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Rulebook changes since the 6th edition

## Rulebook Changes

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Since the publication of the 6<sup>th</sup> edition of the US Chess rulebook, changes have been made in US Chess policy or in the wording of the rules. Below is a collection of those changes. Any additions or corrections can be sent to US Chess.

### US Chess Policy Changes

**Please note that policy changes are different than rules changes and often occur more than once per year. Check the US Chess web page for the most current changes.**

**Scholastic Policy Change:** When taking entries for all National Scholastic Chess tournaments with 'under' and/or unrated sections, US Chess will require players to disclose at the time they enter the tournament whether they have one or more ratings in other over the board rating system(s). US Chess shall seriously consider, 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. This policy will take effect immediately and will be in effect for all future US Chess national scholastic tournaments that have 'under' and/or unrated sections (new, 2014).

**Rationale:** There are areas of the country in which many scholastic tournaments are being held that are not submitted to US Chess to be rated. As a result, some players come to the national scholastic tournaments with ratings that do not reflect their current playing strength. In order to ensure fair competition, we need to be able to use all available information about these players' true playing strength.

**Rules Changes:** A Change to the Official Rules of Chess requires a 2/3 vote by the Board of Delegates to become effective. (policy unchanged)

**Official Ratings:** The official ratings of players are now published once a month in the ratings supplement that is available for download. Unless otherwise stated, the monthly supplement used to determine a player's official published rating is the same as the month a tournament begins. The supplements are available for Regular, Quick, and Blitz ratings. (Policy unchanged)

**Rating Floors:** The minimum prize required for assignment of a prize-based rating floor is \$2000. Prize-based rating floors shall continue to be based on class or section prizes for Under 2000 or lower only. (policy unchanged)

**For all FIDE rated events in the USA** (Note: US Chess policy for submitting FIDE rated events as of 1/1/16), both the US Chess TD Certification level and the FIDE Arbiter level need to be appropriate for the event run, in order to be both US Chess rated and FIDE rated.

- 1.) For non-norm events, the Chief TD for US Chess rating purposes **MUST** be a Senior TD and a Licensed NA/FA or IA. The tournament will not be US Chess rated and not submitted to FIDE if the Chief TD is not qualified to direct the event. The same Chief should/must be listed on the FIDE rating report as the Chief Arbiter.
- 2.) For FIDE norm events in the US, the Chief TD must be a licensed FA or IA. The event will not be US Chess rated nor submitted to FIDE if the Chief is not a licensed FA or IA. The same Chief TD on the US Chess MSA report should/must be the same Chief Arbiter listed on the FIDE report.
- 3.) It is acceptable for a FIDE-only rated event in the USA to have a Chief Arbiter that is not a US Chess member nor a US Chess TD. This will be submitted to FIDE as long as the event has an appropriately licensed Arbiter and pays US Chess the FIDE fee plus a possible small administrative fee.
- 4.) For all FIDE rated events registered by the office with FIDE, there must be an appropriately licensed Arbiter listed as Chief TD. Without this listing, the tournament will not be registered with FIDE.

## **Summary of 2016 US Chess Rules Changes**

**Rule 5C1: Both players must have the same time control.** Addresses “Time odds” games not being ratable along with an additional TD TIP.

**Rule 5E: Recommended Increment or delay:** Old rule 5E is replaced with recommended increment and delay settings.

**Rule 5E1: Increment or delay with mixed time controls:** Subrule added to new rule 5E with wording addressing mixed time controls.

**Rule 5E2: Organizer fails to specify increment or delay:** Subrule added to new rule 5E with wording addressing the lack of a specified increment or delay.

**Rule 5F: Standard timer:** The entire text was replaced.

**Rule 5F1: Standard timer for increment time controls:** Defines the clock used for increment time controls.

**Rule 5F1a: Increment capable clock not available:** What to do when an increment clock is not available while listing preferred clocks.

**Rule 5F1b: Setting a non-increment capable clock for use with an increment time control:** How to set non-increment clocks used in increment time controls.

**Rule 5F1b1: Variation:**

How the organizer may specify a different time control for Non-increment clocks.

**5F2: Standard timer for delay time controls:** Defines the clock that is used for delay time controls.

**Rule 5F2a: Delay capable clock not available:** What to do if a delay capable clock is not available for a delay time control.

**Rule 5F2a1: Variation:** How the organizer may specify a different time control for Non-increment clocks.

**Rule 5F3: Standard timer for time controls with neither delay nor increment:** Defines which clocks can be used when a delay clock is not available for a delay time control.

**5F4: Digital clock preferred over analog clock:** In all cases, a digital clock is preferred over an analog clock plus an added TD TIP

**Rule 5F5: Replacement of non-standard timer in increment and delay time controls:** The steps to take when a late arriving player substitutes a preferred increment or delay clock for a non-standard clock

**Rule 5F6: Same clock used for the entire game.**

**Rule 5F7: Players responsible for knowing how to set the clock.**

**Rule 14H:** New wording eliminating insufficient losing chances.

**Variation 14H:** Old rule 14H as an unannounced variation.

**TD Certification: Rule 14:** Added a TD TIP regarding FIDE/US Chess dual rated tournaments.

**Rule 42C: Standard Clocks in games without sudden death:** Text replaced with “See rule 5F3.”

**Rule 42D: Delay clock preferable in sudden death:** Text replaced with “See rule 5F2.”

**Rule 42E: Increment clock preferable in increment time controls:** Text replaced with “See rule 5F1.”

**TD Certification Rules 15N3 and 15N4:** Changed wording in example regarding National Open.

**TD Certification Rule 28. Limitations:** Changed TD Tip regarding FIDE FA and IA credit available to Local TDs.

**TD Certification Rule 32. Limitations:** Added wording regarding types of events Senior TDs may/may not direct.

**TD Certification Rule 42. Title:** Added TD Tip regarding FIDE certification.

**TD Certification Rule 43 Qualifications:** Added TD Tip regarding FIDE certification.

**TD Certification Rule 45. Limitations:** Added wording to TD Tip regarding FIDE certification.

**Chapter 8 Rule 1. Rated games:** Added a paragraph defining the terms established rating and provisional rating.

## **Summary of 2015 US Chess Rules Changes**

The following notes summarize the rules changes since the publication of the 6<sup>th</sup> edition of the rulebook. For the exact wording please refer to the US Chess Rules Changes below.

**5B2.** Advanced publicity time controls need to contain both the base time control and the delay/increment.

**10I2.** When castling, the King must be touched first.

**10I2 (Variation I).** Castling is allowed if the Rook is touched first.

**14H2.** The 6<sup>th</sup> edition 14H2 was replaced with wording from the 5th edition.

**14K.** The 6<sup>th</sup> edition rule 14K was deleted.

**14K (new).** The TD (tournament director) can declare a draw if the same position has appeared 5 times in a row. The TD can declare a draw if 75 moves have been made without a pawn move or piece capture

**21L1.** The “good faith” deposit amount included when filing an appeal can be determined by the ED.

**32B1.** Special prizes, above and beyond the typical prize fund, should be announced and designated.

**32B3.** When pooling prizes, no player can receive a prize larger than the largest amount they would be eligible for without the split.

**33D1.** Added wording regarding announcing special prizes.

32F. Added a “See also 33D1.”

32G. Added a “See also 33D1.”

TD Certification: Rule 10. Chief TD has new wording regarding the Chief TD’s presence at the site.

TD Certification: Rule 14. Category I changed the wording to clarify FIDE arbiter requirements and US Chess TD compliance.

TD Certification: Rule 21. Category T deleted wording for the 12 teams requirement.

Blitz: Added to rule 7d wording regarding placing a king next to a king.

Blitz: Rule 14 deleted some wording regarding the claim of a win.

Blitz: Rule 16 was eliminated.

Blitz: Rules 17 – 19 were renumbered as 16 – 18.

Errata: A list of technical corrections to rules 5C, 11F, 19E, 28A, 28C, 28C1, 29E, 29J, Chapter 8 (US Chess Rating System), and Chapter 13 (About The United States Chess Federation).

## US Chess Rules Changes

(Replacement rule 5B2 as of 1/1/15.)

5B2.

**In all advance publicity which specifies the time control**, the organizer is to indicate the full time control, including the delay or increment, as minutes (mm) and seconds (ss), e.g. G/90 inc/30 (or +30); G/30 d/5; G/10 d3; G/5 d/0. The time control must be specified in Tournament Life Announcements and should be specified in other publicity such as flyer mailings, email and on web sites. It is acceptable for abbreviated publicity to refer the reader to more complete tournament details posted elsewhere.

(New subrule regarding time odds and players having the same time control, as of 1/1/16)

### **5C1. Both players must have the same time control.**

For a game to be ratable, the same time control must apply to both players. “Time odds” games (games in which the time control assigns the two players different base times) are not ratable.

***TD TIP:*** *The director may apply penalties against a player's time before the game begins, causing the players to start the game with different times on the clock. This does not affect the ratability of the game.*

(Replacement rule 5E including new subrules 5E1 and 5E2, as of 1/1/16.)

#### **5E. Recommended increment or delay.**

For a mixed or repeating time control, or for a base time of 30 minutes or more, an increment or delay in the range of 5 to 30 seconds is recommended. For a base time of more than 10 minutes and less than 30 minutes, an increment or delay of 3 seconds is recommended. For a base time of 10 minutes or less, an increment or delay of 2 seconds is recommended.

##### **5E1. Increment or delay with mixed time controls.**

If a mixed time control includes increment or delay, the increment or delay should apply starting with the first move of the game, and the increment or delay time should be the same for all time control segments in the game.

##### **5E2. Organizer fails to specify increment or delay.**

If the organizer fails to specify an increment or delay time in the time control (which may be zero to indicate no increment or delay), the minimum recommended delay specified in rule 5E shall apply.

(Replacement rule 5F with variations, subrules, and TD TIPS, as of 1/1/16.)

#### **5F. Standard timer.**

##### **5F1. Standard timer for increment time controls.**

An increment capable clock is the standard timer for use with an increment time control.

##### **5F1a. Increment capable clock not available.**

If an increment capable clock is not available, one of the following clocks, listed in order of preference from most to least preferred, may be used:

1. A delay capable clock whose delay can be set for the increment time.
2. A delay capable clock whose delay cannot be set for the increment time.
3. A digital clock that is not delay capable.
4. An analog clock.

#### **5F1b. Setting a non-increment capable clock for use with an increment time control.**

In all cases, each player starts with the clock set for the base time. If the clock is delay capable and the delay can be set the same as the increment time, the clock should be so configured. Otherwise, if the clock is delay capable, set the delay time to the maximum possible value that does not exceed the increment time. If the clock is not delay capable, the clock is set to the base time.

##### **5F1b1. Variation.**

The organizer may specify a different time control to be used with clocks that are capable of neither increment nor delay. This must be specified in all pre-tournament publicity that specifies the time control.

5F2. Standard timer for delay time controls.

A delay capable clock is the standard timer for use with a delay time control.

#### **5F2a. Delay capable clock not available.**

If a delay capable (or Bronstein capable) clock is not available, a digital clock that is not delay capable may be used. If a digital clock is not available, an analog clock may be used. In all cases, the clock is set so that each player starts with the base time.

##### **5F2a1. Variation.**

The organizer may specify a different time control to be used with clocks that are not delay capable. This must be specified in all pre-tournament publicity that specifies the time control.

#### **5F3. Standard timer for time controls with neither delay nor increment.**

The standard timer for a time control with neither delay nor increment is a digital clock. If a digital clock is not available, an analog clock may be used.

5F4. Digital clock preferred over analog clock.

In all cases, a digital clock is preferred over an analog clock.

***TD TIP:*** *A digital clock operates silently. It can be set so that both players have exactly the same amount of time. Digital clocks time the game more precisely and are not subject to having the two sides of the clock run at different rates.*

5F5. Replacement of non-standard timer in increment and delay time controls.

If either player arrives late for the start of the game, and a clock without delay or increment has already been started the player has the right to furnish and substitute a properly set delay or increment capable clock prior to the determination of black's first move. The player substituting the delay or increment capable clock must also transfer the elapsed times shown on the original clock to the replacement clock without any additional adjustments (except to correct any errors in the display of the elapsed time).

**5F6. Same clock used for the entire game.**

Except as provided in rules 5F5 and 14H2a, once a game starts, the same clock must be used throughout the entire game. If a defective clock must be replaced as described in rule 16O, the replacement clock shall be set in the same manner as the clock being replaced. See also 5F5, Replacement of non-standard timer in increment and delay time controls; 14H2a, The claim is unclear and a delay clock is available for the game; and 16O, Defective clocks.

**5F7. Players responsible for knowing how to set the clock.**

Players, not tournament directors, are responsible for knowing how to properly set their digital clocks. In any particular game, if the player providing the clock can not properly set the clock, the opponent may choose which legal clock is to be used. See also 16B, How to set clocks.

(New rule 10I2 with a variation, as of 1/1/15.)

**10I2. Rook touched first.**

If a player intending to castle touches the rook first, castling is not allowed and the player must move the rook as required by rule 10B.



10I2. (Variation I) Rook touched first.

If a player intending to castle touches the rook first, there is no penalty except if castling is illegal, the player must move the rook if legal. This variation does not need to be announced in advanced publicity but should be announced at the start of the tournament.

(Rule 14H from the 6<sup>th</sup> edition is replaced as the main rule and is no longer in effect, as of 1/1/16.)

#### **14H. Claim of insufficient losing chances in sudden death.**

No claim of insufficient losing chances in sudden death will be allowed.

(The former rule 14H—allowing ILC claims—is appended to new replacement rule 14H as a variation. Appended rule Variation 14H will still allow ILC claims in tournaments that authorize its use instead of the main rule, as of 1/1/16.)

#### **Variation 14H. Claim of insufficient losing chances in sudden death.**

This variation need not be announced in advance publicity.

(Editor's Note: rules 14H1 – 14H6 remain in effect, but only as part of Variation 14H. The 14H2 corrections below remain in effect and are included in Variation 14H only. References to 14H in the printed copy of the 6<sup>th</sup> edition will now generally refer to Variation 14H.)

(6<sup>th</sup> edition editorial correction: Replace 14H2 with the following, effective 2014)

#### **14H2. Resolution of Variation 14H claim.**

When ruling, the director should not consider the ratings of those playing. A low-rated player who claims a draw vs. a Master should obtain the same ruling as a Master with the same position who claims a draw vs. a low-rated player. The director should also not consider the times on the clocks. See also 14H3, Conferring with players.

The director has four possible ways to resolve the claim.

***TD TIP:*** Except for rule 5F5 there is no rule allowing players to ask for a properly set delay clock to be placed on their game, which would replace an analog clock or an improperly set delay or increment clock. Only the TD can initiate placing a clock with time delay capabilities on a game after a Variation 14H claim has been made and the steps of 14H2 have been applied. As a result, the player wishing to place a time delay clock on the game must first make a Variation 14H claim.

***TD TIP:*** Remember a Variation 14H draw claim is first a draw offer (Rule 14, The Drawn Game).

**14H2a. The claim is unclear and a delay clock is available for the game.**

A director who believes the claim is neither clearly correct (14H2c) nor clearly incorrect (14H2d), but is instead uncertain as to the correctness of the claim, may place a delay clock on the game, setting it as follows: The claimant gets half of the claimant's remaining time (rounded to the nearest second); the opponent's time is unadjusted; the time delay is set for the standard delay announced at the start of the tournament. After the claimant's clock is started, the Variation 14H draw request by the claimant becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.

**14H2b. The claim is unclear and a delay clock is not available for the game.**

A director who believes the claim is neither clearly correct (14H2c) nor clearly incorrect (14H2d), but is uncertain as to the correctness of the claim, and does not have a delay clock available, may:

1. Deny the claim while inviting a later re-claim. There is no adjustment of either player's time. After the claimant's clock is started, the Variation 14H draw request by the claimant becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.
2. Watch the game while reserving judgment on the claim. The director should make every effort to resolve the claim before the flag of either player falls (5G). There is no adjustment of either player's time. After the claimant's clock is started, the Variation 14H draw request by the claimant also becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game.

**14H2c. The claim is clearly correct.**

A director who believes the claim is clearly correct should declare the game drawn. The draw shall be awarded if the director believes that a Class C player would have little chance to lose the position against a Master with both players having ample time. The exact losing chances of any position cannot be calculated, but a director wishing a more precise standard may consider little to mean less than 10 percent. A director unsure whether a position meets the above standard should use option 14H2a or 14H2b. See also 14I, Advice on claims of insufficient losing chances in sudden death under rule Variation 14H.

**14H2d. The claim is clearly incorrect.**

A director who believes the claim is clearly incorrect should deny the claim and may subtract up to one minute from the claimant's remaining time. After the claimant's clock is started, the Variation 14H draw request by the claimant also becomes a draw offer under 14B3, Draw offer before moving. Penalties for rule infractions remain standard. The claimant may win, lose, or draw the game. See also 14I, Advice on claims of insufficient losing chances in sudden death under rule Variation 14H.

**TD TIP:** *If a director chooses to resolve the claim by enforcing 14H2a, The claim is unclear, a delay clock is available for the game, or 14H2b, The claim is unclear, a delay clock is not available for the game, then the director should inform the claimant and opponent that when the claimant's clock is started that rule 14B3, Draw offer before moving, is in effect. The opponent has the right to ask the claimant to make a move before the draw offer is rejected or accepted by the opponent; however, if the claimant makes a checkmating (13A) or stalemating (14A) move, the game is over.*

**TD TIP:** *Applying rule 14H2a, The claim is unclear, a delay clock is available for the game, is the preferred method of resolving a Variation 14H claim for directors who wish to ensure the result of the game is determined by the players, rather than any outside influence.*

(Delete 14K. Increment Games, as of 1/1/15)

#### **14K. Increment Games:**

~~A claim of Insufficient Losing Chances does not apply in increment games.~~

(Editor's Note: 14K. Increment Games was deleted because the same essential wording can be found elsewhere in the 6<sup>th</sup> edition; however, the concept that Insufficient Losing Chances does not apply in increment games still applies.)

(Add new rule 14K. Director declares draw for lack of progress, as of 1/1/15)

#### **14K. Director declares draw for lack of progress.**

If one or both of the following occur(s) then the TD may declare the game drawn:

1. The same position has appeared, as in 14C, for at least five consecutive alternate moves by each player.
2. Any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence

(Delete: "A good-faith deposit of \$25 must be included with the appeal." Replace with new wording boldfaced below, as of 1/1/15).

#### **21L1. Procedure.**

Appeals in writing must be postmarked within seven days of the end of the tournament to the US Chess office. Appeals submitted after the seven-day deadline may be considered at the discretion of the committee hearing the appeal. Appeals may be submitted via e-mail, but the business office or the committee(s) hearing the appeal may require a signed statement. The office will refer an appeal to the appropriate committee(s) but may immediately reject obviously groundless

appeals. Most appeals will be referred to the Rules Committee, but some appeals may be more appropriate for the Tournament Director Certification Committee or the Ethics Committee. **A good-faith deposit must be included with the appeal. The executive director shall from time to time review and set the required deposit amount in consultation with those committees that handle appeals.** The deposit will be returned unless the ruling authority finds the appeal to be groundless and rules that the deposit is to be forfeited. US Chess reserves the right to make final decisions concerning the rules and procedures that govern its competitions. **See also** 24A, Rules Committee; and 24B, Appeals to US Chess.

(Added wording to 32B1, as of 1/1/15)

### **32B1. One cash prize per player.**

No winner shall receive more than one cash award. The award may be one full cash prize if a clear winner, or parts of two or more cash prizes if tied with others. Prizes such as biggest upset, best game, or brilliancy are standard exceptions from this rule. **Any other special prizes should be announced and designated as such.** A clear winner of more than one cash prize must be awarded the most valuable prize.

(Added wording to Rule 32B3—effective 2014.)

### **Rule 32B3. Ties for more than one prize.**

If winners of different prizes tie with each other, all the cash prizes involved shall be summed and divided equally among the tied winners unless any of the winners would receive more money by winning or dividing only a particular prize for which others in the tie are ineligible. **No player may receive an amount greater from the division of those prizes than the largest prize for which he would be eligible if there were no tie. No more than one cash prize shall go into the pool for each winner.** For examples see 32B5, Offering a choice of prizes.

(Added **See also** to rules 32F and 32G, as of 1/1/15)

### **32F. Trophies.**

No player should receive more than one individual trophy or plaque, the most desirable to which he or she is entitled. It is recommended that no class, age, or school grade trophy be as desirable as any of the place trophies. A player should not have a choice of trophies, since such a choice would decide which trophies are available to be awarded to others. **See Also** 33D1 one non-monetary prize per player.

### **32G. Other non-cash prizes.**

No player shall receive more than one non-cash, non-trophy prize, the most valuable to which he or she is entitled. **See Also** 33D1 one non-monetary prize per player.

(Added wording to rule 33D1, as of 1/1/15)

### **33D1. One non-monetary prize per player.**

No winner shall receive more than one non-monetary award. Prizes such as biggest upset, best game, or brilliancy are standard exceptions from this rule. **Any other prizes should be announced and designated as such.** A clear winner of more than one non-monetary prize must be awarded the highest-ranked prize (ranking is described below).

(Replacement text for 42C, 42D, and 42E, as of 1/1/16)

### **42C. Standard clocks in games without sudden death.**

See rule 5F3.

### **42D. Delay clock preferable in sudden death.**

See rule 5F2.

### **42E. Increment clock preferable in increment time controls.**

See rule 5F1.

(Editor's Note: rule 42E1 remains and is not replaced)

## **Chapter 7: Tournament Director Certification**

(New definition of Chief TD as of 1/1/15.)

### **10. Chief TD.**

The Chief TD has the ultimate authority and responsibility for the tournament. The Chief TD of an event is expected to be physically present during tournament play. If the Chief TD must be absent for short periods of time, another certified TD shall be present on-site. The Chief TD should not himself be a player in the tournament. **See also** 21E.

(Addition of 14I.c. as of 1/1/15 plus TD TIP as of 3/15.)

#### **14. Category I.**

A Tournament held in the United States that will be submitted to both FIDE and US Chess for rating.

c. Effective January 1, 2014, no tournament will be rated by FIDE without the arbiter being licensed which applies to FIDE Arbiters and International Arbiters. A new category was introduced called the National Arbiter. In US Chess, the National Arbiter must be a SrTD or higher and apply/pay the license fee through the US Chess office in order to direct FIDE rated events.

***TD TIP:** When a tournament is dual FIDE and US Chess rated the FIDE Arbiter and the US Chess TD, often the same person, must be licensed by FIDE and certified by US Chess at the appropriate level to direct the tournament and for the event to be rated by FIDE and US Chess.*

(Changed wording for 15N3 and 15N4 regarding National Open reference.)

#### **15. Category N.**

**Subcategory N3:** One section of a N1 tournament where the TD is limited to solving problems and making rulings on the floor only (floor TD). Examples: The K-3 section of the National Elementary Championship or any section of the National Open.

**Subcategory N4:** One section of a N1 tournament where the TD is limited to the duties of pairings in a backroom capacity using a pairing program (backroom TD). Examples: The K-3 section of the National Elementary Championship or any section of the National Open.

(6<sup>th</sup> edition editorial correction: Eliminate twelve team wording.)

#### **21. Category T.**

A US Chess-rated team-vs.-team, or individual/team, Swiss system tournament involving at least fifty players. It is strongly recommended that for these types of tournaments, TDs have experience with computer pairing programs, back room pairing procedures, and on site player contact, or “floor,” problem solving procedures.

## **28. Limitations.**

***TD TIP:*** *Neither FA nor IA norm experience credit is available at Category I tournaments to Local TDs.*

(Added wording regarding Senior TD tournament restrictions.)

## **32. Limitations.**

A senior TD may not be the Chief TD for Category N tournaments and should not be the Chief TD of Category A tournaments, which includes any tournament, or section of a tournament, expected to draw more than 300 players. Computer assisted senior TDs can be the Chief TD of any tournament or section of a tournament (**excluding category A or category N tournaments**) expected to draw up to 360 players with the aid of one assistant TD.

(Added TD Tips regarding FIDE Certification to rules 42, 43, and 45.)

## **42. Title.**

***TD TIP:*** *FIDE has other titles and licenses, such as national arbiter (NA).*

## **43. Qualifications.**

***TD TIP:*** *All applications for titles and licenses must meet FIDE requirements and go through (be submitted by) US Chess.*

## **45. Limitations.**

***TD TIP:*** *Contact the US Chess office BEFORE any FIDE tournament is run to make sure all US Chess/FIDE current requirements for both the tournament and TD qualifications (experience requirements, fees,...) are met. Category I tournaments have arbiter limitations and qualifications set by FIDE that must be met before they can be submitted to FIDE.*

# **Chapter 8: The US Chess Rating System**

(Added a paragraph to Rated Games that defines established and provisional ratings.)

## 1. Rated games.

All games played in US Chess-rated events are rated, including games decided by time-forfeit, games decided when a player fails to appear for resumption after an adjournment, and games played by contestants who subsequently withdraw or are not allowed to continue. Games in which one player makes no move are not rated. There are three separate rating systems. A player's Blitz rating is calculated if he or she participates in events with total playing times of G/5 – G/10. A player's *Quick* rating is calculated if he or she participates in events with a total playing time greater than 10 minutes and less than 30 minutes. A player's *Regular* rating is computed if he or she enters a tournament with the total playing time of G/30 or slower. Games with total playing times of G/30-G/65 are used to calculate both *Regular* and *Quick* ratings at the same time. For an explanation of how to calculate total playing time, **see also** [5C, Ratable time controls](#).

An established rating is a rating based on at least 26 games. A provisional rating is a rating based on fewer than 26 games. In order to be published in a rating supplement, a rating must be based on at least four games.

## Chapter 11: Blitz

(Added to 7d. as of 1/1/15.)

**7d.)**

A player who moves his king adjacent to the opponent's king and then attempts to claim a win under this rule based on the opponent's failure to notice the check shall lose the game.

(Deleted wording to Rule 14 as of 1/1/15.)

**14.)**

A player who has played an illegal move must retract it and make a legal move with the piece touched prior to pressing the clock. If no legal move exists with that piece then he may make any legal move. Illegal moves unnoticed by both players cannot be corrected afterwards. An illegal move is completed when the player presses the clock. ~~whereupon the opponent may claim a win.~~

(Deleted Rule 16 and renumber subsequent rules as of 1/1/15)

**~~16.)~~**

~~Moving the King next to another King is an illegal move. Intentionally playing a king next to the opponent's in order to take the opponent's king on the next move (if not caught) is a cheap shot and will not be tolerated! Stop the clock and claim a win because of an illegal move.~~



**16.)**

If a player is promoting a pawn and the desired piece is not available, the player may stop both clocks in order to locate the piece and place it on the board. It is improper for the player to press the clock to start the opponent's time with the pawn still on the last rank. If this is done, the opponent may immediately restart the player's clock without moving.

**17.)**

Standard penalty for first offense is to add one minute to the opponent's clock. There may be circumstances where a penalty assessed may not be standard (e.g. repeat offenses, unsporting behavior, etc...) and is left to the discretion of the tournament director.

***TD TIP:** Illegal moves for any reason lose instantly if claimed correctly. The one minute penalty does not apply to illegal moves. The standard penalty of one minute applies to other Blitz rules infractions.*

**18.)**

The decision of the tournament director is final.

## **Errata**

### **5C. Ratable time controls.**

**Dual** (both regular and quick): Total playing time for each player is from 30 to 65 minutes (~~30 ≤ mm+ss ≤ 65~~) (**30 ≤ mm+ss ≤ 65**).

**Blitz:** Total playing time for each player is from 5 to 10 minutes inclusive and the primary time control must be at least 3 minutes. ~~5 ≤ mm+ss ≤ 10~~ (**5 ≤ mm+ss ≤ 10**). All rounds must use the same time control.

**TD TIP:**

**Dual Rating:** All events with total playing time for each player of 30 to 65 minutes inclusive (~~30 ≤ mm+ss ≤ 65~~) (**30 ≤ mm+ss ≤ 65**) will be dual rated, that is, rated under both the Quick and Regular rating systems.

**Blitz:** Any event that the total playing time 5 minutes or greater and is 10 minutes or less (~~5 ≤ mm+ss ≤ 10~~) (**5 ≤ mm+ss ≤ 10**) will be **Blitz rated**. (Blitz rules apply, see Chapter 11.) For clarity, it is advisable to state Blitz in the title or in the time control of the event.

## **11F. Incorrect initial position.**

See also 16R, No time adjustment **for reinstated position.**

## **19E. Sealed move envelope missing.**

See also 1C2, Director Discretion; 14J, Draw declared **by director**; and 21K, Use of director's power

## **28A. Swiss System Pairings, Procedures**

*TD TIP: ~~There are several ways~~ To verify a player's ID number and rating. ~~A player's Chess Life mailing label,~~ you can check the US Chess rating list (imported to the hard drive) and, ~~or~~ the Internet at [www.uschess.org](http://www.uschess.org). To save a lot of time at registration, check the manuals for the pairing programs to see if they can directly import player information from the data downloaded to a hard drive from the US Chess rating list or the US Chess web site. Contact US Chess for more information.*

## **28C. Ratings of players.**

*TD TIP: Players sometimes show the director ~~their Chess Life mailing label,~~ a US Chess crosstable, or their rating from the US Chess web page.*

## **28C1. Multiple US Chess ratings.**

b. If a player with an old established rating of 1900 is erroneously started over as 1700/5 (1700 based on 5 games), the rating used should be that of a 1900 player who draws 5 games vs. 1700 player, or 1860. See the chapter on the US Chess **Rating System.**

## **29E. Color allocation.**

For example, a player who had white in rounds one and two and black in round three has a due color of ~~lack~~ **black** in round four, as equalization has priority over alternation

## **29J. Unrateds in class tournaments.**

See also 28C, Ratings of players; 28D, Players without US Chess **ratings**; and 33F, Unrateds.

## **Chapter 8: The US Chess Rating System**

(Added Editor's Note at the start of Chapter 8)

### **Editor's Note:**

The material in this chapter is a mix of ever changing ratings formulas, ratings policies, and rules changes. This chapter does not reflect the exact system used to calculate ratings. Instead, it demonstrates the ideas behind the Ratings System. For the exact current formulas, policies, and rules please contact US Chess directly.

### **5. Rating floor.**

A player with an established rating has a rating floor. (An unrated player and a provisionally rated player do not have rating floors.) In most cases, floors are calculated by subtracting 200 points from the individual's highest rating achieved and setting the last two digits to zero. **Peak rating based ratings floors are based on post-event established ratings. Players who do not yet have established ratings (26 or more games) do not have peak rating based floors.** ~~If a player's highest rating achieved is greater than 1200, but less than 1600, the individual's floor is 1200. If the highest rating achieved by a player is 1200 or below, then the individual's floor is 100. No floors above 2400 or below 100 are permitted. And, once a rating goes above 1200 it cannot go below the 1200 floor.~~

### **6. Rating entire events.**

**In general**, these are the steps US Chess takes when a tournament gets rated.

- a. Set the initial ratings for unrated players.
- b. Compute first-pass ratings for unrated players.
- c. Calculate a rating for everyone.
- d. Based on the opponents' ratings from (c), recalculate a rating for everyone.

### **10D. Other considerations.**

~~Official ratings for individuals appear on each player's Chess Life mailing label every month.~~ The entire official list of rating changes are published in the Ratings Supplement, available as a download, every month and used for pairing, prize, and wall chart purposes. Players may also view their individual rating, and any official (plus unofficial) rating changes, by accessing the "Players & Ratings" (Membership Services Area, or MSA) located on US Chess's web site ([www.uschess.org](http://www.uschess.org)).

## **Chapter 9: Official US Chess Correspondence Chess Rules**

**Reflection time:** The time between a player's receipt of a move and the posting or sending of his/her response. Time control: Each player must make 10 moves in 30 days of reflection time. Time saved in a control carries forward.

Unusual delays within this limit warrant advance notice to the opponent(s).

Should be:

**Reflection time:** The time between a player's receipt of a move and the posting or sending of his/her response.

**Time control:** Each player must make 10 moves in 30 days of reflection time. Time saved in a control carries forward. Unusual delays within this limit warrant advance notice to the opponent(s).

## **Chapter 13: About The United States Chess Federation**

### **Chess rating service.**

You can trace your improvement with the US Chess's rating service for tournament play. ~~Your updated rating is on your magazine label.~~ **You may view your individual rating, and any official (plus unofficial) rating changes, by accessing the "Players & Ratings" (Membership Services Area, or MSA) located on US Chess's web site ([www.uschess.org](http://www.uschess.org)).** It shows how your skill matches up against other chessplayers coast-to-coast, and the system is recognized internationally.