

## Time Control

The time control for most of our events is 40 moves in 90 minutes; then Sudden Death, with 30 more minutes added to your remaining time. This is called **40/90 then SD/30**. If your opponent does not make 40 moves in 90 minutes as shown by your score sheet, before he has completed 40 moves, you may claim a win on time. After both players make 40 moves, you each get an additional 30 minutes of time. Whomever runs out of time first, loses.

## Pairings

If there is an odd number of players in your section and you are among the rated players with the lowest score in your section, you may be paired out for the round. **There is no way of knowing in advance if this will occur**. If you are paired out, we will try and arrange a rated game for you among available players present.

## Projected Pairings

You must show up to play or call in for a bye if the projected pairings show you as paired out (not paired against anyone).

Projected pairings are based on the information available at the end of the previous round. Even if it shows you as being paired out, there is still a fifty-fifty chance that you will end up being paired, and thus responsible for playing your game. All it takes is an odd number of people taking or canceling a bye and you will end up being paired. It is understandable, especially if you travel a great distance that you may not want to leave it to chance on whether or not you will be paired. **If you don't want to take the chance that you will be paired out then you need to call and request a bye.** Taking a bye does not guarantee that you won't be in a similar situation and paired out in a future round.

## While You Are Playing

**You must write down your and your opponent's moves (record the game).** This is how you prove that you made the necessary number of moves or make other claims. Also, having your game score lets you go over your game later and learn from it.

Exception: If either player has less than five minutes remaining, both players are excused from the obligation to keep score until the next time control is reached.

The **touch-move rule applies**: if you touch one of your pieces, you must move it if you legally can; if you touch one of your opponent's pieces, you must capture it if you legally can. If you touch one of your pieces to adjust its position on its square, you must say "**adjust**" (or "*j'adoube*") while doing so.

It is illegal to discuss a game in progress regardless of whether it is your game or someone else's.

If you have a question about the rules or any problems, seek out one of the TDs **even if he is playing** a game.

**No food or snacks** are allowed in the playing room while games are in progress. Drinks are allowed.

## After Your Game

**Both Players are responsible** to make sure that their game result is recorded on the pairing sheet. If we do not have your result, you may not be paired the next round.

At the end of your game, do not discuss your game in the playing room. Take your belongings, mark your result on the pairing sheet and leave the room. We have a skittles room across the hall available for you to go over your game and talk.

Please pick up after yourselves. Do not leave trash behind.

## Courtesy

Please refrain from talking while games are in progress. If you must say something to your opponent, the TD, or anyone else, please do so as quietly as possible so as not to disturb the players around you.

Please remember that the club is run by volunteers. Try to not create work for others. Do what you can, even if it's just a little thing, to help out.

We are guests at the Senior Center, please keep the facility safe and clean.

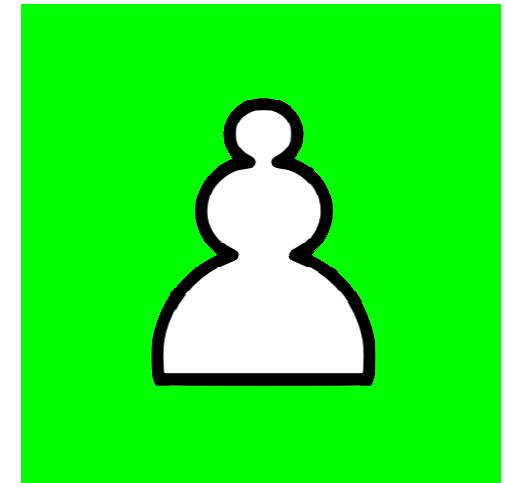


**MetroWest Chess Club**

Largest Chess Club in New England

Serving the MetroWest Boston chess community since 1983

# Essential Information for MCC Players



Arrive early!  
Onsite registration ends at  
**7:20 PM Sharp**

Call to request a bye before  
**7:00 PM**  
on Tuesdays  
**508 - 788 - 3641**

[www.MetroWestChess.org](http://www.MetroWestChess.org)

[InfoRequest@MetroWestChess.org](mailto:InfoRequest@MetroWestChess.org)

## Registering

You must register for each new event. Events almost always start on the first Tuesday of a month. Having played the month before has no impact on being registered for this month.

There are two ways to register:

1. You must be in line to register at the Club no later than 7:20 PM on Tuesday.
  - We strongly recommend you show up earlier than that.
  - Many arrive between 6:30 and 7:00 to attend group class, eat a light meal, study or play a warm-up game.
2. If you do not think you can make it to the Club in time to register, you may register by calling the club phone.
  - **Call before 7:00 PM on Tuesday.** After 7:00 PM we will not get the message.
  - Call **508-788-3641**
  - State your name clearly.
  - State the section you want to play in.
  - Re-state your name and section.
  - Do not ask questions or request confirmations. We will not call you back.

Be very brief and concise.

If we do not recognize your name we cannot pair you.

If we do not recognize the section, we will select the section for you and you must play in that section.

When you register you are obligated to play, and if you do not show up to play, you will be forfeited.

**Do Not call to tell us about the future.** Only register when you are going to show up to play. When you register we will automatically apply the bye points you are entitled to.

## If You Have Already Registered

Play starts at **7:30 PM** every Tuesday.

You do not need to tell us that you will play or that you are present once you are registered.

Everyone who is registered will be automatically “paired” to play every “round” until the event is finished (unless you have requested a “Bye”).

“Paired” means you will be assigned an opponent.

A “round” means which week of the event; e.g. Round 2 is week 2.

You only need to tell us when you will **NOT** be playing. This is called “requesting a bye.”

## About Byes

A “Bye” means you do Not want to play a particular round but will continue to play in the other rounds.

There are only **two valid** ways to request a bye:

- 1 Sign up for a bye on the **Advance Bye Sheet** located on the tournament director’s (TD’s) table.
- 2 You may call the Club phone to request a bye.
  - **Call before 7:00 PM on Tuesday.** After 7:00 PM we will not get the message.
  - Call **508-788-3641**
  - State your name clearly and the round you are taking the bye for.
  - Re-state all of the above.

Be very brief and concise.

We do not need an explanation; simply your name and round.

- Do not ask questions or request confirmations. We will not call you back.

You may also call to cancel a bye.

Requesting byes **by email is absolutely NOT allowed.**

## Forfeits

We take forfeits very seriously because it means that other players who showed to play are left without an opponent.

Things do happen and people end up forfeiting for all sorts of crazy reasons. The Club has a strict policy on forfeits that is geared to resolve things in a way that is fair to both the person who forfeited and the person forfeited against. No apologies are necessary or expected, as both parties can come away from the situation in a clean and simple manner.

Those who were forfeited against are paid \$10 by the Club as compensation. \$5 is a refund for the round they did not play, and the other \$5 for the disappointment of traveling to the Club and waiting an hour to discover they would not get to play that evening.

## If You Forfeit

If you are paired for a round and we did not receive a valid request for a bye and you do not show up to play the game, you will forfeit that game.

You must make your first move within one hour of the start of the game or you will be forfeited.

If you have forfeited, **you will be withdrawn from the event until you have paid your fine.**

You must pay your fine before registration is closed at 7:20 PM if you wish to get back into the event.

You will be assessed a fine of \$10 for your first offense.

You must go one year since your most recent forfeit and have paid all fines to have your forfeit record cleared.

Until your forfeit record is cleared, each additional forfeit will be assessed at double the fine of the previous offense.

For example:

2<sup>nd</sup> offense, \$20; 3<sup>rd</sup> offense, \$40, 4<sup>th</sup> offense, \$80; and so on.