

Club Policies

These rules go into effect on January 1, 2011.

1. No postponements will be granted in GKCC Swiss tournaments. Instead, a player may request a half-point bye for any one round, provided the request is made before the commencement of the round prior to the one for which the bye is requested. A player who is absent for the first round will be assigned a bye automatically.
2. A player may request only one bye per tournament, and once a player has requested a bye, he may not change his mind and later decide to play the game.
3. Late entries to GKCC Swiss tournaments will be accepted on the first day of the tournament; later entries may be accepted at the discretion of the Tournament Director. Late entrants may request a half-point bye for the first round.
4. Any player who forfeits two games in a GKCC Swiss, for whatever reason, will be expelled from the tournament and is ineligible to win a prize in that tournament. (In round-robin tournaments the Tournament Director will use his discretion to resolve the situation.)
5. Habitual violators of Rule 4 will be dealt with according to the discretion of the President.
6. GKCC Swiss tournaments are paired shortly after each round is completed. If both players depart the building without recording their results, and if it is impossible to determine the result of the game, the game may be scored as a double forfeit.
7. The Tournament Director is required to submit pairings, results, and cross tables from all events, and the games from the City Championship, to the GKCC Webmaster in a timely fashion.
8. It is the Tournament Director's responsibility to insure that all tournaments are both timely and fairly completed. Hence, his rulings on the administration of club policy will be considered final.
9. All casual games, conversations, analysis, and other activity must stop at 8:45 PM. It is the responsibility of everybody to pack up his belongings and exit the building promptly at 8:45 PM, permitting the sexton to lock up and go home.

Knoxville City Championship

1. Six weeks are allotted for the Knoxville City Championship.
2. It is the responsibility of the players to complete all their games, somehow, during those six weeks. (Cooperation and compromise may be necessary to insure that all the games will be played.)
3. Up to three Championship games can be officially postponed by the Tournament Director, and played on week six. These will be assigned first- come-first-serve, at player request. No player may request more than one official postponement.
4. A player who is absent for a game will be provisionally forfeited unless he somehow makes contact with the Tournament Director before 5:00 PM of the tournament day. At the request of his opponent, or if the game is not made up before the end of the tournament, the forfeit will be made final.
5. It is the responsibility of the players involved in a missed game (a “missed game” is an unofficially postponed game) to somehow arrange to play the game before the end of the tournament.
6. Any missed game that has not been played by the end of the tournament will be counted as a forfeit loss for the player(s) who requested the unofficial postponement.
7. Players are required to submit their score sheets promptly after completing a game.
8. At the discretion of the President, a player who withdraws from the Knoxville City Championship may be penalized.

Tournament Games Using Standard Time Controls

1. The official starting time for tournament games is 5:50 PM. If both players arrive earlier, they can start their game any time after 5:00 PM and use a longer time control. [Time control for games begun at 5:50 PM is game in 85 minutes. Games begun at 5:00 PM are game in 110 minutes. When a five-second time delay is not used, five minutes are always added to the clock.]
2. If a player cannot be at the club by 5:50 PM, he can notify the Tournament Director in advance and schedule his game for any later time up to 6:40 PM. The starting time for all games will be posted on the Web site. [Time control for games starting at 6:40 PM is game in 61 minutes. When a five-second time delay is not used, five minutes are always added to the clock.]
3. If your opponent isn't present at the scheduled starting time for your game, you have the option of waiting a while for him to show up. But you cannot wait past 7:00 PM, the time when all clocks must be started.

Clock Settings for Games Using Standard Time Controls

Start Time	Mins	Hrs/Mins	Clock
5:00 PM	110	1 hr. 50 min.	4:10
5:01 PM – 5:10 PM	105	1 hr. 45 min.	4:15
5:11 PM – 5:20 PM	100	1 hr. 40 min.	4:20
5:21 PM – 5:30 PM	95	1 hr. 35 min.	4:25
5:31 PM – 5:40 PM	90	1 hr. 30 min.	4:30
5:41 PM – 5:50 PM	85	1 hr. 25 min.	4:35
5:51 PM – 6:00 PM	80	1 hr. 20 min.	4:40
6:01 PM – 6:10 PM	75	1 hr. 15 min.	4:45
6:11 PM – 6:20 PM	70	1 hr. 10 min.	4:50
6:21 PM – 6:30 PM	65	1 hr. 5 min.	4:55
6:31 PM – 6:40 PM	61	1 hr. 1 min.	4:59
6:41 PM – 6:50 PM	55	55 min.	5:05
6:51 PM – 7:00 PM	50	50 min.	5:10
7:01 PM – 7:10 PM	45	45 min.	5:15
7:11 PM – 7:20 PM	40	40 min.	5:20
7:21 PM – 7:30 PM	35	35 min.	5:25
7:31 PM – 7:40 PM	30	30 min.	5:30
7:41 PM – 7:50 PM	25	25 min.	5:35
7:51 PM – 8:00 PM	20	20 min.	5:40

*Always add 5 minutes when a 5-second time delay is not used.

Greater Knoxville Chess Club