



Chess Rules

1. Championship Programme

- Day 1: arrival of the teams, technical meeting and ID-Check*
- Day 2: rounds
- Day 3: round (excursion)
- Day 4: rounds
- Day 5: rounds; technical meeting and closing ceremony
- Day 6: departure of the teams

*Necessary documents from the Head of Delegation for the ID-Check: Signed form "Declaration of Participation" and personal legitimation from the participants.

The opening ceremony will be held either on day 1 or day 2.

The excursion will be no more than half a day and will be held at the discretion of the organisers during the USIC championships.

2. Composition of Delegations

Each delegation will consist of a maximum number of 8 (9) participants:

Players	6
Head of delegation	1
Trainer	$\frac{1}{}$
Participants	8
Interpreter *	1

** for delegations who speak no English (only if required)*

3. Championship System

At the technical meeting, each head of delegation shall submit a list with the names of all team members.

If a player needs to be replaced by the Trainer, no later than one hour prior to the start of that round, the head of delegation shall hand over to the referee a list with the names of the players during that round.

The Trainer shall always play at board six, whilst the other players shall advance by one board each.

The championship shall be held as a team championship with a total of six rounds. If more than 18 teams take part in the championship, seven rounds shall be played.

Each team shall be divided into three groups:

- group A boards 1 and 6
- group B boards 2 and 5
- group C boards 3 and 4

Subject to the number of participating nations, in the last two rounds, teams may be divided into two groups of three players each.

- group A boards 1, 3 and 6
- group B boards 2, 4 and 5

4. Game Duration and Start of the session

90 minutes for 40 moves + 30 minutes with 30 seconds cumulative increment for each move starting from the first move (that means electronic clocks are needed).

Start of the session

Five minutes before the game begins, the Tournament Director must announce the approaching start of the session by a double acoustic signal. The beginning of the playing session shall be announced by a single acoustic signal. Once the signal for the start of the round has been given, the clock of the player with the white pieces shall be started by his opponent. If the player of the black pieces is not present at the appointed time, his clock shall be started by the player with white, but without any move being made by the latter. Then, when the player of the black pieces arrives, he shall start his opponents' clock and the latter shall make his first move. If both players are absent, whites' clock shall be started by the Match Arbiter. Any player arriving at the chessboard more than 15 minutes late shall forfeit the game. If both players arrive more than 15 minutes late, the game shall be declared lost for both of them.

5. Evaluation

The points for each game shall be calculated on the basis of the following table:

Game	Groups A, B and C with 2 players each	Groups A and B with 3 players each
Victory	3 points	2 points
Draw	1.5 points	1 points
Defeat	0 points	0 points

6. Ranking

The team evaluation shall be based on the highest number of points scored.

If several teams achieve the same number of points, the evaluation shall be based on the following criteria:

- a) The highest number of points achieved by groups A, B and C (victory - 1 point, draw – 0.5 points, defeat 0 points).
- b) The outcome of the game between the teams concerned. In the event of a draw, the board shall be evaluated.
- c) The best result achieved per board starting from the first board.

7. Miscellaneous

7.1 The detailed championship programme concerning the organisation of each round as well as the game speed will be handed out during the first technical meeting.

7.2 If the number of participants is lower than expected, the duration of the championship may be shortened.

7.3 The final interpretation of the championship rules shall rest with the championship committee.

Change History

Approved	Date	Theme
PTC Svetlogorsk	19.Oct. 2012	Game duration
PTC Almaty (KAZ)	6. Sept. 2015	Minus Substitute player, minus 1 day (Future USIC)
Board	Aug 2021	ID-check