

THE TOURNAMENT RULES IN FORCE

1. Each entry is a computing system with one or more human operators. An operator cannot simultaneously be responsible for two entries. A listing of all chess-related programs running on the system must be available on demand to the TD (Tournament Director).
2. Participants must attend the organisational meeting at 12 noon on Sunday 28 May, 1989, to complete the official registration and to agree on a finalization of the tournament rules. The TD has the right to choose an alternative to replace an entrant who fails to appear.
3. The competition is a five round Swiss-style tournament. The first and second rounds are scheduled for 1 pm and 7 pm respectively on Sunday 28 May 1989. The remaining rounds will be on succeeding evenings at 7 pm. The organizers are permitted to make minor changes to the starting times to suit local conditions.
4. The order of the finish will be determined by the number of points earned. Should the 5-round tournament not yield a clear winner, a sudden-death play-off for the title World Champion 1989 will be organized immediately after the final round. Other ties will be resolved by using the sum of the opponents' points in the last 4 rounds. Trophies will be awarded to the first three finishers. Cash prizes are awarded to the first three places, i.e. before breaking ties.
5. The Shannon Perpetual Trophy will be awarded to the World Champion 1989.
6. Unless otherwise specified, rules of play are identical to those for "human" tournaments. If a point is in question the TD makes the final decision, possibly after consulting an ICCA appointed committee.
7. Games are played at a speed of 40 moves per player in the first two hours of play, and 20 moves per player per hour thereafter.
8. Each game is to be played on the official chess board provided by the organizers. The official clocks will be the ones designated by the organizers.
9. All offers for a draw must first be cleared with the TD. A computer generated draw offer can be communicated to the opposing program, which can then accept or reject it. The operator is purely passive and cannot initiate a draw offer, and cannot participate in the acceptance/rejection decision.
10. The TD has the right to adjudicate a game after five hours of total clock time. The adjudication will be based on perfect play by both sides. The TD will make every effort to avoid adjudication by requiring the programs to continue play until the situation on the board is clear. Before the start of each round the operator must declare to the tournament director and the opponent any computer availability constraints which may interfere with play beyond the minimum requirement.
11. Whenever it is detected that an operator has incorrectly entered a move, or played the wrong move on the official board, the TD must be notified immediately. The TD will back up the clocks to the point at which the last correct move was made, provided the clock times have been recorded. If the offending operator has not recorded the time, that team's clock will not be adjusted. The clock of the innocent side will be backed up by an amount equal to the average time taken per non-book move in the game so far.
12. The operating console must be at the tournament site and must communicate directly with the remote system. Thus a human intermediary at a remote location is not permitted.
13. Each team that uses a terminal must position the display on the game table in such a way that the opponent has a good view of it. An operator can only (1) type in moves and (2) respond to requests from the computer for clock information. If the operator must enter extra information, this must be approved ahead of time by the TD. Entry of extra commands to display the board or the moves made so far is discouraged. The TD must be consulted before any special measures are taken to clear the communication line of noise or to interrogate the computer/communication to determine if they are still operational.
14. A team may ask that the TD stop the clock at most twice during the course of a game. The clock must be restarted each time after at most 15 minutes. If a team using a remote computer can establish that the problems are in the communication network and not in its own computing system, the TD can permit additional time-outs.
15. If a failure occurs during the course of a game (a program crash or communication failure leading to an equivalent situation) only the position, move number and clock time may be communicated to the computer. The program should be capable of automatically preserving and restoring from a "restart file" the current setting of the parameters. Other restart mechanisms such as re-accepting all the moves made since the start of the game (and hence re-computing the parameter settings) are permitted.
16. A team must receive approval of the TD to change from one computing system to another.
17. At the end of every game, each team must provide the TD with a copy of the official score sheet (or computer generated equivalent), properly signed by both teams.