

## Rules for the 2006 Amateur Team Playoff

1. The chief TD will be NTD, IA Carol Jarecki.
2. Each team captain must contact the chief TD on or before Wednesday, February 23<sup>rd</sup>, to confirm their team's participation in the playoffs. If a team captain has not confirmed his/her team's participation by February 28th, the chief TD will invite the runner-up to participate in the playoffs.
3. The first round of the playoff will take place on April 2, 2006 at 1PM Eastern time. The East team champions will play the South team champions, and the Midwest team champions will play the West team champions.
4. The final playoff match between the winners of the two first round matches will take place on April 2, 2006 at 6PM Eastern time.
5. Postponement of a match may only occur with the consent of both team captains and the chief TD.
6. Matches will be played with a time control of G/90 with a 5 second increment.
7. In the event of a drawn match, there will be a quick playoff with a time control of G/15 with a 2 second increment. The quick playoff will take place immediately after the conclusion of the match. If the quick playoff is drawn, there will be a blitz playoff with a time control of G/5 and no increment.
8. All games will be played on ICC.
9. The ICC board and the ICC clock are the official board and clock for the match.
10. Each team must have four computers, one for each player. Each player will use his/her own computer to make his/her own moves.
11. Each player must have an appropriate Internet account.
12. All team members are expected to be physically present in the same building/room during the match. If it is not possible for all four team members to be present in the same location, the team captain must notify the chief TD at least 7 days prior to the start of the match.
13. Use of any chess-playing computer, chess-playing software, a physical chessboard, any chess reference material of any kind, or contact with anyone for advice or consultation at any time during the match, by anyone in the room, is strictly prohibited and will be grounds for immediate forfeiture. Unless otherwise agreed upon by all, each team is expected to have a previously accepted on-site TD present.
14. Only the chief TD can uphold a claim of a mouse slip. A player who wishes to claim a mouse slip must contact the chief TD before he/she has started the opponent's clock. No mouse slips are allowed during the Blitz games.
15. The decision of the chief TD is final. Failure to promptly comply with any ruling by the chief TD may result in sanctions up to and including forfeiture of the match, at the chief TD's discretion.
16. Each team is responsible for hiring an on-site TD to be physically present during the match. The name and certification of the proposed TD must be communicated to the Chief TD at least a week in advance and accepted. Players may appeal a decision made by an on-site TD to the chief TD. The on-site TD will enforce any ruling made by the chief TD.
17. The USCF will provide up to \$100 expense money to each team that completes its scheduled match(es) without a forfeit. Upon request, and against invoice, the check will be sent to the team captain after the conclusion of the playoffs. The team captain may use this money for any reasonable purpose including but not limited to paying an on-site TD, paying for telephone bills, internet connections or computer rental, reimbursing players for travel expenses, or buying food for the team.
18. A team should use the same players in the playoff that were used in the Amateur Team Tournament. Any substitution must be approved in advance by the chief TD. A team may not use more than two substitutes in the playoffs. Players who played for another team in the Amateur Team Tournament may not serve as substitutes in the playoffs. A substitute must be lower rated than the player he/she is replacing and would be a direct replacement.