

ESSENTIAL INFORMATION FOR CSCS TOURNAMENT PLAY

Please see the Cincinnati Scholastic Chess Series *Participant Handbook for 2013-14*, August 1, 2013 for further details on the following points and much other information. The Participant Handbook can be downloaded from www.chessinnati.com.

Before a Tournament Begins

Round Starting Times: Round 1 will begin at 9:00 am. Projected starting times for rounds 2, 3 and 4 are 10:05 am, 11:10 am and 12:15 pm respectively; however, the next round in each section will begin as soon as possible after the previous round ends, even if earlier than the projected starting time.

Late Arrival: *We will not take a roll call to determine whether players are present who registered in advance but did not sign in. **Players who registered in advance must check off their names on the advance entry lists upon arrival at the tournament — no later than 8:45 am.*** These lists will be taken down at 8:45, and round 1 pairings will be prepared based on who is checked in and who registered onsite.

Byes: Players may elect to take one half-point bye in each tournament.

Changing Sections: You may play in any section for which you are eligible by grade and rating; however, you may not change sections during a tournament. If you want to change sections, contact Alan Hodge before a tournament (call or text 513-600-9915, email a.hodge195@gmail.com), or see the registration staff during onsite registration.

During a Tournament

Clocks: Players in all rated sections must use a clock; players in the non-rated section must use clocks to the extent that clocks are available. Players do not have the option, either individually or jointly with their opponent, to choose not to use a clock when a clock is available for them to use.

Keeping Score: Players must record their games unless (1) they are in kindergarten through third grade, (2) they do not know how to record a game, or (3) they are playing in the non-rated section.

Touch-Move: The “touch-move” rule will be in effect for all tournament games. This is not an option.

Announcing Check: A player is not required to announce “check” when he checks his opponent, although it is a common practice to do so, especially among younger players. Every player is responsible for recognizing when he is in check.

When Your Game is Over: When you finish your game, stop both clocks and raise your hand. *Do not alter the game position or leave your board until a tournament director confirms with you the result of your game.* After the tournament director confirms the result of your game:

- Set the pieces up in their correct starting position.
- Leave the playing room promptly and *record the result of your game on the pairing sheet.* **Both** players are responsible for making sure that the game result is recorded correctly.
- Stay out of the tournament rooms until pairings for the next round are announced (except that players in the K-12 Open section only may watch games in progress after their own games are concluded).

Forfeits: A player who fails to show up for a game for which he has been paired, or who abandons a game, will be forfeited. Forfeits are bad — please avoid them.

Withdrawing: You may withdraw from the tournament at any time; however, *you must notify a tournament director that you are withdrawing* before pairings are done for the next round.