

Tournament Rules

1. **SETTING CLOCKS.** The clocks will initially be set at 4:39. Each player must complete his 40th move by 6:00. After book players have made their 40th move, the players must advance each clock 30 minutes. If a player is not sure how to do this, he or she should raise a hand and a Tournament Director (TD) will assist. Then, the rest of the moves of the games must be made by 7:00.
2. **TOUCH-MOVE.** If a player intentionally touches a piece when it is his turn to move, he has to move the touched piece. If a player intentionally touches one of his opponent's pieces, he has to capture that piece. A player should not touch any piece when it is not his turn to move.
3. **RECORDING MOVES.** Each player is strongly encouraged to record the moves. A player who chooses not to do so gives up his right to claim a time forfeiture at 6:00, to claim a draw by repetition of position or "the fifty move rule" and to challenge such claims by his opponent.
4. **TIME FORFEITS.** Only a player's opponent may initiate a time forfeiture claim. A reasonably complete and accurate scoresheet is required to forfeit an opponent in the initial time control. No scoresheet is required to forfeit an opponent in the sudden death time control.
5. **SUDDEN DEATH RULES.** A player may claim a time forfeiture in a sudden death time control only if he first stops the clocks before his own flag falls. If both flags fall, either player may claim a draw. If a player makes an illegal move when he has less than five minutes remaining, his opponent should immediately stop both clocks and raise his hand to summon a TD. The TD will add two minutes to the opponent's time. Upon the request of a player, a TD may rule that player's game drawn if the position is clearly drawn (such as positions with no pawns remaining for either side and with greatly simplified material). A player may stop both clocks to ask a TD to rule a game drawn by this reason, but the TD will add two minutes to his opponent's time if the request is denied.
6. **SECURITY.** Spectators (including coaches and parents) in the playing area will be *extremely* limited. Only adults with a coach's pass or a VIP button will be admitted by the door monitors. VIP buttons will be available only from the National Director (Mr.