

# Club Policies

---

These rules go into effect on September 1, 2019.

1. No official postponements will be granted in GKCC Swiss tournaments. All tournament games must be played at the GKCC, at the appointed starting time. But if both players agree, and the Tournament Director approves, any game can be played at a different time and/or location. If for any reason an away-game is not played by the end of the tournament, the Tournament Director, taking every factor into consideration, will assign an equitable result to the game. Typically the player who requested the alternative venue will receive a half-point bye, and the other player will receive a full-point bye.
2. When the result of an away-game has not been reported to the Tournament Director, or if the game has not yet been played, the Director may guess the winner instead of automatically pairing both players as having drawn. If there is a great rating difference in the unreported (or unplayed) game, the Director may pair the higher-rated player as a win and the lower-rated as a loss. A variation is to pair the higher player as a win and the lower as a draw. Another variation, less common, is to pair both players as having won.
3. A player may request a half-point bye for any round, provided the request is made before the commencement of the round prior to the one for which the bye is requested. The Tournament Director can, at his discretion, also accept bye requests at any time.
4. A player may request only one bye in a tournament. Unless the Tournament Director rules otherwise, a player who has requested a bye cannot change his mind and later decide to play the game.
5. Late entries to GKCC Swiss tournaments will be accepted on the first day of the tournament; later entries can be accepted at the discretion of the Tournament Director. Late entrants can request a half-point bye for one game they missed. The Tournament Director can permit or ask late entrants to play their missed games. Taking every factor into consideration to ensure that it is fair and equitable to all participants, the Tournament Director may permit those late games to count towards the late entrants' tournament score.

6. A player who is absent for a game will be provisionally forfeited unless he somehow makes contact with the Tournament Director before 5:50 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.
7. 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.)
8. Habitual violators of Rule 7 will be dealt with according to the discretion of the President.
9. 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.
10. 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.
11. It is the Tournament Director's responsibility to ensure that all tournaments are both timely and fairly completed. Hence, his rulings on the administration of club policy will be considered final.
12. The GKCC President determines the scheduling and use of our meeting room, as well as the GKCC's event schedule. If there is a conflict with scheduling or other administrative matters, the President's directives take precedence over the Tournament Director's.
13. All club 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. Five weeks are allotted for the Knoxville City Championship.
2. It is the responsibility of the players to complete all their games, somehow, during those five weeks. (Cooperation and compromise may be necessary to insure that all the games will be played.)
3. No Championship games will be officially postponed, and all Championship games must be played at the GKCC, at the appointed starting time. But if both players agree, and the Tournament Director approves, any game can be played at a different time and/or location. If for any reason an away-game is not played by the end of the tournament, the Tournament Director, taking every factor into consideration, will assign an equitable result to the game. Typically the player who requested the alternative venue will receive a forfeit loss, and the other player will receive a full-point bye.
4. A player who is absent for a game will be provisionally forfeited unless he somehow makes contact with the Tournament Director before 5:50 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. Players are required to submit their score sheets promptly after completing a game.
6. 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. To ensure that all games are finished by closing time, each clock is set individually based on the actual starting time of the game.
2. 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 beginning at 5:50 PM is game in 85 minutes. Games beginning 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, to fit the closing time of our meeting site.]
3. 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, to fit the closing time of our meeting site.]
4. 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 before starting his clock. But you cannot wait past 6:40 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*