

TOURNAMENT RULES

These are some of the Rules of Play taken from the U.S. Chess Federation's Official Rules of Chess.

3.1 IF UNSURE ABOUT A RULE OR IF THERE IS ANY PROBLEM

- a) Stop both clocks and get the tournament director.

3.2 TOUCH MOVE

- a) If the player whose turn it is to move touches one or more of his or her own pieces, he or she must move the first piece touched, if it can be legally moved.
- b) If the player whose turn it is to move touches one or more of his or her opponent's pieces, he or she must capture the first piece touched, if it is legal to do so.
- c) If none of the pieces touched can be legally moved or captured, the player may move any piece.

3.3 THE CHESS CLOCK

- a) Each player must press the clock button with the same hand just used to move a piece.
- b) Each player must make a certain number of moves, or all moves, in the amount of time that is specified in advance. The person who runs out of time loses the game, unless the opponent has no pawns that can promote, or pieces that can deliver Checkmate. In this case it is a Draw.

3.4 RECORDING MOVES

- a) Each player must record the moves of the game, for games 30 minutes or longer, except if one player has less than five minutes remaining on his or her clock. Then neither player is required to keep score.
- b) Players who cannot record moves will start with 5% of their playing time removed from their clock, up to a maximum of 10 minutes.
- c) Players who are not recording cannot claim a draw (tie) by triple occurrence of position unless he or she can demonstrate to a director the ability to force a triple occurrence of position.
- d) Players who are not recording cannot claim a draw using the 50-move rule unless a director or an appointed person counts moves. In this case no prior moves can be used in the count.

3.5 DECLARING CHECK

- a) When a player puts his opponent into check, they are not required to announce check.

3.6 PLAYER'S CONDUCT

- a) Each game should be played with a spirit of good sportsmanship. It is customary to shake hands before each game and say "good luck", and to shake hands when the game is over and say "good game".
- b) A player is not allowed to use any books, magazines, or other printed materials during the game.
- c) No player may make notes during the game.
- d) It is not permitted for a player to discuss his game that is in progress with a third person or to seek advice.
- e) A player may not distract or bother his opponent in any way during a game.
- f) Talk only while your own clock is running and limit it to explaining a problem to the director, calling illegal moves, asking for a draw, resigning, or calling checkmate. Talk while your opponent's clock is running is limited to answering your opponent's important questions.
- g) The tournament hall needs to be 100% quiet. After a game, opponents should shake hands, mark result, leave room and then if desired, discuss game or other topics in a skittles area, if available. In the room itself, there should be zero whispering, other than perhaps a director quickly handling dispute. When a player is intense in thought, hearing even a whisper can be distracting.

3.7 AFTER EACH GAME

- a) Both players are responsible for reporting the result of their game on the pairing sheet.