

Tournament Rules and Regulations

Disclaimer:

The tournament will be conducted in accordance with official Rules and Regulations of FMJD, Annexes 1, 3, 4 and 5 (August 2024 version is referred). Annex 6 applies to the Blitz tournament.

The rules below are listed to either:

- a) clarify FMJD rules when several options are present,
- b) adapt FMJD rules to local conditions,
- c) enforce FMJD rules often overlooked by players,
- d) define new regulations not previously covered by FMJD regulations.

In the event of a conflict between this document and the references cited herein, this document takes precedence.

When no clear guidance exists neither here, nor in FMJD Annexes, the Main Arbiter's ruling shall take precedence.

1. Player's Responsibilities

Each player is responsible for familiarizing himself/herself with this document and obeying these regulations, to which he has signed and testified before the start of the tournament, as well as obeying ruling and directions of the tournament's arbiters during the games and official events such as opening and closing ceremonies.

2. Dress Code

US Open 2024 Organization Committee requires players to be dressed in a respectful manner for the games, especially for the opening and closing ceremonies as we expect officials, sponsors and media to attend our event. T-shirts are OK with an exception of the first and last days, when we ask our male players to wear collared shirts with long pants.

3. Tournament System

The tournament will be played with 9 round Swiss system.

The time schedule is provided in <https://sites.google.com/icaona.org/usopen2024/schedule>.

For pairing, players' FMJD ratings will be utilized together with other criteria (limitation on up/down placement, color equality, etc.)

4. Final Results

The minimum amount of money prizes is shown on the [main tournament page](#). There are trophies and monetary prizes to be awarded for the 5 top places in the tournament. There will be 3 prizes for youth (up to 16 years old), for seniors 60+ and women (if 4 or more participants in each category).

There are trophies and monetary prizes for the top 3 USA players. In addition, US Champion will gain the right to represent USA on the Pan-American games 2026. One or two more players will be selected from US Championship 2025. If in case of some unforeseen circumstances US Championship 2025 will not be conducted, the remaining vacant places will go to the next best result USA players from 2024¹.

In case of tie break, the following criteria (in the order of precedence) will be used to determine player's final placement:

- i. truncated Solkoff – the sum of scores of all opponents minus the lowest score
- ii. personal encounter between players with equal number of points, if they met
- iii. highest number of victories

- When the tie breaking mechanism i) cannot rank the players, the other criteria are used only for the announcement and trophies: the prize is divided equally between all tied.

5. Time Control

Fisher system with 1 hour 20 minutes for the game + 30 seconds added after each move.

¹ Note, that in order to qualify here, a player must be a member of ICAONA in good standing (membership fees paid) regardless of whether they reside or have a legal status in the USA.

6. Declaration of the draw

ICAONA supports FMJD Annex 3 Article 5.3 stating that “before a proposal for a draw can be made, at least 40 moves must have been made by each player”. Non adherence to this rule is punishable with the loss result for both players (0-0).

7. Game Recording

The players are required to document the moves after they are done. With Fisher system, there is no "time trouble" excuse not to record - the game must be recorded at all times!

If the player stops recording, the arbiter will have the right to implement the following sanctions: initial warning, turning the offender clock to move while the recording is made, stopping a game and declaring a loss for the offender and victory for the opponent. If both players stop recording, the game can be declared to have 0 – 0 result if both players refuse to rectify the situation.

8. Lateness and Absence in Tournament Room

The game will be counted as lost by a player who is late for more than one (1) hour since the start of the game.

A player can temporarily leave the game for a short time (smoking, bathrooms, etc.) during the opponent's move. However, prolonged, or repeated absences (longer than 15 minutes) could be questioned by the opponent, who has a right to bring them to the attention of the arbiter. To avoid conflicts and as a courtesy, it is recommended to a player to notify the opponent the reason for stepping out. If help with translation to another language is needed, a player can call the arbiter for help.

9. Use of Cell Phones

Players are not allowed to use cell phones during the duration of the games. If the cell phones are brought by players in the playing room, it is requested that they are either turned off or put in a silent mode and left with the arbiters for the duration of the games to avoid any penalties.

- If the player is caught in the possession of the cell phone ringing, texting or talking on the phone in the tournament room during the games, or using the phone outside the room while his/her game is in progress, the first-time offense is a \$20 USD penalty, on a consequent offense a game in progress will be stopped by the arbiter and declared lost for the offender.
- If the offender happens to be a spectator or a player who was not playing at the moment, he/she will be asked to leave the room immediately. After the second offense the spectator will be permanently banned from attending the competition.

10. End of the Game

The players who have finished the game shall:

- complete the notation forms, by recording the result, time played, round number, etc. down, sign both sheets and correct recording where errors were noted
- restore checker pieces back on the board in the starting position
- if they like to review the game, they should do it in a provided area outside of the tournament room.

11. General Atmosphere

- No discussion of the game still in progress is allowed inside the tournament room.
- Any conflict shall be resolved by calling the arbiter. According to Annex 3, Article 2.5a, the players are allowed to stop the clocks when an opponent makes an irregular or illegal move and ask the arbiter for the intervention. Stopping the clock without the arbiter's permission for any other reason can be construed as player's forfeit of the game.