

Rules for the 2007 Amateur Team Playoff

1. The chief TD will be NTD, IA Carol Jarecki (carolj10280@yahoo.com). (H) 212-912-0972; (M) 917-690-8566
2. Each team captain must contact the chief TD on or before Thursday, March 1st, to confirm their team's participation in the playoffs. If a team captain has not confirmed his/her team's participation by March 1st, the chief TD will invite the runner-up to participate in the playoffs.
3. The first round of the playoff will take place on Saturday, March 24th at 1PM Eastern DST. The East team champions will play the South team champions, and the Midwest team champions will play the West team champions. The Chief TD will toss for colors at least 4 days before.
4. The final playoff match between the winners of the two first round matches will take place on Saturday, March 24th, 2007 at 6PM Eastern DST.
5. Matches will be played with a time control of G/90 with a 5 second increment.
6. The Chief TD will toss for color for Board 1 and the others will alternate. 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. Colors will be the reverse on each board as those played in the first game. If the quick playoff is tied, there will be a blitz playoff with a time control of G/5 and no increment. The Chief TD shall chose new colors for the Blitz game on Board One and the other boards alternate. If that tiebreaker is drawn the next will be Armageddon at 7 minutes for white and 5 minutes for black without increment. In case of a drawn game black wins. The Chief TD will toss anew for color. Communication for this toss will be best conducted by telephone simultaneously with the two teams involved.
7. All games will be played on ICC.
8. The ICC board and the ICC clock are the official board and clock for the match.
9. Late player: start times are by the wall clock. If a player has not arrived at the playing site, ready to play by ½ hour (30 minutes) after the scheduled start, that player forfeits. If neither opponent arrives it will be a double forfeit. No one other than the player, sitting at the computer, may start a game. It is, therefore, very important that all players are onsite well in advance, and have tested the computers and Internet connections to be used, to confirm that everything is up and running.
10. Each team must have four computers, one for each player. Each player will use his/her individual computer to make his/her own moves.
11. Each player must have an appropriate Internet account. ICC will assist with this if necessary.
12. All team members are expected to be physically present in the same building/room during the match. If it is impossible for all four team members to be present in the same location, the team captain must notify the chief TD at least 10 days prior to the start of the match.
13. At least two telephones must be available at all times. These can be mobile phones, two separate land lines or a combination of both. They must be kept restricted for the use of the TDs to communicate with each other and with the Chief TD. Satisfactory wireless reception must be tested and confirmed.
14. Use of any chess-playing computer, chess-playing software, a physical chessboard, 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. Each team is expected to have a previously accepted onsite TD present throughout the games.
15. No claims of mouse slips are allowed.
16. The decision of the chief TD is final. Failure to promptly comply with a ruling by the chief TD may result in sanctions up to and including forfeiture of the match.
17. Each team is responsible for hiring an onsite TD to be physically present throughout the match. The name and certification of the proposed TD should be communicated to the Chief TD and accepted at least 7 days in advance. Players may appeal a decision made by an onsite TD to the chief TD. The onsite TD will enforce any ruling made by the chief TD.

18. 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 onsite TD, paying for telephone bills, internet connections or computer rental, reimbursing players for travel expenses, or buying food for the team.
19. A team should use the same players in the playoff that were used in the Amateur Team Tournament. The chief TD must approve any substitution in advance. 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.
20. All games in the primary time control (G/90+5 sec.) will be USCF rated. Subsequent tiebreak games will not. None will be FIDE rated.

NOTES: Please provide the Chief TD, at least 5 days in advance, with two phone numbers that will be used at the playing site and can be dedicated to incoming/outgoing calls relevant to the tournament. Please confirm that the phones function well at the site and that there is good connectivity for any wireless devices. In other words, if you are playing from a private house, for instance, make sure no one else will use the phones. If you are playing from a chess club, or something similar, make sure the cell phones will ring and be heard without delay.