended September 2011

Event Format

All Club rated events begin on the first Saturday of the month and start at 11:00am. Such events or tournaments will be structured as a four-round Swiss System Event (4/SS) with one round scheduled on each of the first four Saturdays of the month. There may be an extra monthly tournament game for any 5th week Saturday, this would be a Quick Play Event. This event will be announced in advance by email and in the Club's monthly Newsletter. Quick Play Format and time control tentatively set at G/24 t/d5sec.

Registration / Round Times / Time Control

Registration is required and ends at approximately 10:55. Rounds start promptly at 11:00. Everyone registered will be automatically "paired" to play every round until the event is finished (unless you have requested a "bye"). Confirmation by phone: 239-898-0458 or e-mail: swflchess@yahoo.com, prior to RD1 is appreciated however, you're not Registered/Entered until your Entry Fee is paid. The time control is G/75+30sec.inc; that is each player starts with 75 minutes for the entire game, with 30 seconds added with each move (or delayed if no increment available). Players using non-increment/delay clocks will start their clocks with 105 minutes per side for the entire game, as per USCF Rule 5F1d.

Note: an incremental/delay clock such as; Saitek's Competition Pro, DGT, Chronos or Game Pro II is preferred (incremental/delay aka Fischer/Bronstein).

Ratings

Any player may be assigned any rating deemed appropriate by the TD. Generally, the most recent USCF rating available online is used: <http://main.uschess.org/msa/MbrLst.php>.

Byes

One half point "bye" is available for the first three rounds of any monthly tournament for a player that cannot attend one of those weeks. A "bye" must be requested prior to the start of the round you're not intending to play to avoid forfeiting. No more than one half-point "bye" will be awarded and no "byes" are available during the fourth round. "Byes" are available to prevent forfeits. Call 239-898-0458 to request a "bye".

Forfeits

Forfeits are rude and unacceptable. If you can't make a round just call and request a half-point "bye" (or "zero point Bye" if you already had a "half-point Bye"). If you are "paired" for a round and have not requested a "bye" prior to the start of that round and do not show up to play that game, you will forfeit that game. Once you have forfeited, you will be withdrawn from the event.

Entry Fee

The entry fee for a 4/SS is \$12 for the event. A SWFL Chess Club membership is required at \$5/yr. In addition, each player must be a member in good standing of the USCF. There will be no refunds once the first round starts.

Prize Fund

The event prize fund is set at 87.5% of the collected entries. From this percentage; 1st place wins 50%, 2nd wins 25% and 25% goes to the highest finishing player with a rating under 1600.

All prizes are divided evenly among all tied players.



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Conduct / Cell Phones

All participants are bound by the Club's "Rules of Conduct" available online at www.swfloridachessclub.com/ChessBits.html. For the benefit of all players, food and conversation will not be allowed in the playing area. Please do post game analysis in the Café. Cell phones should be set on vibrate or silent.

Rules Questions / Claims

The USCF's amended "Official Rules of Chess, 5th Edition" govern all tournament games. Players are responsible for knowing these rules. If you have a question or claim during your game, stop/pause the clock and immediately summon the Tournament Director, even if he is also playing. Players are responsible for knowing how to set and operate their clocks. If using your opponent's clock, make sure you understand how to start, stop and pause the clock. Make sure and verify the clock is set properly.

While You Are Playing

You must record your moves and your opponent's moves. This is how one proves they made the necessary number of moves or make other claims. The "touch-move rule" applies: if you touch one of your pieces, you must move it if you legally can; if you touch one of your opponent's pieces, you must capture it if you legally can. If you touch one of the pieces to adjust its position on its square, you must say "adjust" (or "j' adoube") while doing so, during your time to move.

After Your Game

Both players are responsible to make sure their game result is recorded on the pairing sheet located at the TD table. If we do not have your result, you might not be paired the next round. Once your game is finished and you've entered the result on the "pairing sheet", go to the Café shop. That's the place for "skittles" and post game analysis, until the other games are finished.

Courtesy

Please refrain from talking while games are in progress. We are guest of Books-A-Million, so please keep the area clean and be respectful of store customers. Pick up after yourself.

USCF Certified Tournament Directors

Senior TD Ben Bentrup
Club TD Greg Gordon
Club TD Dennis Dunn

Club's Monthly Newsletter

Please check the Newsletter for all Club Tournament announcements and Event formats. Any month with a 5th Saturday may have a separate Quick Play Event. All rounds to be completed that day. This event would be set at a Time Control less than G/30, so as to qualify for USCF quick rating. The preferred format is G/24 t/d5sec., players without a digital clock, would set their analog clock at G/29.