

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, then stop the clock and summon the DOP. The DOP 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 FIDE rated swiss tournaments: 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)).