

Tournament Rules for 2023 National Junior Chess Congress Festival

This event is sanctioned by the United State Chess Federation and run by the Hanley Chess Academy. The 7th Edition of the US Chess Federation's Official Rules of Chess and the US Chess National Scholastic Chess Tournament Regulations, are the basis for all the rules and regulations. The following rules are included here to answer frequently-asked questions, note any changes to the rule book, and to remind players of useful information. **They are not intended to supersede or modify the US Chess Rulebook or the US Chess National Scholastic Chess Tournament Regulations.**

Tournament Directors

There will always be a Tournament Director (TD) on the tournament floor to answer any questions. To summon a director, pause your clock, raise your hand and keep it in the air until a TD arrives to assist you. Remember a TD will not interfere with your game. It is up to the player to make a claim. If the player thinks the TD ruled incorrectly, player may ***Immediately appeal*** to a higher TD authority.

Clocks and Time Controls

Players are to provide their own clock and are responsible for setting it and knowing how to use it. Time control for the NJCC is game in 90 minutes with a 5 second delay (G/90, d5). **A digital clock with time delay is the preferred clock. Therefore, if white has a delay clock available and black does not, white's clock is to be used.** Time delay must be set and used from move one. Clocks must be set so they produce no sound. TD will determine which way the clocks are to face.

Start of the Game

No games are to be started until Chief TD announces the start of the round. As soon as the announcement is made white's clock is started even if black is not present.

Recording Moves

The 6 & Under and 8 & Under sections are not required to keep score. All other section are required to record the moves, move after move. If either player has less than 5 minutes remaining both players may stop keeping score. Players may not bring in score pads or other notation devices. Only tournament provided scoresheets are allowed. They must be kept in plain view any time the game is in progress.

Cell Phones and Electronic Devices

Are not allowed in playing area, if a cell phone is brought in it must be powered off (not in silent or airplane mode) and must be stored in a bag not on the player's body. A player taking a cell phone or other electronic device to the rest room is subject to penalty or forfeiture. If players cell phone rings, player will be assessed a 10-minute penalty for first offense and forfeited for a second offense during the tournament. Player that uses their cell phone to make a call, answer a call, sending a text message, or reading a text message while game is in progress may be instantly forfeited.

Time Forfeits/Late Arrivals

A player who is at least 30 minutes late for a scheduled round loses the game and will not be paired for the next round unless reinstated by the Chief TD. **Only the players involved in a game may claim a Time Forfeit in that game.** No parent, coach, spectator, other player or TD may make such a claim or bring the fall of a flag to the attention of the players. A player may claim a time forfeit only if they stop the clocks before claimant's own time runs out. If both flags are down game is a draw.

Illegal Moves

If it is discovered that one of either player's last 10 moves was illegal, the position will be reinstated to what it was before the illegal move, and game shall continue. Clocks will not be reset. If neither player has used one hour, there will be no time penalty assessed for an illegal move. Player must raise their hand and claim illegal move. The TD will not do so; neither may any other players as they would be subject to a penalty for interfering in the game.

Reporting Results

Immediately upon completion of the game, **both** players must report to the scorers table to give result.

Conduct of Players

Players need to be as quiet as possible during round so they do not disturb other players. **Players may not speak to anyone while game is in progress unless you have asked a TD to be present.** If there is a problem of any kind during your game, call a TD **Immediately**. If you wait until after your game is over, the result probably cannot be changed even if your claim was correct. You may not consult notes, chess books, computers, or other materials while your game is in progress. If you need to use the restroom while your game is in progress you do not need to ask permission from a TD, clock remains running while you use restroom. You are not permitted to leave the playing room while your game is in progress except to use the restroom.

Half Point Bye

1 Half Point Bye is available for any round except the last round. All byes are irrevocable once requested and must be requested 2 hours prior to the start of round 2.

Interference

NO interference in any game by spectators, other players, coaches or parents will be tolerated. Penalties include expulsion from the tournament. Only the player involved may point out irregularities, by raising their hand to summon the TD.

Penalties

Penalties for rules violations are at the discretion of the TD and may vary from warnings and time penalties to forfeitures and expulsion from the tournament.