

THE FIFTH WORLD COMPUTER-CHESS CHAMPIONSHIP TOURNAMENT RULES

1. Participants are required to attend a meeting at 6 p.m. on Tuesday, June 10th, for the purpose of officially registering for the tournament. Rules will be discussed at that meeting. The Tournament Director has the right to choose an alternate to replace any entry which fails to appear.
2. Each entry is a computing system. Operators to supervise the system are also considered part of the entry. A listing of all programs running on that system should be available on demand to the Tournament Director.
3. The tournament is a five-round Swiss-style tournament with trophies to be awarded to the first three finishers.
4. The rounds will begin at 10.00 a.m. each day. There will be one round per day, with play on the 11th, 12th, 13th, 14th and 15th of June. The playing session must be concluded no later than 6 p.m. each day.
5. Unless otherwise specified, rules of play are identical to those of regular "human" tournament play. If a point is in question, the Tournament Director has the authority to make the final decision.
6. Games are played at a speed of 40 moves per player in the first two hours and then 10 moves every 30 minutes thereafter.
7. The Tournament Director has the right to adjudicate a game after five hours of total clock time. The adjudication will be made on the premise that perfect chess will be played by both sides from the final position.
8. The order of finish of the participants will be determined by the total number of points earned. If two teams have an equal number of points, the sum of opponents' points will be used as a second factor. If a tie still remains, the points scored at the end of each round will be added together and the program with the higher total is awarded the higher place.
9. At the end of each game, each team is required to submit a game listing to the Tournament Director.

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10. Any computing system can be used. Permission to change computing systems must be obtained from the Tournament Director.
 11. A computing system can request that its own program be changed (i.e., a new module inserted) if the way in which the request will be made by the computer is submitted in writing to the Tournament Director before the first round begins. The Tournament Director has the right not to accept the procedure if it is felt that there is any human decision-making involved.
 12. A team may request the tournament director to stop its clock at most twice during the course of the game because of technical difficulties. The clock must be restarted each time after at most 15 minutes. If the team can clearly establish that its problems are not in its own computing system but in the telephone network or in the communication facilities provided by the Tournament Committee, the Tournament Director can permit additional time-outs.
 13. There is no manual adjustment of program parameters during the course of a game. In the case of failures, the program parameters must be reset to their original settings if it is at all possible. Information regarding castling status, en passant status, etc., may be typed in after a failure. If at any time during the course of a game the computer asks for the time remaining on either his or his opponent's clock, this information may be provided. However, the computer must initiate the request for information.
 14. Each game is officially played on a chess board provided by the Tournament Organizing Committee (TOC). An electronic chess board used by one side can be substituted if the other side is agreeable. The official clock is provided by the TOC. If both sides are agreeable, another clock can be used.
 15. It is possible that programs competing from North America may be required to transmit their moves in a specified manner, in order to allow use of a single satellite line. If this is the case, details will be announced in good time.