

Perth Chess Club rules (in brief) for all formal games, with FIDE July 2017 laws in brackets

- 1) Mobile phones must be switched off in the playing area: if during a game a player's phone makes a noise, or is found on, the player will be warned by the DOP that if it happens again in that session his/her game will be lost. (FIDE 11.3.2.2, 12.8, 12.9.1)
- 2) Default time 30 minutes – if you fail to arrive within 30 minutes of the start then you lose by forfeit, unless there was prior agreement with your opponent or the DOP. (FIDE 6.7.1)
- 3) Chess is a game between two players and so players must not do any of the following (FIDE 11.3.1):
 - i) get advice from other players, books, notes or electronic sources.
 - ii) analyse their game on another board or make notes.
 - iii) point out any loss on time apart from their own game.
 - iv) leave the playing area while it is their turn to move.
- 4) If you touch a piece you must move it if legally possible, unless you first say adjust or j'adoube. (FIDE 4.2.1)
- 5) The same hand that moves the piece must be used to press the clock. The DOP will issue a reminder warning, persistent offenses may incur a time penalty. (FIDE 6.2.3)
- 6) If your opponent makes an illegal move and presses the clock, it is usually reasonable to point this out to your opponent and press the clock (so you gain the increment time, ie. 30 seconds). Alternatively, you do have the option of stopping the clock and summoning the DOP who will award you an extra 2 minutes (FIDE Article 7).
- 7) Recording of moves during the game. This is to be done after you have made a move and before you make your next move. (FIDE 8.1.3)
 - a) If the increment is 30 seconds or more per move, then all moves must be recorded. (FIDE 8.4)
 - b) If the increment is less than 30 seconds per move, then you may stop recording only when you have less than 5 minutes left on your clock, regardless of how much time your opponent has. (FIDE 8.4)
- 8) If you require the assistance of the DOP, then stop the clock and summon the DOP. Any queries or disputes are to be conducted in a quiet and non-disruptive manner, so that all may enjoy their chess without distraction in a quiet and pleasant atmosphere. (FIDE 6.11.2)
- 9) **For swiss tournaments.** Players may have up to two half point byes, (except for the last round) provided they request the bye at least one week before the round: ie. request by Wednesday at the end of round 1 for a bye in round 2. If less notice is given then the player forfeits that round. This one week notice is required because the pairings are made and published on Thursday and once published, the pairings shall not be changed unless they are found to violate C.04.1.b (*Two players shall not play against each other more than once*). (FIDE C.04.2 General handling rules for Swiss Tournaments D10).

If, after the round has started two players do not have a game, then they can be paired against each other. This is only allowed when the arbiter and both players agree and they have not already played in this tournament. (FIDE Competition Rules 8.3 (3)).

This re-pairing will have to occur after the 30 minute default time (rule 2 above) if a player's attendance is unknown (otherwise it could happen straight away). So if you are unable to attend, you should notify the organiser as a courtesy to other players.
- 10) **For all-play-all groups/divisions (non-swiss paired).** A “catch-up” round is available the week prior to the last round and players are encouraged to use this if a game cannot be played on the scheduled evening.

If a player is unavailable for a round then they should notify the organiser who will contact the available player. The available player may well be agreeable to arranging to play either on the catch-up evening or another time, but does have the option of taking a win by forfeit. If a game is postponed but does not occur, then the original available player will win by forfeit.