

1. FIDE Rules will be used for this tournament... NOT USCF rules.

2. Electronic Devices

- a. Any electronic device that could be used to transmit or receive information related to chess or to calculate potential moves is not allowed in the tournament playing area. This restriction applies to players and all other personnel in the playing area except the tournament director and TD's support staff. Further, no such devices can be in the immediate possession of a player, regardless of the player's location, during a game that is in progress. Prohibited devices include, but are not limited to, cell or smart phones, tablets, computers and Apple or Android watches. (Nothing in this rule prohibits the use of Monroi or DGT devices at the discretion of the tournament director.) Violation of this rule by a player may result in the player's immediate forfeit of a game in progress. Violations by a non-player may result in banishment from the tournament playing area.

3. Ratings of Players

- a. American players use their US Chess ratings reflected in the December Rating Supplement, which is made available before the Pan-Am. TDs should have access to the online US Chess rating supplements.
- b. Unrated players do not affect the team average.
- c. Foreign players who have national or FIDE ratings must present evidence of this rating, and then the rating will be converted. The conversion table is as follows:
 - i. • Canada (CFC): Add 50
 - ii. • Quebec (FQE): Add 100
 - iii. • Most other nations: Add 200
 - iv. • New US Chess/FIDE conversion formulas:
 - v. • FIDE Under 2000, US Chess = FIDE rating x 5/8 + 720
 - vi. • FIDE 2000 and above = FIDE rating x 1.16 – 350
- d. If a foreign player has two or more ratings (US Chess, FIDE, national, etc.), the highest rating after conversion will be chosen. There is no rule that states a team must use the same rating system on each board (e.g. all FIDE or all national).

4. Team Requirements

- a. Pairings are done by considering each team an individual entity.
- b. When alternates play, they must do so starting on the lowest boards. Any regular team member may sit out when an alternate plays; other team members move up accordingly.
- c. Teammates must play in descending rating order, except that 50-point transpositions are allowed. Board order must remain the same throughout the event. Each team must submit a roster before the close of registration indicating the fixed lineup.
- d. All teams must designate a coach or captain (he/she need not be a competitor, just affiliated with the team's school). ***The role of the coach/captain is:***
 - i. To turn in his team line-up to the TD before the round begins (First round is 2 hours prior... all other rounds 1 hour prior).

- ii. To see that his/her team arrives on time for each match.
- iii. To see that his/her team plays in correct board order.
- iv. A team captain must not stand behind the opposing team during play
- v. **If the team captain/coach wishes to speak to one of his players, he shall first approach the arbiter. The team captain/coach shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain/coach. A team captain/coach is entitled to advise the players of his team to make or accept a draw ONLY. The team captain/coach shall not intervene in a game in any other way. The team captain/coach must not discuss the position on any board during play.**
- vi. To report the result of the match to the TD.
- vii. To check the wall charts for accuracy.

Note: "Package deals," such as offering draws on boards 1 and 4 to the opposing team captain, are not permitted.

5. Tournament Format

- a. Pairings are done by considering each team an individual entity. Each team gets one match point if the combined scores of the four players in a round is 2 1/2 or greater, one-half match point if the combined score is 2, and zero match points if the combined score is 1 1/2 or less. Teams are grouped by their match points and then ranked within the group by their ratings. Byes, defaults, lateness, and so forth are treated as in individual tournaments.
- b. The number of match points (not total game points) determines the final standings.
- c. If a school enters multiple teams, these teams may not face one another unless the TD views the pairing as the best possible choice. For instance, if the A and B teams of a college are undefeated after four rounds, then they must be paired in the fifth round to avoid a sixth or last round pairing.
- d. A team that is assigned "white" has white on boards 1 & 3, black on 2 & 4; conversely, a team that is assigned "black" has black on boards 1 & 3, white on 2 & 4.

6. Tie-breaks

Tie-breaks are used to award places and trophies only.

If two teams are tied for first, they are considered co- champions. Tie-breaks are used to determine which team name "goes first" in articles, and which team gets the larger trophy. The recipient of the second place trophy can have it sent it for a new engraving declaring that team "co- champion." If three or more teams tie, tie-breaks are used to determine first, second, third, etc. places. If two teams or individuals tie for a prize other than first place team, tie-breaks are used for place plus trophy allocation (no new engraving need be sent).

When team match points are equal, the following order of tie-break systems will be used:

- U.S. Amateur Team East (USATE). In the USATE system, you multiple your wins against each individual opponent's final score. Thus, if you defeated a 1st round opponent by a 3-1 score and they ultimately scored 2-4 in the Pan-Am, your team would then get 6 tie-break points (3x2). If you drew 2-2 in round two against a team that would ultimately score 5.5-.5, then you get 11 tie-break points (2x5.5).

- Game points
- Direct encounter
- Bucholz Cut 1
- Bucholz
- Sonneborn-Berger

For individual board prize determinations, the tie-break procedure is total points scored, then

- Winning percentage
- Median
- Solkoff
- Sonnenborn-Berger
- Cumulative • Kashdan
- Result between tied players
- Most Blacks
- Result between teams of tied players
- Coin flip

If you have any questions or concerns regarding these clarifications or any other rules associated with this tournament... please email both myself and the chief arbiter at the addresses below.

Kelly M. Bloomfield – Chair USCF College Chess Committee

Bloomfield.40@osu.edu

Tom Langland – Chief Arbiter

tom@calchess.org