

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

- 1) During rated tournaments mobile phones and other electronic devices must be switched off in the playing area and not be on the person. They must be placed either: on the table or under the table or in a bag or in the chess clocks tub. For having a phone on their person or a phone making a noise, a first instance will result in a warning (12.9.1) and if the player is found to re-offend at any point in the tournament, their game shall be lost. Players should be aware that other tournaments, such as those organised by CAWA, apply more severe rules - a straight loss (no warning) as per (11.3.2.2). The only exception to the above is if prior permission has been given by the DOP for a medical condition (12.8). If you notice a player (still playing) with a phone in their possession you should discreetly and quietly let only the DOP know. If the use of a phone for analysis is detected, then a player can expect to be dealt with under the CAWA phone policy.
- 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. (6.7.1)
- 3) Chess is a game between two players and so players must not do any of the following (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. (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, you should stop the clock and summon the DOP. For the first illegal move they will award you an extra 2 minutes.  
If a player makes a second illegal move and press the clock, then they forfeit the game (7.5.5).
- 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. (8.1.3)
  - a) If the increment is 30 seconds or more per move, then all moves must be recorded. (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. (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 pleasant atmosphere. (6.11.2)
- 9) **For swiss tournaments.** Players may request half point byes, (except for the last round). This will be given, unless it is requested on the evening of the game: then the player forfeits that round.  
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 6.7(3)).  
This re-pairing will have to occur after the 30 minute default time (rule 2 above) if a players 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 has 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.