

2017 CCLNY Individual Tournament Rules

(5-Round Swiss, Game/75, 6:30pm May 10th, 17th, 24th, 31st, June 7th at ConEd - Union Square)

- 1) The Tournament Director's decision is **FINAL**.
- 2) All players must bring chess set, board, clock and score sheets. Paired players with no equipment at the start of the round will result in a drawn game.
- 3) Set analog clock to Game/75 min. Digital Clock to Game 70 min/ with 5 sec. delay.
- 4) Each player must use only one hand to make moves and press clock with same hand. 1st offense is a warning; 2nd offense is game forfeit. Cell phones are to be turned off: 1st offense 10 minutes off clock; 2nd offense is game forfeit. No Cell Phone must be used in front of your opponent.
- 5) A player claiming a win-on-time must stop both clocks and his flag must still be up and have enough mating material. If both flags are down, the game is drawn.
- 6) Both players must record their moves. When either player has less than 5 min., neither is required to keep score.
- 7) A draw may be claimed after 3-fold repetition, insufficient mating material, stalemated king or by agreement. If less than 5 min. and no recording, a player may start counting out "1, 2, and 3" to make it clear and easier for opponent to accept the draw.
- 8) A draw offer is to be made prior to punching your clock as you are moving and placing the piece.
- 9) If you make an illegal move and press the clock and opponent claims this prior to his move, two minutes is added to opponent's time and touch move also applies.
- 10) **All players must promptly post their results.** TD needs all results in order to pair next round. Failure to post will lead to no result and no pairings for these players in next round.
- 11) If there is a dispute or if a player wishes to make a claim of any kind, the player should stop both clocks, advise opponent of your claim and summon a TD. Your flag must be up to make a claim.
- 12) Players withdrawing from the tournament OR requesting Half-point byes (maximum of 3 games) MUST NOTIFY Both League Secretary AND TD before **noon** of game day. Be sure you get a Confirmation Receipt/Reply.
- 13) "No-show" players will be dropped from the Tournament. Default (Forfeit) time is 45 minutes from game start.
- 14) Tie breaks: 1st higher cumulative points-sum of running scores each round; 2nd Head to head result between tied players; 3rd higher number of games played and won. If players are still tied, a 5-minute sudden-death format maybe used by TD with coin-toss for initial color assignment.
- 15) **Tournament is only open to players who have played in the CCLNY. Each player must register individually after reading these rules by contacting both the TD Vitaliano Rafael and the League Secretary Phil Lehpamer by Tuesday May 9th.**
- 16) **Contact Info:**
Phil Lehpamer – League Secretary phone (718) 499-8681, email: plehpamer@hotmail.com
AND TD Vitaliano Rafael voice/text (516) 298-8428, email: Vvr4info@optonline.net
- 17) **Players who arrive late to the Con Edison lobby (6:25 or later) will not be in the tournament room (ConEd cafeteria) when the clocks start at 6:30 pm. In this tournament, David Diamond will not be running up and down for late entrants. He will make one final trip down to the lobby around 7 pm to get all the late entrants. That's it because forfeits happen at 7:15 pm.**
- 18) **Remember to remain cool in a spirit of fellowship and good sportsmanship.**