



US CHESS
FEDERATION

Schoolyear 2021-22
NATIONAL SCHOLASTIC
CHESS TOURNAMENT
REGULATIONS

FOR USE IN THE FOLLOWING TOURNAMENTS:

THE US CHESS NATIONAL K-12 GRADE CHAMPIONSHIPS

US CHESS SUPERNATIONALS AND SPRING NATIONALS
INCLUDING: THE NATIONAL ELEMENTARY SCHOOL (K-6) CHAMPIONSHIPS,
THE NATIONAL **MIDDLE SCHOOL (K-8)** ~~JUNIOR HIGH (K-9)~~ CHESS CHAMPIONSHIP, AND
THE NATIONAL HIGH SCHOOL (K-12) CHESS CHAMPIONSHIP

US CHESS ONLINE NATIONAL SCHOLASTIC EVENTS
INCLUDING: THE ONLINE NATIONAL SCHOLASTIC QUICK CHESS CHAMPIONSHIPS

AND

US CHESS YOUTH EVENTS
INCLUDING: THE U.S. JUNIOR CHESS CONGRESS, THE U.S. JUNIOR OPEN,
THE ALL-GIRLS NATIONAL CHAMPIONSHIPS, AND
THE NATIONAL YOUTH ACTION CHAMPIONSHIP

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SUBSTANTIVE CHANGES FROM THE SEPTEMBER 2021 EDITION (*WITH CHANGE 1 FROM NOV. 15, 2021*)
ARE HIGHLIGHTED USING ~~STRIKE THROUGH~~ AND GREEN-SHADED TEXT

Green highlighting and ~~strike through text~~ show changes made since last year's Regulations.

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NOTE TO USERS OF THE SCHOLASTIC REGULATIONS FOR 2021-22

Since the last edition of these regulations US Chess has seen the full emergence of online chess in the scholastic community, as well as the return to over-the-board play. The 2021-22 version of the *National Scholastic Chess Tournament Regulations* (“the regulations”) contains several changes from last year.

To call the changes to your attention, we use **green highlighted text** and ~~green strike-through~~. The change introduced in “*Change I*” (this edition) is in **yellow highlighted text** in Section 12.4.3. Here is a summary of what has changed:

1. A new event called the “Online National Scholastic Quick Chess Championships” is now part of the scholastic event yearly cycle.
2. The National Junior High (K-9) Championships has been renamed and restructured. The new name is the “National Middle School (K-8) Championship” Under the restructured format, 9th graders are not eligible to participate in this event.
3. In Section 18.1 (Pairings) we have eliminated all restrictions on pairing players from the same state. We also have revised the rules governing pairing players from the same school so that teammates will be less likely to be paired against one other.
4. Added Section 20.4 (Scoring Adjustments for Opponents of a Disqualified Player) to provide new procedures for adjusting the game scores for players who played someone disqualified from a tournament. The specifications apply to over-the-board and online events.
5. Updated Section 21 (Conduct of the Tournament) to add more specific instructions about media presence and access at national scholastic events.
6. Added Section 26 to provide regulations specific to online national scholastic play.
7. Made minor changes to the appendices for Blitz and Bughouse to clarify procedures in certain situations.
8. Added Appendix G (National State Invitational Tournaments) to call these prestigious events to the attention of the US Chess scholastic community.
9. **In the interest of fair play, *Change I*, effective November 15, 2021**, provides for use of player’s Online Regular Ratings to assist in properly sectioning, pairing, and awarding prizes at the K-12 Grades and the Spring Scholastic National events. (See Section 12.4.3.)

Anyone with questions about the 2021-22 Scholastic Regulations should not hesitate to contact the Scholastic Council for clarification. In particular, please do not wait until the week of a tournament to ask questions about player eligibility, team eligibility, or issues that could affect your players and their participation in an event.

Good Chess!!

Sunil Weeramantry
Chair, US Chess Scholastic Council

1 INTRODUCTION

1.1 Basic Principles

The US Chess Federation (US Chess) National Scholastic Chess Tournament Regulations are intended to ***fulfill the needs and expectations of players, coaches and parents at our national scholastic events.*** These regulations are a reference to the special rules that govern these events, along with some suggestions to help the event run smoothly. They are designed to maintain, promote, preserve and enhance the dignity and significance of, and fair play at, US Chess national scholastic events. These regulations supplement the 7th Edition of the US Chess Federation’s *Official Rules of Chess* and carry the weight of history and hands-on experience. In instances where there are no existing regulations or rules, US Chess shall apply “common sense” to fairly address the situation. Proposed improvements to these regulations shall be referred to the US Chess Office and the Scholastic Council for consideration in the next scholastic chess year. Clarification or interpretations of the existing rules for the current scholastic chess year shall be referred to the US Chess office and the Scholastic Council. After all, the main principle of these regulations is this: ***Our young players deserve the best!***

1.1.1 To foster consistency between state and national scholastic events, US Chess encourages state scholastic organizations to adopt these regulations for their state scholastic championships.

1.2 Tournament Proposals

US Chess and the Scholastic Council will review the proposals for the following tournaments: National Elementary School (K-6) Championships, **National Middle School (K-8) Championship** **Junior High (K-9)**, National High School (K-12) Championship, National Youth Action Championships, the National K-12 Grade Championships, **and the new Online National Scholastic Quick Championships.** US Chess will solicit interest in site selection and then negotiate with the local organizer details of the proposed tournament. The Scholastic Council will be part of the final selection process. Expressions of interest by affiliates are indeed welcome, since in all cases US Chess wishes to partner with a local organization(s) for local arrangements (e.g., securing local TDs), in coordination (and agreement) with US Chess. However, site selection and all contracting for these events will be handled by US Chess.

1.2.1 Whenever US Chess is the organizer the US Chess main office shall be responsible for all details listed herein as the organizer.

1.2.2 Many chess tournaments and chess activities are organized under the name “US Chess” or “US Chess Federation,” yet are managed fully by other organizations and/or individuals. Such organizations may enter into contracts for facilities, goods, services, etc., though US Chess must approve these contracts first. Such organizations are not representatives of US Chess management, they are independent contractors.

1.3 Event Names

The *Scholastic Regulations* cover several national scholastic chess events. The table below provides each event’s official name as well as other names often used in the scholastic community.

Official Event Name	Other Common Names
US Chess National K-12 Grade Championships	K-12 Grades, K-12 Grade Nationals
National Elementary School (K-6) Championships	National Elementary Championships, Elementary Nationals, K-6 Nationals
National Middle School (K-8) Championship <i>(Replaces the Junior High (K-9) Championships)</i>	National Middle School Championship Middle School Nationals, K-8 Nationals
National High School (K-12) Championship	National High School Championship, High School Nationals, K-12 Nationals
Online National Scholastic Quick Chess Championships	Online Quick Championships
National Youth Action Championships	National Youth Action, Youth Action
U.S. Junior Chess Congress	Junior Chess Congress, Chess Congress
U.S. Junior Open	Junior Open
All-Girls National Championships	All-Girls Nationals, All-Girls Championships, The All-Girls

1.4 US Chess Point of Contact

The US Chess *Director of Events* is the point of contact for questions about these regulations. The Director of Events can be reached at the US Chess Main Office, (931) 787-1234.

2 EVENT DATES

2.1 National Scholastic Events

2.1.1 Fall Nationals. The National K-12 Grade (K-12) Championships:

2.1.1.1 Should be played between November 15 and December 15.

2.1.1.2 Must not be scheduled on Thanksgiving Day weekend.

2.1.2 SuperNationals & Spring Nationals. 2022 is not a SuperNationals year. Therefore, in 2022 the Spring national championship events—e.g., National Elementary School (K-6), Middle School (K-8), and High School (K-12)—will be held on separate dates in different venues. The Spring Nationals:

2.1.2.1 Should be held between and to include the third weekend in March and the second weekend in May.

2.1.2.2 Must not be scheduled on Easter or Passover.

2.1.2.3 Try to avoid Daylight Savings Time weekend, as well as the test dates for the Scholastic Aptitude and Advanced Placement exams (High School only).

2.1.3 Online Scholastic National Quick Championships

2.1.3.1 For 2022, this event should be scheduled in the window late January to mid-February, but not during President's Day weekend.

2.1.3.2 In the future US Chess prefers this event to occur between mid-October and mid-November, and at least three weeks before K-12 Grade Nationals.

2.2 National Youth Events

2.2.1 National Youth Action: Should be held between November 1 and December 1, but not during the weekend Thanksgiving. US Chess will entertain other possible dates as part of bid proposals. A bidder's proposed event dates must be deconflicted with all other Scholastic National events.

2.2.2 U.S. Junior Chess Congress: Whenever possible.

2.2.3 U.S. Junior Open: Should be held in the summer.

2.2.4 Dates should not conflict with any other National Tournament and, if possible, they should not conflict with the North American Youth Chess Championships, the Pan-American Youth Festival, the World Youth Chess Championships, or the World Cadet Chess Championships.

3 SITE SELECTION AND CHARACTERISTICS

3.1 Quality and Site Selection

3.1.1 Our primary concern is assuring the quality of scholastic national event.

3.1.2 US Chess will make every reasonable effort to rotate these events geographically from year to year.

3.1.3 Acceptable sites include, but are not limited to, hotels with convention facilities, schools, colleges, and convention centers.

3.1.4 All tournament-related playing and meeting space proposals must be approved by US Chess before they are signed.

3.2 Site Characteristics

3.2.1 The Playing Hall must allow for a minimum of 25 sq. ft. of usable space per player. The top 20 boards of all Championship sections, except for primary grades, should have no more than two boards per six-foot or eight-foot table. Bids must include a Playing Area able to accommodate the maximum number of expected players.

3.2.2 US Chess practice is to strongly discourage spectators at national scholastic events.

3.2.3 The site should have a large Skittles Area that is at least half the size of the playing hall(s). The Skittles Area should be in the immediate vicinity of the playing site, indoors, and easily accessible

- from the playing room. It is recommended the Skittles Area be 3/4 of the size of the playing area(s).
- 3.2.4 Team Rooms (especially for the Elementary (K-6) Nationals and Middle School (K-8) Nationals) should be available for teams needing a more private area to instruct and counsel their players. Teams should expect to pay reasonable charges for the use of such space. When possible, Team Rooms should be under the same roof as the Playing Hall or in a building connected directly to it. The US Chess Main Office or the Event Organizer will advertise Team Room availability, pricing, request, and allocation procedures well in advance of the event.
 - 3.2.5 Toilet facilities must be adequate for large numbers of youngsters and must be inspected, cleaned and maintained every hour during rounds. Restrooms for players only should be easily accessible to the playing room.
 - 3.2.6 Water should be provided in the Playing Area(s) and maintained every hour during rounds.
 - 3.2.7 Pictures and descriptions of the tournament site, including size, lighting, available sanitary facilities, or any physical equipment available should be included with each contract.
 - 3.2.8 A map of the area should be available showing inexpensive restaurants and attractions near the site. This should be done on the website site and available on paper at chess control.
 - 3.2.9 For the National Middle School (K-8) and National Elementary School (K-6) tournaments, a “Play Area” should be provided that allows the young children an acceptable area to run and play.
 - 3.2.10 A centrally located information booth, called “Chess Control”, shall be provided near the Playing Area, or on the primary route players will take to and from the Playing Area. Chess Control shall:
 - 3.2.10.1 Be a one-stop-shop where players, coaches and parents can enter the tournament, change sections, check the status of their registration, and ask general questions about the event.
 - 3.2.10.2 Provide participants with directions to local restaurants, transportation, interesting sites, and other non-tournament information.
 - 3.2.10.3 Provide a message center where families and players can receive emergency information. This message center should have a pre-advertised phone number and/or email address.
 - 3.2.10.4 Serve as the central location for “Lost and Found.”
 - 3.2.11 There should be food available on site that is priced comparably to fast food. There should be ample food services available that, if necessary, all of the anticipated participants may be fed within a two-hour period. Food vendors should be open at least 60 minutes before the first round starts each day and close no earlier than 60 minutes before the last round is scheduled to end.
 - 3.2.12 The site must be handicapped accessible.
 - 3.2.13 It is recommended that a photographer be available throughout the tournament.
 - 3.2.14 Ample signage should be on display at numerous locations throughout the facility a minimum of twelve hours prior to the first scheduled event of the tournament.

4 LODGING

4.1 Cost

- 4.1.1 Lodging should be inexpensive and accessible to the playing site.
- 4.1.2 A single price for 1-4 people per room should be negotiated.
- 4.1.3 If the hotel(s) is providing the playing site, the cost of meeting space should be directly related to the total number of room-nights sold (such as on a sliding scale). Free meeting space is generally negotiable with most hotels.
- 4.1.4 If the hotel(s) is not providing the playing site, the hotel(s) contract(s) may be structured to provide the tournament a rebate of \$3 to \$10 per room night sold to help defray playing site and other tournament costs. Rebates are considered tournament income. When US Chess is not the organizer, any amount higher than \$10 per night may not be accepted without the prior written consent of the US Chess main office.
- 4.1.5 The organizer should provide, at least 6 months before the start of the event, a list of all recommended hotels, rates, addresses, phone numbers, distance from playing site, and contact information on the US Chess website.

4.2 Hotel Check-in

- 4.2.1 Some hotels do not allow players under the age of 18 may to check in to their hotel rooms without an adult. It is the responsibility of each individual player to ensure that local hotel requirements are satisfied. US Chess and the organizer assume no responsibility in this regard.

5 TRANSPORTATION

Organizers should ensure the availability of transportation between the headquarters hotel and nearest commercial airport, railroad, and bus terminals and shuttle service between playing site and headquarters hotel if they are beyond walking distance of each other. All such travel arrangements should be publicized at least six months in advance for the benefit of players, coaches and parents.

6 FINANCES

6.1 Contracts

- 6.1.1 All contracts must be approved and signed by US Chess when US Chess is undertaking full management responsibility for the event.
- 6.1.2 When a local organizer is undertaking full management responsibility, US Chess need only review and approve the contract, though it need not be a signatory thereon, as the local organizer is acting as an independent contractor and is fully responsible and liable for all activities or actions pursuant to the contract.

6.2 Responsibilities

- 6.2.1 When US Chess is not the principal organizer, the local organizer is contractually responsible for the execution of these regulations (with US Chess oversight) before, during and after the tournament.
- 6.2.2 US Chess will provide financial statements from previous events to the organizer upon request.
- 6.2.3 US Chess's share of the profits from national scholastic events will go to US Chess. Tournament income includes, but is not limited to, entry fees, book and equipment sales, food and beverage sales, sale of chess pieces and boards used in the tournament, advertising income, fees paid by promoters and exhibitors, hotel room night rebates, team room rentals, rebates, etc.
- 6.2.4 US Chess will negotiate an agreement with the local organizer, which will define roles, responsibilities, and the financial arrangements between the two parties. The financial arrangements may be a share of the profits, a per-head fee, or some combination thereof.

7 FOOD & EQUIPMENT VENDORS

US Chess has the right of first refusal to sell chess books, chess equipment, T-shirts, commemorative boards and sets and other chess paraphernalia at any US Chess national event. All outside vendors must be approved by US Chess, including concessions.

8 STAFFING

8.1 Chief Tournament Director

The Chief TD for all national scholastic events must be certified at the National Tournament Director level. Additionally, the Chief TD must have strong experience in administering large scholastic events, especially those using computer pairing programs. The Chief TD must be acceptable to US Chess.

8.2 Number of TDs

The Chief TD and/or organizer is responsible for appointing an adequate number of certified assistant TDs to help administer each event. The organizer should not serve on the directing staff.

- 8.2.1 A minimum of four TDs, including the Chief TD should be on staff. These TDs should have strong knowledge of computers and computer pairings, as they are expected to generate pairings, standings, team results, etc., round by round, as well as, to handle inevitable problems.
- 8.2.2 Each event must have a Chief Floor TD ("Floor Chief") with a sufficient number of assistants.
- 8.2.2.1 The ratio of TDs to players **at over-the-board events** should be as follows:
- Grades 9-12: 1 TD per 100 players
 - Grades 7-8: 1 TD per 75 players
 - Grades K-6: 1 TD per 50 players

- 8.2.2.2 Each Floor TD should begin the tournament by having responsibility to support one specific Section Chief. As the round progresses, the Section Chief or Floor Chief can re-assign Floor TDs to other sections based on the number of remaining games. Floor TDs are not “released” from the Playing Hall until relieved of their responsibilities for the round by their Section Chief or the Floor Chief.
- 8.2.2.3 Floor TDs will handle disputes and make rulings. Players are allowed to appeal rulings under the specifications of US Chess Rule 21H. **The best time for a player to appeal a ruling is immediately after the TD makes the initial ruling.** Waiting several more moves, or until after the game ends, tends to complicate the appeals process. Appeals are to be made first to the Section Chief TD, then the Chief Floor TD, and then the Chief TD. Appeals above the Chief TD will be made to a Special Referee appointed to cover the tournament by the Director of Events. If a Special Referee is consulted, the decision of the Special Referee is final for the purpose of the event, but may be overruled later if the player appeals to the US Chess Federation under US Chess Rule 21L.
- 8.2.2.4 During play, a minimum of two experienced Floor TDs should be present in large tournament rooms and one Floor TD in small tournament rooms.
- 8.2.2.5 All staff should wear identification stating their name and duty. The TD certification level should be listed on the name tag.
- 8.2.2.6 For National Scholastic events organized and run by US Chess, all tournament staff shall receive a Background Check before hiring. Persons who refuse this check will not be hired by US Chess.

8.3 Compensation

The TD staff is expected to be appropriately compensated. Such compensation should include, but is not limited to, lodging and free food. Each TD should be compensated enough to at least cover any reasonable transportation costs.

9 BACK ROOM & AUTOMATION REQUIREMENTS

9.1 Back Room

The computer room (e.g., the “Back Room”) should be assembled at least one day before the tournament to make sure there are no problems

9.2 Printers

- 9.2.1 Fast inkjet or laser printers are preferred.
- 9.2.2 At least one computer and printer shall be available for non-pairing/technical purposes by authorized staff.

9.3 Computers.

- 9.3.1 The large size of these events necessitates pairing by computer. A list of approved computer programs may be obtained from US Chess.
- 9.3.2 If any computer equipment is acquired or donated for the tournament, such equipment will be considered assets of the tournament. Assets may not be disposed of without the express consent of US Chess.

10 PUBLICITY

10.1 Importance

Publicity is an important part of attracting new participants to National Scholastic events. Many scholastic chess programs are not aware of the existence of US Chess’s slate of national scholastic chess championship events. Organizers should include plans for publicity in their proposals. The organizer should coordinate with the US Chess main office to produce press releases and publicity for the event.

10.2 Announcements / Press Releases

- 10.2.1 These events will be announced in *Chess Life*, *Chess Life Kids*, and online TLAs.
- 10.2.2 Flyers advertising National Scholastic and Youth events will be mailed to all US Chess affiliates except prison affiliates.

- 10.2.3 Organizers should arrange publicity with local news media, prior to, during, and immediately after these events.
- 10.2.4 The organizer should prepare a press release listing major winners immediately upon conclusion of the tournament. Ideally, this release should be available during the awards ceremony.

10.3 Program Book

A tournament program book should be prepared with the following components:

- 10.3.1 Schedule of events (e.g., start times for each round and “side events”)
- 10.3.2 Specific rules for the tournament (e.g., rules that supplement the official ***Rules of Chess*** and these ***Scholastic Regulations***)
- 10.3.3 List of past winners
- 10.3.4 List of Prizes and Awards
- 10.3.5 List of tournament directors and key event staff
- 10.3.6 (Optional) Scoresheets for each round of play
- 10.3.7 Information about local restaurants and attractions.
- 10.3.8 The location, time, and sequence of events for the Awards Ceremony.
- 10.3.9 Instructions for “early pickup” of awards after the last round.
- 10.3.10 Player procedures and acceptable conduct for players, coaches, and parents.

11 ENTRY FEES & REGISTRATION

11.1 Fees & Entry Deadlines

- 11.1.1 The entry fee shall be kept as economical as practical and set in accordance with the approved budget.
- 11.1.2 Early Entry deadline(s) should be used for each event. When practical, early entry deadline dates should be set to occur no sooner than one week after the date when US Chess is expected to publish the Rating Supplement to be used for the event. To comply with this requirement, organizers will discuss their proposed early entry dates with the US Chess Director of Events before advertising those dates in TLAs, event flyers, mass emails, and websites.

11.2 Late Registration, Section Change Requests, Byes, and Check-in Procedures

- 11.2.1 **Late Registration:** Players registering the day of the event may be paired or receive a Half-point Bye at the discretion of Chief Tournament Director, or the organizer when the event is outsourced.
- 11.2.2 **Section Change Requests:** Player requests for a “section change” are subject to a fee. Players should make their section change requests as soon as possible. To encourage teams to properly form before the tournament the following rules apply to section change requests ***made after Round 1 has begun:***
- 11.2.2.1 For players who change sections ***before Round 2:***
- Players ***moving up to a stronger section*** will have their Round 1 score reduced by one-half point. Losses are not adjusted.
 - Players ***dropping down to a weaker section*** will retain their Round 1 score.
 - Players with a full-point or half-point Bye in Round 1 will retain their Bye score.
 - Each Player’s eligibility for section change will be screened by the tournament staff in accordance with ***Section 12*** of these regulations.
- 11.2.2.2 If a player changes sections ***after Round 2***, then ***none*** of the player’s points carry to the new section except their Round 1 score adjusted in accordance with Section 11.2.2.1 above, as well as points earned due to player-requested or computer-generated Byes. When Byes are involved, no player may carry more than one total point to the gaining section.
- 11.2.2.3 If the need for a section change is caused by an error of the Tournament Staff or US Chess, then the Chief TD has the authority to decide how a player’s points will carry to the gaining section.
- 11.2.2.4 In all situations, any games played shall remain as “rated games.” The player’s Tie-Break Points from the original section are not carried to the new section.

- 11.2.3 **Half-Point and Zero-Point Bye Requests.** Unless specified otherwise in the official Tournament Life Announcement and pre-Tournament information on the US Chess website, **a single Half-Point Bye is available for any round**, to include the final round, of a US Chess National Scholastic event.
- 11.2.3.1 If the Bye is requested for Round 1, it must be requested as part of the advance or on-site entry process **at least 2 hours before the published start time for Round 1**.
 - 11.2.3.2 If the Bye is requested for a later round, it must be requested before the published start time for Round 1.
 - 11.2.3.3 Thereafter, the only bye available is a Zero-Point Bye, which is an option for any round and may be requested up to 2 hours before the start of the round for which the Zero-Point Bye is requested.
 - 11.2.3.4 Any Bye, including a Zero-Point Bye may not be revoked after Round 1 begins.
 - 11.2.3.5 The Chief Tournament Director has the authority to grant a Half-point Bye for any round based on unusual circumstances, except for the last round.
- 11.2.4 Check-In Procedures. All players (or their parents/coaches) are advised to “check-in” at Chess Control when they arrive to be sure there are no problems with their entry, fees, US Chess membership, team information, Bye requests, etc.
- 11.2.4.1 It is important that check-in is a smooth process allowing players to resolve any problems they may have with their entries.
 - 11.2.4.2 A complete list of the advance entry players shall be posted periodically on the tournament web page. This web page should be updated regularly.
 - 11.2.4.3 Two lists of participants per section should be posted prior to Round 1: alphabetical and with school name. A complete team roster for all schools shall be posted on site. It is the responsibility of the players and/or coaches to report mistakes or corrections to the TD staff.
- 11.2.5 Rules specific to the tournament and side events will be available in advance of the event.

12 PLAYER ELIGIBILITY

12.1 General Eligibility

The following players are eligible:

- 12.1.1 Full-time students who are enrolled in school (public, private, home, or virtual) in the United States or its territories for the entire semester in which the event is held. ***US Chess strongly encourages players, parents or coaches who have questions about eligibility to contact the US Chess Director of Events by email or phone at least three weeks before the tournament.*** For “team” related aspects of this rule, see [Section 13](#) of these regulations. *(See also footnote)¹*
- 12.1.2 U.S. citizens who are attending school abroad.
- 12.1.3 Home-schooled and virtual-schooled students who live in the United States or are U.S. citizens living abroad.

12.2 Age and Grade Eligibility

- 12.2.1 The ages for player age/grade eligibility shown in the table below apply as of September 1 of the Schoolyear in which the tournament takes place. These age requirements are the **upper limit for each grade**, including students who are home-schooled or virtual-schooled. Our national events are grade-based and require all players to play in a section that allows for their current grade.
 - 12.2.1.1 For example, a “K-8 Championship” section is open to all age-eligible players currently enrolled in Grades K through 8 (and Pre-K).
 - 12.2.1.2 By comparison, a “Grade 2” or “Second Grade” section is open only to players currently enrolled in the 2nd Grade.
 - 12.2.1.3 When sections are limited to a single grade, players who have “skipped” one or more grades must play in the grade in which they are enrolled in school—***they cannot play in the grade they skipped.***

¹ Contact the US Chess Director of Events at (931) 787-1234. **US Chess strongly recommends** contacting us at least three weeks before a tournament starts AND before players, parents, and coaches commit their financial resources toward a tournament. We strongly advise against waiting to adjudicate a player’s eligibility on-site at a tournament.

- 12.2.1.4 ***For home-schooled or virtual-schooled players***, their grade eligibility is determined using their age ***as of September 1st of the current Schoolyear*** and referencing the table below. For example, a 5th Grader cannot be more than 11 years old. Similarly, a 9th Grader's age cannot exceed 15.

Grade	Age Limit	Grade	Age Limit
Kindergarten	6 years old	7 th Grade	13 years old
1st Grade	7 years old	8 th Grade	14 years old
2nd Grade	8 years old	9 th Grade	15 years old
3rd Grade	9 years old	10 th Grade	16 years old
4th Grade	10 years old	11 th Grade	17 years old
5th Grade	11 years old	12 th Grade	18 years old
6th Grade	12 years old		

- 12.2.2 There shall only be one year of eligibility per grade level unless one of the situations listed below applies:

- 12.2.2.1 ***Pre-schoolers*** may play in the Kindergarten Section at the K-12 Grade Nationals, or in any "K-X" Section in other events. Pre-schoolers may continue to play as Kindergartners or in K-X sections in subsequent years until they start the first grade.
- 12.2.2.2 ***Players who repeat a grade*** in school may have a second year of eligibility in that grade as long as they remain age-eligible for that grade in accordance with the table above.

12.3 Section Eligibility

- 12.3.1 For the Spring Nationals a player who scored 6 or more points in an Under Section of the previous year's Spring Nationals or SuperNationals, and who is otherwise age/grade eligible for the same section this year, ***must play this year in a Section with a higher grade or rating limit***. For example, a player who scored 6.0 in the K3U1000 Section of the previous year's Elementary School Nationals or SuperNationals, and who is age/grade eligible for that same section in the current school year, must now play in the K3 Championship or any rated K5 or K6 section.

12.4 Rating Supplements ***(See Change in 12.4.3)***

- 12.4.1 When the K-12 Grades, Spring Nationals. or SuperNationals start ***before the 10th of the month***, the previous month's Rating Supplement will be used.
- 12.4.2 When the K-12 Grades, Spring Nationals. or SuperNationals start ***on or after the 10th of the month***, the current month's Rating Supplement will be used.

Event	Dates	Rating Supplement (RS)	RS Publication Date
National K-12 Grades	Dec 3-5, 2021	November 2021	October 21, 2021
National High School (K-12)	Apr 8-10, 2022	March 2022	February 17, 2022
National Middle School (K-8)	Apr 29-May 1, 2022	April 2022	March 17, 2022
National Elementary (K-6)	May 13-15, 2022	May 2022	April 17, 2022

- 12.4.3 ***(Change, Nov 15, 2021)*** For the K-12 Grades, Spring Nationals, and SuperNationals, the ratings used to determine section eligibility, pair players, and award prizes shall conform to the examples shown in the table below to help assure fair play. All ratings in the examples refer to players' Regular Over-the-Board (OTB) ratings and their Regular Online (ONL) ratings. Players identified through this process will be reviewed further by the Ratings Review Group (see Section 12.5.2) to determine whether use of a player's higher ONL rating is justified based on the player's actual game history and activity over the past several months. ***(See footnote)***²

Example OTB Ratings	Example ONL Ratings	Rating Used	Explanation
1550 Established Rating	1430 Established Rating	1550	OTB 1550 is higher than the ONL 1430
1550 Established Rating	1780 Established Rating	1780	ONL 1780 is > 200 points above the OTB 1550

² This review and comparison of players' ONL and OTB ratings recognizes that quite a few players continued to improve their games during the pandemic by playing online. In other words, players whose OTB activity ceased or slowed significantly may have a 'more accurate' picture of their true playing strength reflected in their ONL rating. However, as players return to OTB play, their OTB ratings should rebound. This is why the Ratings Review Group will carefully review the game and activity history of players identified through the procedure outlined in Section 12.4.3.

Example OTB Ratings	Example ONL Ratings	Rating Used	Explanation
1550 Established Rating	1900 Provisional Rating	1550	Established Ratings have priority over Provisional Ratings
1550 Provisional Rating	1250 Established Rating	1250	ONL 1250 is an Established Rating
1550 Provisional Rating	1430 Provisional Rating	1550	OTB 1550 is higher (OTB has priority if higher)
1550 Provisional Rating	1780 Provisional Rating	1780	Both ratings are Provisional, the ONL 1780 is > 200 points above the OTB 1550
Unrated (Player has no rating)	1250 Established Rating	1250	The Established rating has priority
Unrated (Player has no rating)	1250 Provisional Rating	1250	The Provisional rating has priority

*Note: An “**Established Rating**” means a player has played more than 25 rated games; a “**Provisional Rating**” means a player has played 4 to 25 rated games. “**Regular**” refers to games played at “slow” time controls.*

12.5 Other Rating Systems

- 12.5.1 When the US Chess main office receives other over-the-board (OTB) rating information during the event entry process, US Chess shall seriously consider, in the interest of fair play, and in consultation with the Scholastic Council and the Ratings Committee, using this rating information to determine section and prize eligibility in accordance with US Chess rules 28D and 28E.
- 12.5.2 For the K-12 Grade Nationals, the Spring Nationals, the SuperNationals, and the All-Girls Nationals, players in all sections shall be **required to disclose at the time of registration whether they have one or more ratings in other OTB rating system(s).**
- 12.5.2.1 Other OTB rating systems include, but are not limited to, FIDE, foreign systems, the Northwest Scholastic Rating System (NWSRS), and ChessXpress (CXR).
- 12.5.2.2 Authority for deciding whether and how ratings from any particular OTB system will be used resides with a 3-person group consisting of the US Chess Director of Events or Event Organizer, the Chief TD for the tournament, and the Scholastic Council Representative for the event. When necessary, this “Ratings Review Group” (RRG) shall consult with the US Chess Ratings Committee.
- 12.5.2.3 For the K-12 Grade Nationals, the Spring/SuperNationals, and the All-Girls Nationals, the tournament staff shall apply the calculations below to players entering any section of the tournament, and then use the higher of the US Chess or Adjusted Rating to: 1) validate or correct section eligibility, 2) pair players, and 3) determine their prize eligibility.
- Northwest Scholastic Rating System (NWSRS): If the player’s NWSRS is:
 - ♦ Below 1400, subtract 200 points. *(See footnote)*³
 - ♦ From 1400 to 1499, subtract 100 points
 - ♦ 1500 or above, subtract 50 points
 - CXR: No rating adjustment formula is necessary.
 - Other Rating Systems: Other systems brought to the attention of US Chess shall be reviewed by a 3-person group using specifications in the Rules of Chess (28C, 28D and 28E) and guidance from the Ratings Committee.
 - For any OTB rating system, if the source of a player’s rating is their US Chess rating, or if an OTB rating is judged by the RRG to not be representative of the player’s current strength, then that player’s current US Chess rating shall be used as given in the Rating Supplement for the event, not the rating listed in the other OTB system’s database. *(See footnote)*⁴

³ **For example**, a 4th grade player with a US Chess Rating of 710 discloses during registration, or is discovered by US Chess to have, a NWSRS Rating of 1080 and enters the K5-U900 Section at the National Elementary School Championships. The player’s NWSRS rating is less than 1400, so the Adjusted Rating is 1080 minus 200, or 880. Since the 880 Adjusted Rating is greater than the player’s 710 US Chess Rating, the Adjusted Rating is used to declare the player “eligible” to compete in the K5-U900 section. The rating of 880 also becomes the player’s Assigned Rating for purposes of **pairings and prize eligibility**. The Assigned Rating will be shown on the Wall Charts and Pairing Sheets at the tournament but are not listed online before the tournament.

⁴ **For example**, consider a player in an Under section who has an established US Chess rating. If this player is found to have a performance rating in another system that is higher than the player’s US Chess rating, but that rating represents a performance in comparatively few games (e.g., one tournament vs. dozens of US Chess-rated games), then the player’s US

- 12.5.2.4 To track other OTB rating for each Spring National Scholastic Tournament, the US Chess Scholastic Council shall appoint one person as the OTB Database (OTB DB) Lead for each tournament. The OTB DB Lead’s primary responsibilities are to:
- 1) Assist the US Chess Office, Director of Events, and Chief TD in tracking information on registered players who have disclosed their other OTB rating(s)
 - 2) Research other common OTB rating systems to identify players who may have ratings in those systems
 - 3) Notify the Director of Events, US Chess Office, and Chief TD upon learning of players who have other OTB ratings
 - 4) Provide recommendations to the Director of Events and Chief TD on how to handle each specific case
- 12.5.2.5 The database created by the OTB DB Lead will be used by the Tournament Staff (Chief TD and Back Room Chief) to ensure each player’s rating is correctly listed in the pairings program for purposes of section eligibility, pairings, and prize eligibility. For each other OTB system the OTB DB Lead shall create, where feasible, a product similar to the US Chess Rating Supplement used for the tournament. *(See footnote).*⁵
- 12.5.2.6 Players who enter an Under or Unrated section, and do not disclose that they have another OTB rating, shall have their status in the event reviewed in accordance with US Chess Rules and the procedures outlined in [Section 12.4](#) of these Scholastic Regulations. This review can result in a broad array of actions that include, but are not limited to: no negative action being taken because the non-disclosure was truly an oversight; adjusting the player’s rating within their current section; adjusting the player’s rating and moving the player to the appropriate section of the tournament, with or without any Byes or points; loss of team points; lack of eligibility for certain awards; or, expulsion from the tournament.
- 12.5.2.7 To assure fair play, US Chess shall ***review the ratings and rating histories*** of all players entering all National Scholastic events run by US Chess. The authority to adjust a player’s rating, or to move a player to a higher section, resides with the Ratings Review Group described in Section 12.5.2.2. See also [Section 12.3](#), [Section Eligibility](#).
- 12.5.2.8 In those instances when a player’s US Chess rating, or adjusted rating based on another OTB system, makes the player ineligible for the section s/he has entered, the US Chess Office will notify the player, parent or coach (e.g. the person who sent in the entry) by email or phone within two calendar weeks from the day the entry was received in complete form. Entries received in the last two weeks before the tournament will be reviewed as rapidly as possible. Notification will summarize the issue and include recommendations on what section(s) the player is eligible to compete in. Players who wait to enter the tournament the week it begins may not learn about their section eligibility issues until they arrive at the tournament site.

12.6 Definition of an Unrated Player.

An unrated player is a player who has no rating published in the US Chess Rating Supplement used for the tournament. In accordance with [Section 12.4](#) of these Scholastic Regulations and US Chess rule 28D, ***a player who has an OTB rating in another recognized rating system as described in Section 12.5 above probably will not be considered unrated*** for the purpose of prizes and sectioning, even if the player has no US Chess rating. Accordingly, the Unrated Section in a US Chess National Scholastic Event is only for players who have no rating.

13 TEAM REQUIREMENTS FOR NATIONAL SCHOLASTIC EVENTS

13.1 Individual Tournament, Team Scoring

National Scholastic Events are individual Swiss System tournaments with team scoring. A student who does not qualify to represent a team under Sections 13.2, 13.3, or 13.4 can compete only as an individual.

Chess rating shall be used. This includes instances when “the other rating” may be more recent. ***The decision about what rating to use is the responsibility of the “3-person group” specified in Section 12.5.2.2.***

⁵ **For example**, if the May Rating Supplement is used for the 2018 Elementary (K-6) Nationals, then the OTB DB Lead shall create an equivalent “May Rating Supplement” for each of the other OTB rating systems being used in the tournament. The ratings listed in these products shall reflect player ratings dated as close as possible to the cut-off date for the US Chess May Rating Supplement.

13.2 Team Composition

In National Scholastic Events (i.e., Spring Nationals, K-12 Grade Nationals, and Online Scholastic Nationals) a team is comprised of students who attend the same school. (See Section 13.2.4 for further clarification of player eligibility.) *(See footnote)*⁶

- 13.2.1 A school is defined as an institution which is under one Head of School and serves one student body. A school may be part of one or more buildings, and on one or more campuses. A school must provide core curricular instruction as defined by state or local law or regulation. Schools with students on multiple campuses must seek prior approval from the US Chess Director of Events at least three weeks before the start date of the tournament to compete in a US Chess national scholastic event. *(See footnote)*⁷
- 13.2.1.1 A ‘local public school’ for a home schooled or virtual school student is defined as the public school the student would attend if attending public school. For example, the local public school for a *3rd grade home schooled or virtual school student is the local public elementary school whose geographic footprint, as defined by the applicable local department of education authorities, encompasses the student’s home residence address.
- 13.2.1.2 A ‘public school district’ is a grouping of public schools (most usually within a city or county, but may be a single school in a small city) recognized and designated as being a public school district by that state’s department of education. A ‘local public school’ is not the entire district but is the area that a single public school covers.
- 13.2.2 A student will be considered to attend a school if and only if he or she physically attends classes at that school and receives more than 50% of his or her core curricular instruction from that school.
- 13.2.2.1 Pre-School players are allowed to play for the school (public or private) they plan to attend once they reach Kindergarten age. Before travelling to a tournament, the parents, coach or guardian of such a player shall obtain a “Letter of Authorization” signed by a senior administrator (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ eligibility to participate as part of a specific school’s team. In this letter, the senior administrator shall verify that the player would attend the school if the player were old enough. The player, parents, coach or guardian should bring this letter to the tournament and be ready to provide it to US Chess if requested.
- 13.2.3 Each school may enter only one team per section.
- 13.2.4 Team Eligibility for Transferring Players. For US Chess National Scholastic Events paired as individual tournaments with team scoring (e.g., K-12 Grade Nationals, Spring Nationals, SuperNationals, etc.), a player must meet the following eligibility criteria for his/her performance to be counted toward their current school’s team score.
- 13.2.4.1 The criteria below apply to students attending public, private, home and virtual schools.
- 13.2.4.2 In the Fall. For events held in the Fall (from August 1 to December 31), the player must have started at his/her new school no later than one week after the beginning of the new school’s Fall semester. If the student’s new school uses a Quarter-based or Trimester system, then the effective date for the player’s eligibility is the 7th calendar day of the first quarter or trimester occurring after August 1st.
- 13.2.4.3 In the Spring. For events held in the Spring (January 1 to June 30), the player must have started at his/her new school no later than one week after the start of the new school’s Spring semester. If the student’s new school uses a Quarter-based or Trimester system, then the effective date for the player’s eligibility is the 7th calendar day of the first quarter or trimester occurring after January 1st. If the first day of the first quarter or trimester of the Spring begins after February 1st, then the player must have started at the new school during the previous quarter or trimester.
- 13.2.4.4 A student who transfers from one school to another after the end of the applicable eligibility period is not eligible to play as a member of the new school’s team, but is eligible to compete as an individual. That player’s event registration shall not contain any “team code,” including the code of their previous school.

⁶ A school is NOT required to have a formal “chess club” or “chess team”. Two or more players who attend the same school and are otherwise eligible to participate are considered “a team.”

⁷ Also see Section 12 (Player Eligibility) or contact the US Chess Director of Events at (931)787-1234.

- 13.2.4.5 *US Chess strongly encourages* players, parents or coaches who have questions about team eligibility to contact the US Chess Director of Events by email or phone well in advance of the tournament.

13.3 Home Schooled Students

Teams may also be comprised of home-schooled students.

- 13.3.1 A **home-schooled student** is defined as a student who receives at least 50% of their curricular instruction at home, through a local home school cooperative, or through other methods of homeschooling allowable by state law.
- 13.3.2 Home schooled students have **three options** for participating on a scholastic team in US Chess National Scholastic Events:
- 13.3.2.1 A home-schooled student may represent his or her local public school when access to extracurricular activities at the school is permitted and **the student resides within the boundaries of the local public school as defined in Section 13.2.1**. Before travelling to a tournament, the parents, coach or guardian of such a player shall **obtain a “Letter of Authorization” signed by a senior administrator** (e.g. Principal, Director, Vice-Principal, Assistant Director, School Master) of the school to document their players’ authorization to participate as part of a specific school’s team. The player, parents, coach or guardian shall bring this letter to the tournament and be ready to provide it to US Chess upon request.
- 13.3.2.2 A home-schooled student may join with other home schooled students **who reside within the boundary of the same local public school** (see [Section 13.2.1.1](#) above).
- 13.3.2.3 Home school students who attend the same local home school cooperative may form a team. A home school cooperative must meet the definition of a school in [Section 13.2.1](#). Most importantly, it must offer academic subjects and not be formed solely as a chess club for the purpose of competing.
- 13.3.2.4 Eligibility for Players in Events with Team Scoring. See [Section 13.2.4](#) above.
- 13.3.3 There may be more than one home school team per recognized public school district.

13.4 Virtual School Students

Teams may also be comprised of virtual school students.

- 13.4.1 Virtual school students are students who receive more than 50% of their ~~core~~ curricular instruction on-line, but not in the school building.
- 13.4.2 Virtual schooled students have **three options** for participating on a scholastic team in US Chess National Scholastic Events:
- 13.4.2.1 Virtual school students may play for their local public school in the same manner as home school students under the provisions of [Section 13.2.1.1](#).
- 13.4.2.2 Virtual school students enrolled through the public school system and **who live within the boundaries of their local public school** may form a team in the same manner as home school students under the provisions of [Section 13.2.1.2](#).
- 13.4.2.3 Students who attend the same virtual school, but do not live within the boundaries of their local public school, must seek prior approval from the US Chess Main Office as specified in [Section 13.2.1](#) before registering to compete as a team.
- 13.4.2.4 Eligibility for Events with Team Scoring. See [Section 13.2.4](#) above.

13.5 Team Size

- 13.5.1 A team must contain a minimum of two players to be eligible for team prizes.
- 13.5.2 There is no maximum number of players who may part of a team, but only the top 4 scores in any section count for team score in the **Spring Nationals and Online Scholastic Nationals**, and the top 3 scores in the K-12 **Grade Nationals, U.S. Junior Open, All-Girls Nationals, and Junior Chess Congress**.

13.6 Other Specifications

- 13.6.1 No club teams are allowed in National Scholastic events (see [Section 14.2](#) below).
- 13.6.2 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections as described in [Section 11.2.2](#).

13.6.3 The team's coach, **assigned school official, a responsible adult acting on behalf of the team**, or the 'Team Captain' is responsible for assuring the team's players are properly registered and eligible to participate as members of the team. **For teams formed below the High School level, US Chess very strongly recommends there be a responsible adult involved in player registration and eligibility.**

13.6.4 US Chess Affiliate Membership is encouraged for all teams.

14 TEAM REQUIREMENTS FOR NATIONAL YOUTH EVENTS

This Section describes Team requirements for National Youth events only—e.g., the U.S. Junior Chess Congress, the National Youth Action Championships, and the U.S. Junior Open. For Team Requirements that apply to other National Scholastic events, please see [Section 13.2](#).

14.1 Basic Team Composition

Teams will represent chess clubs **as defined in Section 14.2 below** and consist of youth who:

- 14.1.1 Meet the age requirements defined in [Section 12.2](#) of these regulations
- 14.1.2 Are members of the club represented
- 14.1.3 Are residents of the United States

14.2 Chess Club Teams

US Chess recognizes **two types of club teams** for National Youth events:

- 14.2.1 A **School Club** is a club whose team members meet together in any brick-and-mortar school, home school, or virtual school. School club players shall be students who go to the same school and meet the attendance criteria of Section 14.2.4 below.
- 14.2.2 An **Outside Club** is a club who draws its players from different schools and whose players meet together regularly as described in Section 14.2.4 below. Outside clubs may meet at any location.
- 14.2.3 A group of students who receive individual private lessons from the same coach **are not** a club.
- 14.2.4 Any student who desires to play for a School or Outside club must attend at least six regularly scheduled club meetings over a period of at least three months immediately preceding the tournament and must be verified by the club president or designated club official. A club team member cannot count more than two attendances for any seven consecutive days for purposes of this regulation.
 - 14.2.4.1 A student who attends both a School Club and an Outside Club is eligible to play for either club only in a National Youth event. However, the player may not change clubs once the tournament begins, even if the player meets all Section 14.2.4 attendance criteria for both clubs.
- 14.2.5 A club team must contain a minimum of three players to be eligible for team prizes.
- 14.2.6 There is no maximum number of players who may compete on a chess club team. For details about how many team members scores count toward a team's total score, see [Section 18.2](#) (Team Scoring).
- 14.2.7 Bonus points will not be added to team or individual scores. Points cannot be transferred between sections unless the player has changed sections. The section change must be authorized by the Chief TD for the tournament.
- 14.2.8 The Coach or designated adult accompanying the club team is responsible for assuring that all of his or her players are properly registered and eligible to participate as members of the team.
- 14.2.9 US Chess encourages Club Teams to obtain Affiliate Memberships.

15 OPENING CEREMONY

15.1 Ceremony Length

- 15.1.1 The organizer will arrange a brief (maximum 15 minutes) but impressive Opening Ceremony, a half hour prior to the start of the first round.
- 15.1.2 The organizer will arrange for a US Chess representative to be present who, along with the organizer, will welcome all participants and guests. Local dignitaries (mayor, county executive, congressmen, school superintendent, etc.) will be invited to attend as well as the press. Experience has shown that local officials have a strong interest in participating in such ceremonies.

- 15.1.3 While they may not always be able to attend, an invitation to the US Chess President and US Chess Executive Director to participate in the Opening and/or Closing Ceremonies should be formally extended.
- 15.1.4 Official proclamations from the mayors, county executives, and governors are often obtainable. These proclamations may welcome visiting teams and even designate a “chess week.” The presentation of the national anthem is strongly encouraged.

16 AWARDS CEREMONY

The organizer is responsible for one or more awards ceremonies in keeping with the stature of a national championship.

16.1 Ceremony Length

The ceremony should last no longer than an hour and a half.

16.2 Number of Awards Presented

- 16.2.1 The number of awards being presented on stage in each section shall be included in the Tournament Newsletter, and (if possible) also in the Tournament Program.
- 16.2.2 Place awards not being presented on stage will be announced before handing out the place awards during the ceremony. For example, if the Team awards for a section are 1st-15th place, but only 1st-10th are being presented on stage, then the Announcer shall announce the players who won the 11th-15th place awards before handing out the 1st-10th Team awards.
- 16.2.3 The list of prize winners should be posted as soon as possible. Award lists shall be posted sufficiently ahead of the awards ceremony to allow for errors to be brought to the attention of the Tournament Director and to allow corrections to be made. If corrections are made, the awards lists shall be re-posted as soon as possible and before the awards ceremony.

16.3 Awards Presentation

- 16.3.1 The order of the awards presentation should be announced at the beginning of the ceremony.
- 16.3.2 It is recommended that a senior representative from US Chess, the Chief Tournament Director and/or the US Chess Scholastic Council representative (when present) announce prize winners. A minimum of three assistants should be available to hand out awards.
- 16.3.3 Awards should be displayed in awarding order (this saves time and prevents mistakes and confusion).
- 16.3.4 Award winners shall be called to the stage in an orderly fashion for awards presentation. Walk them across the stage and read their names.
- 16.3.5 The scores of winners should be mentioned, and ties acknowledged.
- 16.3.6 Individual and team award presentations will be from lowest to highest place.
- 16.3.7 A separate area for photography should be provided for players. This area should be located far enough away from the stage to not disrupt the ongoing awards presentation. If available, it is recommended that a US Chess banner be available as a background.

17 SECURITY AND HEALTH

17.1 Security

- 17.1.1 The organizer should work with the host facility staff to ensure appropriate security arrangements are in place for the event.
- 17.1.2 If the host facility does not get involved in security matters, the organizer needs to contact the local police department and discuss the event with them.

17.2 Health Matters

- 17.2.1 All teams should be encouraged to leave a local phone number and/or hotel room number with tournament personnel so they can be contacted in case of emergency.
- 17.2.2 No alcohol or tobacco products are to be allowed in any hotel or convention space which is contracted for the event.
- 17.2.3 For all tournaments where the anticipated attendance is above 1,000 the organizer must supply trained medical personnel on site.

18 TOURNAMENT FORMAT

Any deviations from the specifications of this section must be reviewed by the US Chess Scholastic Council's representative and approved by the US Chess Executive Board before event advertising begins.

18.1 Pairings

18.1.1 National Scholastic events are individual tournaments with team scoring. Accordingly, they are *paired as individual Swiss System tournaments*, with individual scores added to create team scores. If a *Championship section has more than $2^{(N+1)}$ players* where "N" is the number of rounds, the Chief TD will consider using accelerated pairings (e.g. 7 rounds with more than 256 players, or 9 rounds with more than 1,024 players). Accelerated pairings will not be used to pair players in the Unrated or Under sections.

18.1.2 Pairing Players from the Same State. Pairings will NOT be adjusted to avoid players from the same state being paired against one another in any round. US Chess will make every effort to not pair players from the same state before Round 'n-3' (the final 3 rounds) in a tournament consisting of 'n' rounds, where 'n' is greater than 5. If more than half the players in a section are from the same state, then this rule is waived for that section. In any round, pairings will not be altered for the sole purpose of preventing pairings between players from the same state.

18.1.3 Pairing Players from the Same Team. Players from the same team will NOT be paired against one another in any round except in the following situation:

18.1.3.1 In the last 2 rounds of a scholastic national event of at least 7 rounds, players with a plus 3 score or higher may be paired against a teammate if no other reasonable pairing can be made. Examples of unreasonable pairings include, but are not limited to:

- A player receiving the same color in 3 consecutive games except in the final round.
- A player being paired outside the player's score group if a pairing within the player's score group is possible.

~~18.1.3.2~~ (Deleted)

~~18.1.3.3~~ (Deleted)

18.2 Team Scoring

A team's final score is determined by adding the scores of the top scoring players from the same school as follows:

18.2.1 Top 4 players: All Spring Nationals, the National Youth Action Championships, and the new Online National Scholastic Quick Championships.

18.2.2 Top 3 players: K-12 Grade Nationals, U.S. Junior Open, All-Girls Nationals, and Junior Chess Congress.

18.3 Sectioning

Sections at the Spring Nationals and SuperNationals, shall be organized as follows:

18.3.1 High School (K-12) Nationals:

- K-12 Championship
- And the following non-championship sections: K12U1900, K12U1600, K12U1200, K12U800, and K12Unrated

18.3.2 ~~Junior High (K-9)~~ Middle School (K-8) Nationals:

- ~~K-9~~ K-8 Championship
- And the following non-championship sections: ~~K9K8~~U1700, ~~K9K8~~U1400, ~~K9K8~~U1100, ~~K9K8~~U900, ~~K9K8~~U700, and ~~K9K8~~Unrated

18.3.3 Elementary (K-6) Nationals:

- K-6 Championship, K-5 Championship, K-3 Championship and K-1 Championship
- And the following non-championship Sections: K6U1400, K6U1000, K6Unrated, K5U1200, K5U900, K3U1000, K3U700, K3Unrated, and K1U500&Unrated

18.3.4 Note: In the Spring Nationals, Unrated Players may enter only in the Championship or Unrated sections, except as noted in the K-1 Under500/Unrated Section. (See [Section 12.6](#) of these regulations for the definition of an Unrated Player.)

18.4 K-12 Grade Nationals

There will be one section for each grade: K through 12.

18.5 National Youth Action Championships

Four Sections: High School (K-12), **Middle School (K-8)** ~~Junior High (K-9)~~, Elementary (K-6), and Primary (K-3). These sections may be changed by the Organizer when approved as part of their winning bid by the Director of National Events in consultation with the Scholastic Council.

18.6 Online National Scholastic Quick Championships

18.6.1 **Four Sections: High School (K-12), Middle School (K-8), Elementary School (K-6), and Primary School (K-3).**

18.6.2 **These sections may be changed by the Organizer when approved by the US Chess Director of Events as part of a winning bid in consultation with the Scholastic Council.**

18.7 Junior Chess Congress

Eight Sections: Ages 6 and under, 8 and under, 10 and under, 12 and under, 14 and under, 16 and under, 18 and under, and 20 and under. These sections may be changed by the Organizer when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

18.8 All-Girls Nationals

Six Sections: Under age 8, Under 10, Under 12, Under 14, Under 16, and Under 18. These sections may be changed by the Organizer when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

18.9 U.S. Junior Open

Three Sections: Under age 21, under 15, and under 11. These sections may be changed by the Organizer when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

18.10 Start Times

18.10.1 **SuperNationals:** Please consult the Tournament Life Announcement for this event, the tournament program book, and other informational materials handed out or posted at the tournament by US Chess.

18.10.2 **Spring Nationals:** K-12 and ~~K-9~~ **K-8** Sections, including Under and Unrated Sections:

- Rounds 1-2: Friday 1 pm & 7 pm
- Rounds 3-4-5: Saturday 9 am, 2 pm & 7 pm
- Rounds 6-7: Sunday 9 am & 2 pm

18.10.3 **Spring Nationals:** K-6 and lower sections, including Under and Unrated Sections as shown below. Note that the K-1 sections may have different start times.

- Rounds 1-2: Friday 1 pm & 6 pm
- Rounds 3-4-5: Saturday 10 am, 2 pm & 6 pm
- Rounds 6-7: Sunday 10 am & 2 pm

18.10.4 **National Bughouse Championship** (at SuperNationals and all Spring Nationals)

- 6 Rounds, with Round 1 on Thursday at 11:00 and subsequent rounds held as soon as possible after the previous round. (*See also [Appendix B.](#)*)

18.10.5 **National Blitz Championship** (at SuperNationals and all Spring Nationals)

- 6 Rounds, with Round 1 on Thursday at 5 pm and subsequent rounds held as soon as possible after the previous round. Minimum team size is 2 players, and the maximum number of players' scores that count toward Blitz Team awards is the top 4 scores. (*See [Appendix A.](#)*)

18.10.6 K-12 Grade National Championship

- Rounds 1-2: Friday 1 pm & 6 pm
- Rounds 3-4-5: Saturday 10 am, 2 pm & 6 pm
- Rounds 6-7: Sunday 9 am & 1 pm

18.10.6.1 **Rounds in the K-1 sections may have different start times.** The Tournament Life Announcement and the Event Program will specify any differences.

18.10.6.2 **Bughouse:** Thursday at 11 am with 5 rounds of 2-game matches and all players in one section. This is *not a national championship event*, and the face plates on the winning team’s two awards shall read “1st Place.”

18.10.6.3 **Blitz:** Thursday at 5 pm with 6 rounds of 2-game matches in two sections—K-6 and K-12. Minimum team size is 2 players, and the maximum number of players’ scores that count toward Blitz Team awards is the top 3 scores. This is *not a national championship event*, and the face plate on the winning team’s award shall read “1st Place.”

18.10.7 Online National Scholastic Quick Championships (all times are Eastern)

- Rounds 1-2-3-4: Saturday 12-noon, 2 pm, 4 pm, and 6 pm

- Rounds 5-6-7: Sunday 12-noon, 2 pm, and 4 pm

18.10.8 National Youth Action Championships

- Rounds 1-2-3-4-5: Saturday 10 am, 12-noon, 2 pm, 3:30 pm, and 5 pm

- Rounds 6-7-8-9: Sunday 10 am, 12-noon, 2 pm, and 3:30 pm

18.10.9 Junior Chess Congress

- Rounds 1-2-3: Saturday 10 am, 2 pm, 6 pm

- Rounds 4-5: Sunday 9 am & 1 pm

- The Organizer may propose different start times for each round when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

18.10.10 **U.S. Junior Open & All-Girls Nationals:** Round times to be determined by the organizers.

18.11 Time Controls:

18.11.1 Spring Nationals and SuperNationals:

18.11.1.1 All K-12 and ~~K-9~~ K-8 Sections shall have a time control of Game/120, with a 5-second time delay.

18.11.1.2 All K-6, K-5, K-3 and K-1 sections shall have a time control of Game/90, with a 5-second time delay.

18.11.1.3 In all sections the US Chess Rule 11D about two extra minutes for illegal moves or touch-move violations will not be imposed until either player has less than 60 minutes remaining on their clock.

18.11.2 **K-12 Grade Nationals:** Game/90, with 5-second time delay.

18.11.2.1 In all sections US Chess Rule 11D (two extra minutes for illegal moves or touch-move violations) will not be imposed before *either player* has less than 60 minutes remaining on their clock.

18.11.3 Online National Scholastic Quick Chess Championships: All 7 rounds at Game/20 + 5 seconds

18.11.4 **National Youth Action Championships:** All rounds at Game/30, with 5-second time delay.

18.11.5 **Junior Chess Congress & All-Girls Nationals:** G/90, with 5-second time delay. The Organizer may propose time controls as short as G/45, delay-5 when approved as part of their winning bid by the Director of Events in consultation with the Scholastic Council.

18.11.6 **U.S. Junior Open:** G/120, with 5-second time delay.

19 CHESS NOTATION

19.1 Requirements

19.1.1 All players ***must use the official scoresheets provided by the tournament*** to record the moves during their games. Organizers will make available a downloadable version of the official scoresheet so players can practice before the tournament. Players ***may not*** use their personal score books or other notation devices. For authorized exceptions see [Section 19.2](#).

19.1.2 The recognized forms of notation are algebraic and descriptive.

19.1.3 **Chess notation is required** in the following **over-the-board** events and sections:

Tournament	Section	Required?
National Elementary School (K-6) Championships and SuperNationals	K-1 Under 500 & Unrated	No
	K-1 Championship	No

Tournament	Section	Required?	
		Yes	No
	K-3 Unrated and K-3 Under 700		No
	K-3 Under 1000 and K-3 Championship	Yes	
	K-5 Under 900, K-5 Under 1200, and K-5 Championship	Yes	
	K-6 Unrated, K-6 Under 1000, K-6 Under 1400, and K-6 Championship	Yes	
National Middle School (K-8) Junior High (K-9) Championship and SuperNationals	All sections	Yes	
National High School (K-12) Championship and SuperNationals	All sections	Yes	
National K-12 Grade Championships	Kindergarten & Grade 1		No
	Grade 2 through Grade 12	Yes	
National Youth Action Championships	All Sections	Yes	
All-Girls National Championships	Age Under 8		No
	Age Under 10, Age Under 12, Age Under 14, Age Under 16, and Age Under 18	Yes	
Junior Chess Congress	Age 6 & under and Age 8 & under		No
	Age 10 & under, Age 12 & under, Age 14 & under, Age 16 & under, Age 18 & under, Age 20 & under	Yes	
US Junior Open	Age under 11, Age under 15, and Age under 21	Yes	

19.1.4 **Rule 15A** from the US Chess Rules of Chess, requiring players to move before notating their move **during over-the-board play**, **shall be enforced for all players** in National Scholastic tournaments except as listed below.

19.1.4.1 **The variation to Rule 15A** from the US Chess Rules of Chess, permitting players to notate their move before moving, **shall be allowed** for the following sections of National Scholastic tournaments:

- K-12 Grade Nationals: Kindergarten, 1st Grade, 2nd Grade.
- K-6 Elementary Nationals: All K-1 sections (including K-1 Championship), and all K-3 non-championship sections.
- All-Girls Nationals: Under 8 Section.

19.1.4.2 This specification does not apply to any online national scholastic tournament.

19.1.5 At all times during a game, both players shall keep their notation sheets, booklets or programs on the tabletop so they are clearly visible to the opponent and tournament staff.

19.1.6 In sections where notation is optional, players may notate by using only (a) an official scoresheet provided by the organizer, or, (b) an alternative method approved as an individual accommodation by the Director of Events.

19.1.7 A section's notation requirements pertain to all players within it. For example, if a first grader chooses to play in a ~~K-9~~ **K-8** section, she or he must abide by the notation requirements of that section regardless of her or his grade.

19.2 **Exceptions.**

The following exceptions apply:

19.2.1 Players with special circumstances who need to use an alternative means of score keeping.

19.2.1.1 Accommodation under Section 19.2.1 requires prior approval from the US Chess Director of Events.

19.2.1.2 US Chess strongly encourages players seeking accommodation under Section 19.2.1 to contact the Director of Events **at least** three weeks before the tournament. This allows time for the request, submission, and review of supporting documentation to US Chess, if needed.

19.2.1.3 Late registrants seeking this accommodation should still contact the Director of Events before the event or ask for the Director of Events at Chess Control upon arrival at the site.

20 **TIE-BREAKS AND SCORING ADJUSTMENTS**

Tie-breaks are used to determine the order of awards.

20.1 Calculating Tie-Breaks

- 20.1.1 Computer programs are used to determine pairings, standings, and tie-breaks for all national scholastic events.
- 20.1.2 **If tie-breaks are done by hand, they should be calculated at the end of the next-to-last-round. Careful preparation for manually calculating tie-breaks is necessary, even when using a computer.**

20.2 Players tied for 1st Place

- 20.2.1 **All** players tied for first place are considered co-winners, but awards will be presented based on tie-breaks. (See Section 20.3 below.)
- 20.2.2 In the K-12 Grade Championships, the All-Girls Nationals, **and the new Online National Scholastic Quick Championships**, all section winners and co-winners shall be designated **National Champion**.
- 20.2.3 In the Spring Nationals and SuperNationals, **only the winners and co-winners** of a Championship Section shall be designated **National Champion**. Players who win an Under or Unrated Section shall be referred to as “1st Place Winners”, **NOT** as National Champions. (See also [22.1.1](#).)

20.3 Order of Tie-Breaks

- 20.3.1 When individual scores are equal, the following order of tie-break systems will be used to determine individual awards:
 - 1. Modified Median
 - 2. Median
 - 3. Solkoff
 - 4. Sonneborn-Berger
 - 5. Cumulative
 - 6. Coin flip
- 20.3.2 When team scores are equal, the following order of tie-break systems will be used to determine team awards:
 - 1. Total Individual Median
 - 2. Total Solkoff
 - 3. Total Sonneborn-Berger
 - 4. Total Cumulative
 - 5. Coin flip

20.4 Scoring Adjustments for Opponents of a Disqualified Player *(this entire section is new)*

If a player is disqualified during or after an event, the results of the disqualified player’s opponents will be adjusted as follows:

- 20.4.1 If two or more rounds remain, all opponents of the disqualified player will receive a win by forfeit, unless they defeated the disqualified player, in which case they will retain a rated win.
- 20.4.2 If there is one round remaining, or if the tournament has concluded:
 - 20.4.2.1 The last opponent of the disqualified player will receive a win by forfeit.
 - 20.4.2.2 Opponents who lost to the disqualified player will receive a half-point bye.
 - 20.4.2.3 Opponents who drew the disqualified player will receive a win by forfeit.
 - 20.4.2.4 Opponents who defeated the disqualified player will receive a rated win.
- 20.4.3 A disqualified player’s score may not contribute to the player’s team score.

21 CONDUCT OF THE TOURNAMENT

21.1 Playing Area Setup Considerations for Over-the-Board (OTB) Events

- 21.1.1 The top boards should be roped off to highlight the top contestants and also to prevent congestion. Some events have highlighted these boards by isolating them in a central area.
- 21.1.2 The use of demonstration boards, internet transmission, or closed-circuit TV to display the top boards is recommended. If closed circuit TV is used, place the monitors in a separate room.

- 21.1.3 *(This paragraph completely replaces the previous Section 21.1.3)* To ensure silent playing conditions, access to the tournament room(s) is limited to the players, tournament staff, and media approved by US Chess. US Chess current practice is NOT to allow spectators in the Playing Hall while games are in progress.
- 21.1.4 The K-1 section of the K-6 Elementary Nationals must be closed to everyone except the players and tournament staff (always be prepared to restrict access when necessary). The organizer will provide a “parent waiting area” immediately adjacent and connected to the K-1 playing room. The organizer also will install measures to account for all K-1 players (e.g. nametags or wristbands), escorting them to/from bathrooms using volunteers (not a player’s parents), and handing off each player to their parent / guardian / coach after his/her game finishes.
- 21.1.5 In the interest of player security, all national events with elementary sections shall have specific “Player Exits” designated and marked by the tournament staff based on the physical layout of the Playing Hall and the venue. Players are required to use these exits when leaving the playing floor. Players who use unauthorized exits are subject to questioning by tournament staff.
- 21.1.6 Where space permits, a designated **Parent Waiting Area** (PWA) shall be set up in the main Playing Hall where parents and other responsible adults can meet players who finish their games. Adults may remain in this area from the start of the round until their players games are completed. At US Chess national scholastic events, the K-1 Section follows its own special procedures:
- 21.1.6.1 The PWA is NOT a spectator area.
- 21.1.6.2 Parents who think they have observed a tournament director engage their player in a game shall not attempt to contact the tournament staff to inquire.
- 21.1.6.3 Persons in the PWA **may not use any electronic devices** (cell phones, tablets, laptops, walkie-talkies, etc.). Persons violating this rule will be warned first, and then may be asked to leave the PWA after repeated offenses during a round.

21.2 Announcements and Personal Photography

- 21.2.1 Except in the event of an emergency, announcements may be made only before the start of each round.
- 21.2.2 US Chess practice is to not allow anyone on the playing floor once the round begins other than the players. Anyone wanting to take photographs of their players must do so before the start of a round and before the time when the tournament staff asks non-players to leave the playing hall.

21.3 Event Staff and Pairing Lists for Teams

- 21.3.1 **Event Staff:** Relatives and coaches of players are not allowed to serve as TDs or Score Keepers in sections where their players participate.
- 21.3.2 A list of pairings by team should be provided to coaches as soon as possible before the start of each round. **These lists usually are kept at Chess Control.** All players from the team should be listed alphabetically regardless of section.

21.4 Game Result Slips

- 21.4.1 The organizer will provide Game Result Slips for each section in the tournament. The use of different color slips for each section (or different sections in the same room) is a preferred practice.
- 21.4.2 The Game Result Slip will contain places for both players to print their name, school, section, round of play, grade in school, indicate the result, and sign the result. It also will provide a place for the TD to sign or place his/her initials.
- 21.4.3 Players must fill out and sign the Result Slip indicating the result of the game. A TD will pick up the form at the board. No player shall exit the playing room with the Game Result Slip for their game. **Parents or coaches who discover that their player has a Result Slip should immediately go to Chess Control and turn-in the Result Slip.**
- 21.4.4 The Chief TD and Section Chiefs will ensure all Floor TDs are briefed on the requirement to record game issues and player claims on the backside of the game result slip to support the claims process.

21.5 Electronic Devices, including Cell Phones

- 21.5.1 All players shall comply with the **Electronic Device (ED) Policy for National Events Organized by US Chess.** Penalties for violations at each event shall be as follows:

21.5.1.1 Penalties shall be the same as those listed in the ED Policy for players in the following events / sections:

Event Name	Sections
National Elementary (K-6) Championships and SuperNationals	K-3 Championship Section All K-5 and K-6 Sections
National Middle School (K-8) Championship, National High School (K-12) Championship, and SuperNationals	All K-5 and K-6 Sections
National K-12 Grade Championships	4 th Grade through 12 th Grade (inclusive)
National Youth Action Championships	All Sections
All-Girls Nationals	Age Under 10 and all higher sections

21.5.1.2 For sections not listed above, the penalties shall be:

- 1st Offense: Half of the offending player's time
- 2nd Offense: Forfeiture of game

21.5.2 Players whose games are complete must leave the tournament room immediately. Players are not allowed to re-enter the tournament room to check on a teammate or for any other reason without the express permission of a tournament director. Players who think they forgot their chess bag, scorebook, cell phone, coat, jacket, purse (etc.) in the Playing Hall should first go to Chess Control and get instructions from the tournament staff.

~~21.6 Spectator Behavior~~ (Relocated to Appendix E.)

21.7 Media. (This Section is New.)

21.7.1 US Chess press have unrestricted access to the playing hall.

21.7.2 All other media desiring access to the playing hall or any aspect of the tournament must have the approval of the US Chess Director of Events. US Chess does not control media policies of the host facility.

21.7.3 Media requesting entry to the playing hall, but lack appropriate access credentials, shall be sent to Chess Control by the Chief TD or Chief of the Floor.

21.8 Players who have Ongoing Games.

21.8.1 During their games, players should remain at their boards or in the Playing Room silently observing adjacent games within their Section.

21.8.2 A player with an active game may not leave the Playing Room except to travel to and from the bathroom.

21.8.2.1 When going to the bathroom, players must leave their official scoresheet at their board.

21.8.2.2 When a "Players Only" bathroom is designated by the tournament staff, it is the only bathroom players shall use while their games are in progress. **Players who use another bathroom can expect to be questioned by tournament staff.**

21.8.2.3 After a player's game ends, that player may no longer use the Players Only bathroom.

21.8.3 Players who need to leave the playing room during play for an extended period (more than 10 minutes) will inform one of the TDs in their Section before leaving the playing area. Players gone from the playing area for an unusual period of time should expect to be questioned by the tournament staff when they return to the board.

21.8.4 Exceptions include medical emergencies.

21.9 Contact between Players

21.9.1 Except for a medical emergency, a player whose game is in progress shall not have contact with anyone without first getting permission from a Tournament Director. Players have a heightened sensitivity towards any behavior that has an appearance of cheating. A good practice is for players to treat friends and teammates as strangers—avoiding any interaction while their games are in progress. Having a nearly silent playing hall minimizes distractions.

21.10 Answering Questions about Checkmate or Stalemate

21.10.1 Applicability. The guidance below applies to the following tournaments and sections:

- K-12 Grade Nationals: Kindergarten Section, 1st Grade Section, 2nd Grade Section.

- K-6 Elementary Nationals and SuperNationals: All K-1 sections, plus all K-3 non-championship sections. The Chief TD of the K-6 Elementary School Nationals may consider applying this rule to all non-championship sections of the tournament.
- 21.10.2 When a player claims checkmate or stalemate, the TD will question both players by asking, *"What do you think?"*
- If both players are of the same opinion, the result is confirmed regardless of the position on the board.
 - If one player expresses uncertainty, the TD will instruct the player whose turn it is to make a move.
 - If a legal move is played, the game shall continue.
 - If the players conclude that no legal move is possible, the TD further asks, *"Is the King in check?"*
 - Depending on the answer, the TD rules checkmate or stalemate.

22 TROPHIES & AWARDS

22.1 General Specifications & Principles

- 22.1.1 Only players and teams who win, or are tied for, 1st place *in a Championship Section* of the event shall be designated as "National Champion" or "National Co-Champion." Players and teams who win 1st place in any Under or Unrated section shall not be recognized by US Chess as National Champions and it is inappropriate for those players or teams to describe themselves as such.
- 22.1.2 Players can win only one individual award. Place awards take precedence over all other awards.
- 22.1.3 Award size, looks, weight and quality should display the prestige and importance of a National Chess Championship event.
- 22.1.4 The Director of Events, in consultation with the Scholastic Council, may use alternative awards in place of trophies for individual winners.

22.2 Sizes and Face Plates for Trophies

- 22.2.1 ***Championship Sections.*** If trophies are awarded, trophy sizes for Individuals and Teams in each Championship Section will be the same. Trophy sizes will be graduated from a **minimum** of 48" in height (for first place) down to a **minimum** of 24" (for the lowest place). The face plates for winning individuals and teams will bear the words "National Champion."
- 22.2.2 ***Non-Championship Sections.*** If trophies are awarded, Team and Individual trophies in non-championship sections shall be no taller than 32" in height down to a minimum of 14" for the lowest place. Tied-for and Rating class trophies shall be smaller than the lowest place trophies. The face plates for first place individual and team awards in the non-championship sections will bear the words "1st Place." ***They shall not use the word "Champion" or "Champions,"*** which are reserved only for the face plates of the top trophies in the Championship sections.

22.3 Quantities of Awards

- 22.3.1 In the Spring National Scholastic tournaments, including SuperNationals, US Chess shall present awards to the Championship and Non-Championship sections as listed below:
- **Championship Sections:** A minimum of 1 individual award per 10 players and a minimum of 1 team award per 15 players based on average attendance for the two previous years. Plaques shall be awarded to 4 players and the coach of the top five teams.
 - **Under Sections:** A minimum of 1 individual award per 15 players and a minimum of 1 team award per 20 players in each section based on average attendance for the previous two years. Plaques shall be awarded to 4 players and the coach of the First Place Team. These plaques shall be at least one-quarter (25%) smaller than the individual / coaches plaques given in the Championship sections.
 - **Unrated-only Sections:** A minimum of 1 individual award per 15 players based on average attendance for the previous two years. ***There are no team awards in the Unrated Sections.***
 - Where new sections are involved and there is no history, the Director of Events will work with the Scholastic Council to identify appropriate quantities of individual and team awards.
 - Awards for the top 3 places shall be presented in each of the following class sections:
 - 22.3.1.1 High School (K-12) Nationals:

- K-12 Championship Section: 1900-1999, 1800-1899, 1700-1799, 1600-1699, 1500-1599, 1400-1499, Under 1400, and Unrated
- 22.3.1.2 **Middle School (K-8) Nationals:** ~~Junior High (K-8) Nationals:~~
 - ~~K-9~~ K-8 Championship Section: 1700-1799, 1600-1699, 1500-1599, 1400-1499, 1300-1399, 1200-1299, Under 1200, and Unrated
- 22.3.1.3 Elementary (K-6) Nationals:
 - K-6 Championship Section: 1400-1499, 1300-1399, 1200-1299, 1100-1199, 1000-1099, Under 1000, and Unrated
 - K-5 Championship Section: Same class awards as K-6 Championship
 - K-3 Championship Section: 1100-1199, 1000-1099, 900-999, 800-899, Under 800, and Unrated
- 22.3.1.4 Bughouse National Championship
 - High School (K-12) Nationals: K-12 section only
 - **Middle School (K-8 Nationals: K-8 section only**
 - Elementary (K-6) Nationals: K-6 section only
 - SuperNationals: Sections for K-12, ~~K-9,~~ K-8 and K-6
- 22.3.1.5 Blitz National Championship
 - High School Nationals: K-12 section only
 - **Middle School (K-8) Nationals: K-8 section only**
 - Elementary (K-6) Nationals: Sections for K-6 and K-3
 - SuperNationals: Sections for K-12, ~~K-9,~~ K-8, K-6 and K-3
- 22.3.2 Each grade level of the **K-12 Grade Nationals: Top 10 individuals** and **top five teams** per 100 players in each section (averaged over the past two years), plus the following class awards:

Grade	Class Awards by Grade (for the Top 3 players in each Class based on tie-break points)						
12 th	1400-1599	1200-1399	1000-1199	Under 1000	none	none	Unrated
11 th	1400-1599	1200-1399	1000-1199	Under 1000	none	none	Unrated
10 th	1400-1599	1200-1399	1000-1199	Under 1000	none	none	Unrated
9 th	None	1200-1399	1000-1199	800-999	Under 800	none	Unrated
8 th	None	1200-1399	1000-1199	800-999	Under 800	none	Unrated
7 th	None	1200-1399	1000-1199	800-999	Under 800	none	Unrated
6 th	None	none	1000-1199	800-999	600-799	Under 600	Unrated
5 th	None	none	1000-1199	800-999	600-799	Under 600	Unrated
4 th	None	none	1000-1199	800-999	600-799	Under 600	Unrated
3 rd	None	none	1000-1199	800-999	600-799	Under 600	Unrated
2 nd	None	none	1000-1199	800-999	600-799	Under 600	Unrated
1 st	None	none	None	800-999	600-799	Under 600	Unrated
Kindergarten & Pre-K	None	none	None	800-999	600-799	Under 600	Unrated

- 22.3.3 Each section of the **National Youth Action Championships:** 10 individual and 5 team trophies per 100 players in each section (average attendance in the past two years); plus plaques for 4 players and coach of top five teams.
- 22.3.4 Each age group of the **Junior Chess Congress:** Top 10 individual finishers in each section and top 5 teams.
- 22.3.5 **Online National Scholastic Quick Championships.** To be separately determined and published as part of the rules for this event.
- 22.3.6 In addition to the minimum number of awards listed above, extra awards should be presented based on the following calculation: Add the total number of players who have participated in each section over the last two years and divide the average number by 6. These awards should be presented only in the case that the final number exceeds the minimum requirement. These additional awards may be allocated to those tied with place award winners.
- 22.3.7 Ribbons and certificates for each participant have been used effectively **at over-the-board** events. Such items need no ceremonies and shall be distributed to participants as deemed appropriate by the Chief TD or each Section Chief. Organizers should be aware that tangible awards of some

nature are recommended for the enhancement of national scholastic events. Plans for awards should be included in the bid and in advance publicity for the event.

- 22.3.8 Special awards (gender specific awards, etc.) are prohibited. Grade-based awards are prohibited at all Spring Nationals.
- 22.3.9 Organizers shall not accept donations of extra awards without the approval of the US Chess.
- 22.3.10 For the Side Events held as part of a national scholastic tournament the minimum awards will be equal to the minimum offered in the Championship Section. See Appendices A and B for specific information on the Blitz and Bughouse events.

23 SCHOLASTIC MEETING AND OTHER MEETINGS

23.1 Scholastic Meeting

- 23.1.1 The Director of Events will schedule a Scholastic Meeting at every US Chess National Scholastic Event. This meeting usually occurs 15-30 minutes after the start of one of the rounds of play and is led by the tournament's US Chess Scholastic Representative or the Organizer. Senior staff from US Chess frequently attend. This meeting should last no longer than one hour.
- 23.1.2 The purpose of the meeting is to discuss the tournament and any scholastic chess topics. **This meeting is not the place to raise issues about your specific player's game results.**

23.2 Other Meetings

- 23.2.1 Additional meetings and seminars are common at US Chess National Scholastic events. Examples include, but are not limited to: Grandmaster Simultaneous Exhibition, Book Signings, and Lectures; discussions on Women's Chess and/or International Youth Chess; US Chess Executive Director's "Open Door", etc.
- 23.2.2 All meetings must be approved by the Director of Events or Organizer in time for them to be printed in the event Program Book.

24 INTERNET COVERAGE AND SPECIAL CONSIDERATIONS

24.1 Before the Tournament

- 24.1.1 ***At least four months before the tournament***, US Chess or the organizer will provide a dedicated "Event Home Page" for each National Scholastic Tournament. The page will have essential information about the event (e.g. event-specific rules, lodging instructions and locations, registration fees and instructions, sectioning, awards, etc.). The home page also will contain links to make lodging arrangements and to enter the tournament. **To find the home page for a scholastic national tournament, go to www.uschess.org, scroll to the bottom of the home page, and click on the "National Events Calendar" link.**
- 24.1.2 The Event Home Page will have links to the list of "advance entries" (e.g., pre-registered players) showing each player's name, school, grade in school, section entered, and Bye requests.
- 24.1.3 When possible, the Event Home Page will include a PDF or on-line edition of the official Event Program that participants can download or print.

24.2 During the Tournament

- 24.2.1 After the event begins, US Chess or the Organizer will add links on the Event Home Page enabling players easy access the pairings, results, and standings for all sections throughout the tournament.
- 24.2.2 When pairings are posted on-line, players, parents and coaches must remember that the "Official Pairings" are those pairings posted near or inside the Playing Area. There are occasions when the on-line pairings are different. When this occurs, the pairings posted near or inside the playing hall have precedence.
- 24.2.3 For each round, the tournament staff shall, at a minimum, post on-line the next round's pairings and the current standings. In addition, for the last 3 rounds of the tournament, the event staff also will post a Wall Chart online, sorted in pairing number sequence and showing each player's total score, round-by-round result, and color history. Because Wall Charts for sections can be extensive, they will only be printed and posted on-site at the discretion of the Organizer or Chief Tournament Director.

24.3 After the Tournament

- 24.3.1 US Chess or the Organizer will update the Event Home Page and include links to pages containing the Official Results.
- 24.3.2 US Chess or the Organizer also may provide links to one or more Post-Event Surveys being used to gather information from participants.

24.4 Recommended Special Considerations

- 24.4.1 Provide a large map of the United States, with the number of players from each state indicated on the map.
- 24.4.2 Provide coaches with a copy of the US Chess tournament cross-table as soon as it is available online.
- 24.4.3 Organized activities for players add to the attractiveness of these events. Such activities, including simultaneous exhibitions or lectures by famous players, are recommended.
- 24.4.4 It is strongly recommended that side events (blitz tournaments, etc.) be completed on the day before the start of a national scholastic.

25 SUPERNATIONALS

25.1 Definition & Specifications

- 25.1.1 A SuperNationals is a concurrent, co-located, single tournament that includes all three Spring Nationals.
- 25.1.2 SuperNationals shall follow all specifications in the previous sections of these regulations in addition to the regulations in this section.
- 25.1.3 SuperNationals may be held no more frequently than every four years. The first SuperNationals was held in 1997. The next SuperNationals (“SN VIII”) will be held in May 2025. SN VII was scheduled for 2021 but was cancelled due to COVID-19 restrictions.

26 REGULATIONS FOR ONLINE NATIONAL SCHOLASTIC TOURNAMENTS (This section is new.)

Purpose: This new section of the Scholastic Regulations is NOT rules for the new Online National Scholastic Quick Championships—those rules will be separately published. Rather, this section supplements the *Scholastic Regulations* and the 7th Edition of the *US Chess Official Rules of Chess*, especially Chapter 10: “Rules for Online Tournaments and Matches”. This section provides rules to help organizers create ONLINE events. The regulations detailed below are based on more than a year of practical experience running multiple large online scholastic tournaments at state- and national-levels using a variety of online chess-playing platforms—with and without the aid of remote monitoring video capabilities. Situations not covered directly by this section, other parts of the Scholastic Regulations, or the Official Rules of Chess should be brought to the attention of the Scholastic Council.

26.1 Event Dates and Tournament Format

- 26.1.1 Scheduling Considerations.
 - 26.1.1.1 If an online event is a replacement for an over-the-board (OTB) tournament, then the organizer should make every effort to schedule it for the same weekend when the OTB event would have been held.
 - 26.1.1.2 The dates of the events shall be coordinated with the US Chess Office.
- 26.1.2 Tournament Format.
 - 26.1.2.1 The format for an online tournament is not required to be identical to the OTB version of the event. But, in general, the number of rounds should be kept the same.
 - 26.1.2.2 In a similar way, the time control traditionally used for the OTB version of the event can be kept the same or shortened as the organizer sees fit; however, the organizer also must consider the prestige and tradition of the OTB National Event.

26.2 Chess Platform

- 26.2.1 Selection.
 - 26.2.1.1 Selecting the appropriate platform for any Online National Scholastic event is one of the most important decisions the organizer makes.
 - 26.2.1.2 Considerations include, but are not limited to:
 - Whether the platform allows the use of ‘manual’ pairings submitted by the tournament staff.

- The tournament staff's experience and familiarity with the chosen platform.
- What hardware is required by event participants.
- The platform's compatibility with various methods for remotely monitoring players.

26.2.2 Endorsed Fair Play Algorithm.

- 26.2.2.1 All Online National Scholastic events will be held on platforms with fair play algorithms endorsed by US Chess.

26.3 Organizers' Responsibilities

26.3.1 Requirements. All online national scholastic events must meet at least one of the two following conditions:

26.3.1.1 If the event is organized directly by US Chess, the Director of Events will work with the Scholastic Council to develop and publish event-specific rules and guidelines.

26.3.1.2 If the event is organized by an organizer awarded the event through a US Chess bidding process, then the organizer shall work through the US Chess Director of Events with the Scholastic Council to set event-specific rules and guidelines.

26.3.2 Contract with the Platform Vendor.

26.3.2.1 The business contract between the organizer and the platform is the responsibility of the organizer.

26.3.2.2 When US Chess is the organizer, the US Chess Director of Events will make the contract with the platform vendor.

26.3.3 Event Name.

26.3.3.1 The proposed name of the event shall be approved by the Director of Events.

26.3.3.2 Events proposed as a "National Championship" must be approved by the US Chess Executive Board.

26.3.4 Registration Process.

26.3.4.1 US Chess will provide the registration system for online national scholastic events that are organized directly by US Chess.

26.3.4.2 For events awarded to an organizer external to US Chess the organizer is responsible for the event registration process unless the terms of the awarded bid state otherwise.

26.3.4.3 Organizers should require players to certify that all information presented on their entry form is true and correct. Incorrect or false information may result in a player being ruled ineligible to play.

26.3.5 Event Rules. The rules to be used for the tournament shall be published no later than the date registration opens for the event. This includes rules governing round times, time controls, permitted computing

26.3.6 Player Usernames and Passwords.

26.3.6.1 Players are required to use the username they provided during registration or as assigned by the tournament.

26.3.6.2 Players who change or forget their username and/or password may not be able to play in the tournament.

26.3.6.3 The organizer should maintain a list of all authorized usernames and provide a process for players to recover their password.

26.3.7 Optional Opening Ceremony. The organizer may choose to have an online opening ceremony. Such a ceremony, however, is not designed to answer questions or address technical issues—the priority is to begin the first round on time.

26.4 Organizing Team/ Staffing

26.4.1 Chief Tournament Director. The Chief TD must:

26.4.1.1 Be acceptable to US Chess.

26.4.1.2 Be certified as a National Tournament Director.

26.4.1.3 Have strong experience:

- Directing online events.
- Using the platform chosen for the tournament.

- In fair play methods for reviewing games and the overall event's results.

26.4.2 Number of TDs. The ratio of players to TDs will greatly depend on the event requirements (e.g., camera monitoring, chat platform, etc). In general every 25-30 camera views requires one online TD.

26.5 Player Eligibility

26.5.1 US Chess and Platform Membership.

26.5.1.1 Players must be members in good standing with the US Chess Federation.

26.5.1.2 Player also must be in good standing with the platform vendor contracted for the tournament. US Chess cannot mandate that a player be allowed to play on a platform if the player has been banned by the platform vendor.

26.5.2 Organizer's and/or Chief TD's Rights. The organizer and/or Chief TD reserve the right to rule a player as ineligible or disqualified if:

26.5.2.1 A player has a fair play violation on any platform endorsed by US Chess.

26.5.2.2 The platform vendor for the tournament informs the organizer or Chief TD during the event that a player has committed a fair play violation.

26.5.2.3 A player is determined by the organizer / chief TD to have violated fair play after completion of post-event analysis in accordance with Chapter 10 of the *US Chess Official Rules of Chess* and the specific rules for the tournament.

26.6 Players' Equipment to Play in the Event

All aspects of the player's technical setup are the responsibility of the player, not of US Chess.

26.6.1 Computer or Tablet.

26.6.1.1 Some platforms do not allow players to use a tablet computer.

26.6.1.2 When the event rules specify remote monitoring by video camera or screen sharing, the player's computer shall be capable of fulfilling the camera and/or screen sharing requirements without interrupting the player's game screen.

26.6.1.3 Use of any additional electronic device is prohibited except for webcam monitoring. Special considerations, such as dual monitors, physical chessboards, headphones or headsets (etc.) must be approved by the Chief TD or the conditions for their use specified in the instructions for the tournament.

26.6.1.4 Once a player starts his/her game on one device, the player should NOT try to open the game on a second window or on another electronic device. These activities risk confusing the chess platform, are likely to disrupt play, and usually trigger the chess platform's fair play detection procedures (because the platform senses the second device and interprets it as a violation of fair play).

26.6.1.5 While a player's game is in progress no other electronic devices may be used by the player that can calculate moves, receive moves, or send moves. This rule does not apply to a player's cellphone when it is being used solely as one of the tournament's required remote monitoring devices.

26.6.1.6 Cell phones are not authorized as playing devices, no exceptions.

26.6.2 Internet Connection.

26.6.2.1 All players need a reliable internet connection. US Chess recommends a high-speed internet connection with an upload capability of at least 2 megabits per second (Mbps).

26.6.2.2 An unreliable or slow internet connection and/or technical setup errors might result in a loss or forfeit loss of a game.

26.6.2.3 The tournament instructions shall provide clear guidance:

- On the most likely platform and internet glitches that may affect a player. For example, what to do if a player experiences an unintentional interruption in a game.
- For players who fail to log in to the playing and/or game monitoring platform in a timely manner.
- On the consequences of disconnections from the playing and/or game monitoring platform that cannot be attributed to a fault of the platform or player's internet service (e.g., intentional disconnections).

26.6.2.4 Players who lose a rated game by disconnection are deemed to have withdrawn from the tournament.

26.7 Team Requirements for Online National Scholastic Events

26.7.1 The organizer shall work with the chess platform vendor to implement the same team pairing restrictions specified in [Section 18](#) of the National Scholastic Regulations.

26.8 Communications with Event Participants

26.8.1 Before the Event.

26.8.1.1 Organizers are strongly encouraged to hold several town-hall meetings to inform players, parents, responsible adults, and coaches about the specifics of the tournament—and to give attendees opportunities for Q&A.

26.8.1.2 The organizer must provide rules, setup specifications, guidelines and directions to players in advance.

26.8.2 During the Event.

26.8.2.1 The organizer shall arrange for and provide a clear means of communication between players and TDs throughout the tournament.

26.8.2.2 The organizer shall have a separate line of communication between parents and a “Chess Control” or “Help Desk” to handle any requests during the event.

26.8.2.3 Live streaming and/or online coverage of the tournament are great ways to get the general public interested in and involved with national chess championships. However, when these options are used the organizer and Chief TD need to integrate measures in their event rules that prohibit players from viewing these streams while their games are in progress.

26.9 Ratings for Sectioning, Pairings, and Prize Eligibility

26.9.1 Ratings to Use.

26.9.1.1 US Chess Ratings must be used for pairing purposes. Any pairing method that does not use US Chess ratings is not acceptable to be used at a National Online Youth/Scholastic Event.

26.9.1.2 Organizers are encouraged to use the highest of a player’s over-the-board Regular, Quick, Online Regular, and Online Quick rating. The time control being used for the tournament will dictate whether to use regular, quick, or both.

26.9.1.3 For players without US Chess ratings, or whose US Chess ratings reflect prolonged periods of inactivity, ratings from other rating systems may be used as described in Section 12.5 of the National Scholastic Chess Regulations. A more current US Chess rating is preferred except in cases where the number of games in the other rating system is a far better indicator of the player’s current strength.

26.9.2 Unrated Players. See Section 12.6 of the National Scholastic Chess Regulations.

26.9.3 Bye Requests and Withdrawals.

26.9.3.1 Organizers shall carefully consider and outline the player’s ability to request byes during the tournament. This should be clearly written into the rules for the event along with the deadlines for requesting bye.

26.9.3.2 Clear instructions are needed on what channel and notification method players should use if/when they want to withdraw.

26.10 Chess Notation

26.10.1 Notation is not required for online tournaments because all platforms record both players’ moves.

26.10.2 Players are allowed to write their moves (in order to “stay in shape” for over-the-board play). If the players are monitored via webcam, the notation sheet must be visible on the camera and tournament directors must have a clear view of what the player is doing.

26.10.3 The moves as given by the platform are the official moves made by the player. A player cannot use his/her notation sheet to initiate a claim.

26.11 Tie Breaks

26.11.1 Tie breaks will be determined in accordance with Section 20 of the Scholastic Regulations or the separate rules published for the tournament.

26.12 Playing Conditions for the Players

- 26.12.1 During their games, players must be alone in a quiet room with no background noise. Players may be penalized for violating this rule.
- 26.12.2 Before games begin, players and parents shall remove all other electronic devices from the playing room.

26.13 Scoring of Forfeited or Disconnected Games

- 26.13.1 When a Player Fails to Log-In.
- 26.13.1.1 A player who does not log-in for a scheduled round within the specified minutes after the start of the round shall lose the game by forfeit. Event instructions shall specify the length of the “forfeit time.”
- 26.13.1.2 A player forfeited due to failure to log-in will be dropped from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 26.13.2 When Neither Player Makes a Move
- 26.13.2.1 If both players are logged-in but have not made at least one move, the game will be declared a forfeit loss for the absent player. Ratings will not be impacted.
- 26.13.2.2 The absent player will be dropped from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 26.13.3 When Both Players Have Made At Least One Move
- 26.13.3.1 If both players have made at least one move and the game ends because of a disconnection, then the game will be rated.
- 26.13.3.2 The disconnected player will be removed from the remainder of the tournament unless the player notifies the tournament staff (in accordance with the event instructions) and expresses a desire to stay in the tournament.
- 26.13.4 Event organizers shall provide instructions on what players removed from the tournament should do if they wish to be paired for subsequent rounds.

26.14 Fair Play Monitoring

- 26.14.1 Organizers must have a complete fair play monitoring process in place during and after their event. The procedures chosen may be a function of the size of the event and the number of tournament directors required to implement the procedures.
- 26.14.1.1 During play, the ideal process is to integrate capabilities for remote monitoring of all players by the tournament staff (e.g., Zoom). In addition, most game platform vendors can provide fair play analysis during games. The Chief TD and/or organizer shall meet with the platform vendor before the tournament to understand and discuss the procedures the platform uses to detect fair play issues during games-in-progress. This group also shall discuss how issues will be brought to the attention of the tournament staff and how the tournament staff shall deal handle them.
- 26.14.1.2 After the tournament the Chief TD or organizer can work with the platform vendor to perform a more thorough analysis of all games as well as any suspect games. Refer to Chapter 10 in the *US Chess Official Rules of Chess* for more guidance.
- 26.14.2 Remote Monitoring Using Video Technology.
- 26.14.2.1 When the tournament plans to use remote monitoring capabilities the event instructions or rules must clearly ***specify the minimum hardware and software requirements of all players***. These instructions may include:
- Name of the video platform (e.g., Zoom or a similar capability).
 - Required camera views (e.g., a facial view and a second view of the player and his/her device from a 45-degree angle behind the player).
 - Audio settings (e.g., should players be muted or unmuted while playing their games).
 - How to communicate with or respond to the tournament staff.
 - How to share screen.
 - Any breakout room scenarios.
 - Procedures players must follow for use of the bathroom.

26.14.3 Recommended Video Monitoring Requirements. Experience has shown that the following two-camera setup works well.

26.14.3.1 **Side-view or Rear-view Camera.** This camera is positioned to provide a view of the player and his/her playing device. The camera is placed at approximately a 45-degree angle to the left or right rear of the player and elevated to at least the same height as the player's desktop. The view must show the player's upper body, arms, head, and playing device's screen. All of these elements must be visible simultaneously in the video stream. Players may use a cell phone or a separate webcam to provide this view. Players should ensure this camera uses a continuous source of power and does not rely on battery power alone, to avoid interruptions in the camera's video feed, resulting from a loss of battery power.

26.14.3.2 **Front-view Camera.** Provides a head-on view of the player and enables easier communication between the player and the TD. The view of the player must include the player's chest from the armpits to the top of the head.

- If the player's computer has a built-in webcam, it should be used.
- A separate webcam is an acceptable option if the computer does not have a built-in camera or it does not work.
- A tablet can be used as a front-view camera only if the player is playing on a separate device (a computer or an additional tablet).

26.15 Penalties during the Event

26.15.1 A start-of-the-round forfeit/no-show time must be specified in the rules for the tournament. This can be shorter than in a traditional OTB tournament (e.g., 15 or 20 minutes in a Game/45 or Game/60 online event). For time controls shorter than Game/20 (increment or delay) we do not recommend a forfeit time or no-show time.

26.15.2 The Chief TD may impose penalties for prolonged or repeated disconnections. These penalties should be made clear in the rules for the event.

26.15.3 The organizer and Chief TD reserve the right to remove a player from the tournament and make an adjustment to the scores of the players and her/his opponents. For the proper adjustment of scores, refer to [Section 20.4](#) of the Scholastic Regulations.

26.16 Trophies and Awards

26.16.1 Final Results are not official until the fair play process has been completed, which may take up to several weeks.

26.16.2 In lieu of an official Awards Ceremony, Organizers should consider a post-event celebration of all the individual and team accomplishments. This also can showcase the Sponsors, Tournament Directors, and volunteers who made the event possible.

26.16.3 The organizer should offer awards similar to OTB National Scholastic/Youth Events. In addition, the organizer should arrange for any awards earned to be shipped directly to the players.

////////// End of the main text, Appendices begin on the next page //////////

APPENDIX A: NATIONAL SCHOLASTIC BLITZ CHAMPIONSHIP REGULATIONS*(Last updated **September 2021**)*

- A1.0 It is highly encouraged to have a Blitz Tournament as a side event at all National Scholastic events. However, *the only Blitz Tournaments that will be considered as National Scholastic Championships will be those associated with the Spring Nationals.*
- A2.0 Rules. See Appendix A-1 on the next page.
- A2.1 All games will be played under Game-5 time control, with no time delay.
- A2.2 The rules that to be followed for a National Scholastic Blitz event (Appendix A-1) are to be displayed at an appropriate easy-to-find location on the US Chess website.
- A3.0 Tournament Format
- A3.1 Sections will be divided as follows:
- **High School (K-12) Nationals:** K-12 Championship
 - **Junior High (K-9) Middle School (K-8) Nationals:** ~~K-9~~ K-8 Championship
 - **Elementary (K-6) Nationals:** K-6 Championship, and K-3 Championship
 - **SuperNationals:** K-12 Championship, ~~K-9~~ K-8 Championship, K-6 Championship, and K-3 Championship
- A3.2 It is recommended that the tournament be a double-swiss tournament with a number of rounds appropriate for the number of participants.
- A3.3 No round shall begin after 9:30pm.
- A3.4 Entries are to be online (when available) and are also allowed onsite up to 4:00pm on the tournament day. Contestants in line at 4pm will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer. Please refer to the official tournament announcement for the cut-off time for Blitz entries.
- A3.5 Round 1 shall begin at 5:00pm on Thursday, with subsequent rounds held as soon as possible after the end of the previous round. Please refer to the official tournament announcement for the Round 1 start time.
- A4.0 The individual and team awards for the Championship Section, as explained in A3.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

APPENDIX A-1: US CHESS SCHOLASTIC BLITZ RULES

(Last updated **September 2021**)

1. **Blitz will be played using Touch-Move rules**, not “Clock-Move.” Therefore, if a player touches one piece, then moves another and presses the clock, the opponent may press the player’s clock to force the player to move the piece touched, or may stop the clock to claim a violation. A penalty may be assessed.
2. One “round” of Blitz chess consists of 2 games, one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). White first goes to the player whose name appears on the left-hand side of the Pairing Sheet.
3. Pairings will be made using the higher of each player’s over-the-board (OTB) US Chess Regular and Blitz ratings as listed in the Rating Supplement used for the main tournament. Established OTB ratings take precedence over provisional ratings. If a player has no US Chess Regular or Blitz rating, but has a rating in another OTB rating system, the Chief TD has the option to follow procedures specified in 28D and 28E of the Rules of Chess to assign the player a rating. If a player receives an assigned rating, it will be used for pairings and prize eligibility.
4. Each player must make all of their moves in the five minutes allotted on his clock. Time delay feature will not be used.
5. All the clocks must either have a special device, usually called a flag, or be a digital clock.
 - a. Whatever clock is used, analog or digital, the clock must continue to run for both sides even if one side’s time has expired.
 - b. A digital timer (given it meets the requirements of 5a) is preferred over an analog clock.
 - c. If Black and White have equivalent clocks (e.g. both analog or both digital), then the player with Black chooses the clock provided that player is at the board when the round begins.
6. Before play begins both players should inspect the position of their pieces and the setting of the clock, since once each side has made a move all claims for correcting either are null and void. The only exception is if one or both players have more than five minutes on their clock, then the tournament director (TD) may reduce the time accordingly.
 - a. If the King and Queen are set up incorrectly, it is legal to castle short on the Queenside and long on the Kingside.
 - b. If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim not allowed when the opponent has determined the next move (e.g. has released their piece on its destination square).
7. Each player must press the clock button with the same hand used to move the pieces. This rule also applies to castling and capturing.
8. The TD may state at the start of the event the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.
9. Except for pushing the clock button, neither player should touch the clock except:
 - a. To straighten it.
 - b. If either player knocks over the clock, the opponent gets one minute added to their clock.
 - c. If your opponent's clock does not start you may push the opponent’s side down and re-start your side; however, if this procedure is unsatisfactory, please call for a TD.
 - d. Each player must always be allowed to push their clock after moving. Neither player should keep their hand on, or hovering over, the clock. ***Moving with one hand and pressing the clock with the other hand is not allowed.***

10. Defining a win.
- a. A game is won by the player:
 - 1) Who has mated their opponent's King.
 - 2) Whose opponent resigns.
 - 3) Whose opponent's flag falls first, at any time before the game is otherwise ended, provided the player makes a valid claim and neutralizes the clock while their own flag is still up and has mating material.
 - 4) Who, after an illegal move, takes the opponent's King (if the King is in check) or claims the win and stops the clock.
 - b. An illegal move does not negate a player's right to claim on time, provided the player makes the claim before the opponent's claim of an illegal move. If the claims are simultaneous the player who made the illegal move loses.
 - c. The presence of two minor pieces (except K vs K+N+N), a Pawn, a Rook or a Queen is sufficient mating material.
11. Defining a draw.
- a. A game is a draw:
 - 1) If one of the Kings is stalemated, even if a flag fall is claimed simultaneously.
 - 2) By agreement between the players during the game only.
 - 3) If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing both flags down. Checkmate nullifies any later time claims.
 - 4) If one player has insufficient mating material (see 10c above) when the opponent's flag falls or makes an illegal move.
 - b. To claim a draw by perpetual check, a three-time repetition is necessary with the player counting 1, 2, 3, out loud so as to make it quite clear and easier for the TDs to assist. The claimant should stop the clock after the third repetition.
 - c. "Insufficient Losing Chances" (ILC) claims will be allowed only under the following conditions:
 - 1) If both players each have just one identical piece and if neither side can show a forced win.
 - 2) In K+Bishop vs K+Bishop and the Bishops are of opposite colors, with only one Pawn on the board, provided that no forced win can be demonstrated.
 - 3) K+Rook Pawn vs K can be claimed as a draw once the defender's King is on the Rook file in front of the Pawn. K+Pawn vs K can be claimed as a draw once the defender is on the square directly in front of the Pawn, as long as the Pawn is not on the 7th rank.
 - 4) K+R+Rook Pawn vs K+R is a draw if the Pawn is blockaded by the King and there is no immediate win demonstrated.
12. If a player accidentally displaces one or more pieces, the player shall replace the piece(s) on the player's own time. The opponent may restart the offending player's clock without making a move to ensure that this happens.
13. Knocking Over a Piece:
- It is unsportsmanlike conduct to knock over **a piece and** then press the clock.
- a. **The first offense will result in a warning from the TD. A second offense will result in one minute being added to the opponent's clock. A third offense will result in the loss of the game.**

- b. A player will not lose a game on time if the player's opponent knocks over a piece and presses the clock without picking it up. The player will receive an additional minute to continue the game.
14. In case of a dispute either player may stop the clock to summon a TD. In any unclear situation the TD will consider the testimony of both players and any reliable witnesses before rendering a decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief. Then, if necessary, the player may appeal to the Chief TD whose decision in all cases is final.
 15. The TD shall not pick up the clock, except in the case of a dispute.
 16. Anyone involved in another game or happening to observe an ongoing game shall not speak to or communicate with other people. They shall not interfere in any game. If anyone interferes in any way, such as by calling attention to the flag fall or pointing out an illegal move, the TD may cancel the game and rule that a new game be played. The TD may also expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the TD may be assessed up to expulsion from the event.
 17. When a clearly drawn position is reached (see Rule 11), either player may pause the clock and appeal to the TD for a draw.
 - a. If the TD rules a draw, the game is over.
 - b. If the TD denies the claim, the TD will impose a one-minute penalty (or half the remaining time if less than two minutes remain) to the clock of the player who made the claim.
 18. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for making a claim. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win.
 19. Moving the King next to another King is illegal. If this move occurs, the player making the move loses the game if the opponent makes a proper claim.
 20. If a player promotes a Pawn and the desired promotion piece is not available, the player has the right to pause the clock to retrieve the desired promotion piece.
 21. Only a TD may determine if a clock is defective and change the clock once the game begins.
 22. Excessive banging of pieces or clock will not be tolerated. The offending player may be penalized with loss of time.
 23. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
 24. Until superseded, the current edition of the Official Rules of Chess and the current online edition of "Rulebook Changes" shall be used to resolve any situation not covered by these Scholastic Blitz Rules.

APPENDIX B: US CHESS SCHOLASTIC BUGHOUSE REGULATIONS

- B1.0 It is highly encouraged to have a Bughouse Tournament as a side event at all National Scholastic events. However, *the only Bughouse Tournament that will be considered as a National Scholastic Championship will be the bughouse event associated with the Spring Nationals.*
- B2.0 Tournament Format
- B2.1 Bughouse Rules. See Appendix B-1 on the next page.
- B2.2 The tournament will begin at 11:00am on Thursday, with subsequent rounds held as soon as possible after the previous round ends. Please refer to the official tournament announcement for the cut-off time for Bughouse entries.
- B2.3 All entries are to be onsite on Wednesday evening and Thursday morning, with registration stopping at 10:00am. Contestants in line at 10 am will be allowed to register. Additional entrants may be allowed at the discretion of the Chief TD and Tournament Organizer. Please refer to the official tournament announcement for the Round 1 start time.
- B2.4 The rules to be followed for a National Scholastic Bughouse tournament (Appendix B-1) shall be displayed at an appropriate easy-to-find location on the US Chess website.
- B3.0 The team awards for the Championship Section, as explained in B2.1 above, shall be the same as in the Championship Section for that Spring National. Other sections will have the number of awards that are deemed necessary based on projected attendance.

APPENDIX B-1: US CHESS SCHOLASTIC BUGHOUSE RULES

(Last updated **September 2021**)

1. Teams are composed of two players. No substitutions are allowed.
2. Each team match consists of two games, one for each player, against the other team.
3. Each team decides which player is to play white and which player is to play black in each game of the two-game match.
4. The time control is Game in five minutes, with no delay (G/5; d/0)
5. Each player is responsible for providing a clock. If players in an individual game do not have a clock, both players receive a forfeit loss for that game.
6. **The game is clock-move.** A move is not completed until the opponent's clock has been started.
7. Each match is concluded as soon as one of the players on a team wins the game.
8. **Illegal moves lose if they are properly claimed.**
 - a. If an opponent makes a move and starts the opponent's clock, the player forfeits the right to claim that illegal move.
 - b. Before play begins, both players should inspect the position of the pieces and the setting of the clock since once each side has made a move all claims for correcting either are null and void. The only exception is if a clock is set for over five minutes, then the tournament director (TD) may reduce the time, accordingly.
 - c. Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they become the basis for later making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then the player may castle short on the Queen side and long on the King side. Once each side has made a move, incorrect setups must stay.
9. When a piece is captured, it is passed to the partner only after the move is completed.
10. A player has the option of either moving one of the pieces on his board or placing on the board a piece received from the partner.
 - a. A captured piece may be placed on any unoccupied square on the board, with the exception that a pawn may not be placed on the first or last rank.
 - b. Pieces may be placed to create check or checkmate.
 - c. If a player promotes a pawn, the pawn must be left on the board and the player must clearly indicate to the opponent to what piece the pawn is being promoted. The promoted pawn will be laid on its side to indicate that it is a promoted pawn. A promoted pawn, which has been captured, reverts to a pawn and not the promoted piece.
11. A player may not attempt to hide pieces captured by either player in the team. The first attempt will result in a warning and the second attempt will result in forfeiture of the game.
12. **Partners may verbally communicate throughout the game.** It is legal to make move suggestions to partners. It is illegal, and grounds for forfeiting the game or the match, if a player physically moves one of their partner's pieces.
13. Each player must press the clock button with the same hand used to move the pieces, except that a player may use both hands during castling. When capturing, only one hand may be used. The first infraction will result in a warning, the second in a one-minute penalty and the third will result in forfeit of game.
14. Players should not touch the clock except for pushing the button after making a move or to straighten it.
 - a. If a player knocks the clock over, the opponent gets one minute added to his/her clock.

- b. If the opponent's clock does not start, a player may start the opponent's clock re-start his/her side. Call the TD if this procedure is unsatisfactory.
 - c. Each player must always be allowed to press the clock after a move is made. Players should not keep their hands on or hovering over the clock.
15. **Defining a win.** A game is won by the player:
- a. Who has mated the opponent's king. When on move, a player may wait until the partner supplies a piece that accomplishes check or checkmate provided the player's time does not run out.
 - b. Whose opponent resigns.
 - c. Whose opponent's flag fall, at any time before the game has otherwise ended, provided the player points it out and stops the clock while his own flag is still up. An illegal move does not negate a player's right to claim a win on time provided the claimant does so before the opponent's claim of an illegal move. If the claims are simultaneous, the player who made the illegal move loses.
 - d. Who, after an illegal move by the opponent, captures the king or stops the clock and makes the claim.
16. **Defining a draw.** A game is a draw:
- a. By agreement between the teams only during the game.
 - b. If both flags are down and no claim has been made, unless either side delivers checkmate before the flag-fall is noticed. Announcing the properly delivered checkmate nullifies any subsequent fall-flag claims.
17. If a player displaces one or more pieces, he shall replace them on his own time. If necessary, the player may start the opponent's **clock** without making a move to ensure the culprit uses his own time. It is unsportsmanlike conduct to knock over pieces and press the clock. The first offense will result in a warning unless this causes the opponent's fall to fall, in which case the opponent will get an extra minute added. For the second offense the opponent will get an extra minute added to his clock. The third offense will result in forfeit of the game. The TD may administer other penalties for subsequent similar infractions in the event, to include expelling the offending player.
18. In case of a dispute, either player may stop the clock and summon a TD. In any unclear situation, the TD will consider the testimony of both players and the testimony of any unbiased and reliable witnesses before rendering a decision. A player may appeal a TD decision to the Section Chief then, if necessary, to the Floor Chief whose decision is final.
19. The TD shall not pick up any clock, except in case of a dispute.
20. **NO ONE may speak about or otherwise interfere in a game. If someone interferes—e.g., calling attention to a flag-fall or an illegal move—the TD may cancel the game and rule that a new game be played, and the TD may expel the offending person(s) from the playing room.** Calling flag-falls, illegal moves, etc., is the responsibility of the players. TDs will not do so.
21. Only a TD may rule that a clock is defective and authorize a clock change.
22. Excessive banging of pieces or clock will not be tolerated and the offending player may be penalized with loss of time.
23. Insufficient losing chances claims cannot be made in Bughouse games.
24. Until superseded, the current edition of the Official Rules of Chess and the current online edition of "Rulebook Changes" shall be used to resolve any situation not covered by these Scholastic Bughouse Rules.

APPENDIX C: FAMILY AND FRIENDS TOURNAMENT

As a means to include adults in the National Scholastic Championships, the organizer is encouraged to conduct a “Family and Friends Tournament”. The format, schedule and prize fund shall be up to the organizer with the exception of the following additional awards for the following pairs:

- a. Father – Child
- b. Mother – Child
- c. Brother – Child
- d. Sister – Child
- e. Aunt – Child
- f. Uncle – Child
- g. Cousin – Child
- h. Coach – Child
- i. Grandfather – Child
- j. Grandmother - Child

Note: The word “Child” refers to a player in any section of the National Championship. Players in the Family and Friends Tournament shall be solely responsible for informing the Section TD of all relationships awards they qualify for including the section in which their “Child” is playing. Prizes will be awarded based on the sum of the Family and Friends Tournament participant and their “Child” based on an equal number of rounds. If there are four rounds in the Family and Friends Tournament, the “Child’s” score after the first four rounds is taken. Two awards will be presented to the winners of each pair as described above. Winners can claim their awards at Chess Control on the last day of the main tournament.

APPENDIX D: FORMS
National Tournament Proposal

Please note: The High School (K-12) Nationals, ~~Junior High (K-9)~~ Middle School (K-8) Nationals, Elementary School (K-6) Nationals, K-12 Grade Nationals, and SuperNationals are organized by the US Chess Director of Events and are not bid out to other organizers.

Tournament Name:			Start Date:	
			End Date:	
Sponsoring Affiliate Name:			Affiliate ID:	
Name of Organizer:			US Chess ID:	
Organizer's POC Info.	Home:	Work:	Email:	
Chief Tournament Director:			US Chess ID:	
Chief TD's POC Info.	Home:	Work:	Email:	
Name of Venue (site):			Sq. Ft. (Playing + Skittles):	
City & State:			Phone:	
Name of Venue POC:			Email:	
Venue Costs:	All Playing Rooms: \$		All Skittles Areas: \$	
	All Team Rooms: \$		Tournament Office(s): \$	
	Chess Control: \$		All Tables & Chairs: \$	
	All Staging: \$		All Audio/Visual: \$	
	Other: \$		Other: \$	
Name of Primary Lodging Hotel:			Phone:	
Primary Hotel Room Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$
Name of Primary Hotel POC:			Email:	
Name of Secondary Lodging Hotel #1:			Phone:	
Secondary Hotel #1 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$
Name of Secondary Hotel #1 POC:			Email:	
Name of Secondary Lodging Hotel #2:			Phone:	
Secondary Hotel #2 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$
Name of Secondary Hotel #2 POC:			Email:	
Name of Secondary Lodging Hotel #3:			Phone:	
Secondary Hotel #3 Rates:	Single: \$	Dbl: \$	Trpl: \$	Qd: \$
Name of Secondary Hotel #3 POC:			Email:	

Event History & Experience of Organizer and Chief TD

Area History of National and Large non-National Events		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Organizer's Experience Organizing Events of Similar Size and Format (at least 3 preferred)		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Chief TD's Experience as Chief for Events of Similar Size and Format (at least 3 preferred)		
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:
Event Name:	Year:	Total # Players:

Prize Distribution: *List and describe any prizes to be awarded other than those listed in these National Scholastic Regulations.*

PLANNING BUDGET
Projected Expenses Worksheet

Category	Remarks	Projected Cost
Administrative Supplies		\$
Advertising		\$
Audio Visual Equipment		\$
Commemorative boards & sets		\$
Computer / printer rental		\$
Computer / printer supplies		\$
Event Insurance		\$
Event T-Shirts for Staff		\$
Photocopier rental		\$
Photocopier supplies		\$
Playing Site / Venue Rental Costs		\$
Phones / Internet / WiFi		\$
Staging / Lighting		\$
Tables & Chairs		\$
ParaMedic / Medical Staff		\$
Venue / Site Security		\$
All Taxes charged by Venue		\$
Postage		\$
Shipping costs		\$
Program for the Event		\$
Score Sheets (if provided)		\$
Organizer's Fee		\$
Total TD Fees		\$
Trophies/Awards (Main Event)		\$
Trophies/Awards (all Side Events)		\$
US Chess Rating Fees		\$
FIDE Rating Fees		\$
Miscellaneous		\$
Other:		\$
Other:		\$
Other:		\$
Other:		\$
Other:		\$
Other:		\$
TOTAL Projected Expenses:		\$

Projected Income Worksheet

Category	Remarks		Projected Cost
Sale of Commemorative Sets/Boards			\$
Tournament Program Advertising			\$
Revenue-share with Bookstore			\$
Revenue share with Equipment Vendor			\$
Revenue share with Food vendor(s)			\$
Revenue share with T-Shirt vendor			\$
Other Revenue sharing:			\$
Other Revenue sharing:			\$
Other Revenue sharing:			\$
All Event Sponsorships			\$
All Donations			\$
Other Income			\$
Other Income			\$
Other Income			\$
Other Income			\$
Entry Fee (Early #1, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (Early #2, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (On-Site, Main Tournament)	Cost Per:	# entries:	\$
Entry Fee (Early #1, All Side Events)	Cost Per:	# entries:	\$
Entry Fee (Early #2, All Side Events)	Cost Per:	# entries:	\$
Entry Fee (On-site, All Side Events)	Cost Per:	# entries:	\$
TOTAL Projected Income:			\$

Budget Summary

Category	Remarks	Amount
Expenses		\$
Income		\$
Profit / Loss	Income minus expenses	\$

SITE EVALUATION CHECKLIST (page 1 of 2)

Criteria	Remarks	Yes	No
<u>Location</u>			
In a safe area			
Accessible to public transportation			
Accessible to persons with disabilities			
Adequate places for patrons to eat outside the playing site/location			
<u>Playing Site</u>			
No cost for playing site based on hotel occupancy			
Available 24-hours a day			
Has minimum required sq.ft. per player			
Adequate lighting throughout playing rooms			
Enough tables and chairs			
Adequate climate control for the season			
Playing Floor carpeted or there is other sound cushioning material			
Frequent water service provided			
Room setup is free or included in site fees			
Venue capable of feeding players on site at times that support the event schedule			
Adequate number of restrooms for number of players and event attendees			
Player-only restrooms able to be created			
Large Skittles area(s) available			
Securable room for use as Event Main Office			
Separate Analysis Room available			
Separate Room available to host other meetings that are part of this event			
Securable Room(s) for vendors			
Large and accessible Registration area to use as "Chess Control"			
Photocopier available			
Outside contractors allowed			
Spectators allowed access to the Floor			
Adequate area for spectators (only when spectators are access to the Floor)			
Medical staff (provided by hotel or from an outside vendor)			
Free Internet Access for attendees			

SITE EVALUATION CHECKLIST (page 2 of 2)

Criteria	Remarks	Yes	No
<u>Playing Site Arrangements</u>			
Venue staff easily accessible during event			
Venue staff can provide a post-event report			
Venue contract enclosed			
<u>Hotel Guest Rooms (Primary Hotel)</u>			
At or near the playing site			
Adequate block of rooms available			
Adequate block of rooms reserved			
Reduced room rates for attendees			
Hotel rebates per room night area available			
Guests responsible for own room charges			
Complimentary Rooms available			
Complimentary Suites available			
Recreational facilities available			
Free WiFi for hotel guests			
Hotel contract enclosed, if separate from Venue contract			
<u>Hotel Guest Rooms (Secondary Hotel #1)</u>			
Near the playing site	Walking Distance:	Walking Time:	
Shuttle service to/from Venue			
Adequate block of rooms available			
Adequate block of rooms reserved			
Reduced room rates for attendees			
Hotel rebates per room night area available			
Guests responsible for own room charges			
Complimentary Rooms available			
Complimentary Suites available			
Recreational facilities available			
Free WiFi for hotel guests			
Hotel contract enclosed, if separate from Venue contract			

Continues on next page ...

PROPOSAL AGREEMENT WITH US CHESS

I _____ agree to fulfill the terms of this proposal and to abide by the US Chess National Tournament Regulations. As the organizer, I will make every effort to ensure the integrity and success of this event:

- | | |
|--------------------------|--|
| <input type="checkbox"/> | We request that US Chess provide concessions for this event. |
| <input type="checkbox"/> | We request that other concessionaire options be discussed. |

Signature:		Date:	
------------	--	-------	--

- | | |
|--------------------------|--------------------------------------|
| <input type="checkbox"/> | Playing site agreement included. |
| <input type="checkbox"/> | Hotel agreement(s) included. |
| <input type="checkbox"/> | Hotel brochure(s) included. |
| <input type="checkbox"/> | Draft playing area diagram included. |

APPENDIX E: GUIDE FOR SPECTATOR CONDUCT

(Last updated **September 2021**)

NOTE: Current US Chess practice is **NOT to allow spectators** to observe games in progress at over-the-board national scholastic events organized by US Chess. However, if a national scholastic event is awarded by bid to an organizer who wishes to permit spectators, this exception must be highlighted on the site evaluation checklist for the bid or in the bidder's narrative. Appendix E is retained to provide guidance to such organizers, as well as others.

1. **Who is a spectator?** A Spectator is anyone **inside the Playing Room who is observing the games in progress or who is waiting in the authorized Spectator Area or Seating Area** for a game to finish. Coaches and event participants whose games are finished also are spectators.
2. **Unacceptable Conduct.** Spectators **WILL NOT**:
 - a) Stand in front of or make eye contact with the player whose game you are observing.
 - b) **Use or talk on a cell phone, laptop computer, tablet, walkie-talkie, or any electronic communication device anywhere in the Playing Room.** This prohibition includes the Spectator Area and the Seating Area. (See Appendix G.)
 - c) Camp out at one game.
 - d) Make faces, gestures, or convey in any visible way your opinion of a game you are watching.
 - e) Discuss opinions of a game being observed, not even if you are whispering.
 - f) **Speak with any player at or away from the board while their game is in progress.**
 - g) Assume the role of Tournament Director (TD) and intervene for any reason such as pointing out illegal moves, etc.
 - h) Make any noise, such as opening a bag of potato chips, within earshot of a game in progress.
 - i) Discuss a game at its conclusion if other games are being played in the vicinity, and do NOT analyze a game at a board in the tournament room.
 - j) Take pictures after the first ten minutes when using flash or a camera with an audible shutter.
 - k) Take pictures at any time from a location which makes you an obvious distraction to the players.
 - l) Attempt to enforce rules yourself.
 - m) Discuss instances of cheating or rules violations with the perpetrators.
 - n) **Stand in front of the doors** to the Playing Hall or open them to look inside. During times when the Chief TD has asked for the doors to be closed, PLEASE HELP US KEEP THEM CLOSED.
 - o) Criticize a player, team, or persons involved with the tournament at any time or in any manner that can be interpreted as disruptive, unsportsmanlike, or hostile.
3. **Permissible Conduct.** Spectators shall:
 - a) Report instances of cheating or rule violations by players or other spectators to the TD staff, ***as long as this process does not disrupt the conduct of the tournament.***
 - b) Comply with any requests or instructions issued by members of the tournament staff.

Spectators who abuse this guide for conduct may be told by the Tournament Staff to leave the Playing Hall for at least 15 minutes during the current round or longer for repeat offenses.

This guide shall be prominently posted at multiple locations in the venue.

APPENDIX F: APPROVED ELECTRONIC NOTATION DEVICES*(LAST UPDATED **SEPTEMBER 2021**)***Introduction:**

This Appendix applies to ***players with disabilities*** who are approved by the Director of Events or Chief Tournament Director to use an electronic notation device (END) as an alternative means of score keeping **during over-the-board events**. ***The only ENDS allowed*** are those certified by US Chess for tournament use or a device provided by the Tournament Staff. (For a list of approved devices please visit <http://www.uschess.org/docs/gov/reports/eScoresheets/CertificationGuidelines.pdf>.)

A player who owns an END is responsible for setting and operating the device according to the instructions below.

END Owners will:

1. Set the device in the appropriate mode for recording moves.
2. Turn off or disable any setting(s) that could alert the player to any illegal moves.
3. ***Make the move on the board before recording the move on the device.***
4. Keep the END ***on the table in plain view*** of the opponent at all times during the game. A player will not at any time hold his/her END below the level of the table top or in their lap.
5. Touch the END only when recording moves.
6. Never input “variations” in the END at any time during a game.
7. If asked by the opponent to see the END for the purpose of entering missing moves on their official scoresheet, the player will set his/her END mode to algebraic (or the appropriate mode that allows the opponent to see all previous moves) and turn the END around so the opponent can view the display screen. The END will remain on the table at all times.
8. Never take the END with them if they leave the board while the game is still in progress, including trips to the bathroom.
9. Be ready to take written notation if the END malfunctions (if notation is required during game play in this section). If the END malfunctions, the player shall begin notation with the next move and fill-in missing moves when the player is on move by borrowing the opponent’s scoresheet or END.
10. Summon a TD when questions arise.

Opponents:

1. May ask the player who owns the END to show them the device, explain its use, and ensure it is correctly set for game play for this tournament.
2. May not ask the device owner to take written notation instead of using their END.
3. May ask the device owner to see the player’s END for the purpose of entering missing moves on their own scoresheet. When this occurs, the END will remain on the table.
4. Shall summon a TD when questions arise.

Coaches/Parents:

1. Are strongly encouraged to assist their players in understanding proper tournament etiquette regarding ENDS before tournament play begins.
2. Should, before the start of a game, summon a TD when questions arise.

Tournament Directors:

1. Should check a player’s END to verify it is correctly set when requested to do so by either player.

See also the [***Electronic Device Policy for National Events Organized by US Chess***](#)

APPENDIX G: THE NATIONAL STATE INVITATIONAL TOURNAMENTS*(Added September 2021)*

US Chess typically schedules the National State Invitationals concurrently with the start of the U.S. Open each year (e.g., a window spanning the last quarter of July through Aug 15th). These events usually last 3 days. Each of the 52 State Chapters may nominate one player to participate in each Invitational, with the state playing host to the US Open being offered one additional nominee to help address any Invitationals with an otherwise odd number of players.

The National State Invitationals fall within the purview of the National State Invitationals Committee, not the Scholastic Council. However, to benefit the scholastic audience reading these Scholastic Regulations, the Scholastic Council uses this Appendix to call attention to the significance of the Invitationals to the national scholastic community. Most, but not all, of the Invitationals are scholastic national championships.

Below are links to the Information and Rules pages for each of the National State Invitationals. If one or more of these links does not function, go to www.uschess.org and scroll down to the bottom of the home page and select the link to “*National Events Calendar*.”

- [John T. Irwin National Tournament of Senior \(50+\) State Champions](#)
- [GM Arnold Denker National Tournament of High School \(9-12\) State Champions](#)
- [WIM Ruth Haring National Tournament of Girls \(K-12\) State Champions](#)
- [Dewain Barber National Tournament of Middle School \(6-8\) State Champions](#)
- [John D. Rockefeller III National Tournament of Elementary School \(K-5\) State Champions](#)
- GM Maurice Ashley National Tournament of K-3 State Champions (to be added by 2025, link TBD)
- Paul Morphy National Tournament of K-1 State Champions (to be added by 2026, link TBD)