

## SPECIFIC PLAYERS' RULES

2018-2019

10.11.18

6.1. RULE FOR PSC GAME PLAY: SPECIFIC PLAYERS' RULES has been developed using the United States Chess Federation's Official Rules of Chess and its revisions as a guide and under the supervision and direction of the PSC Board of Directors. The SPECIFIC PLAYERS' RULES shall be considered the RULE for PSC game play for the 2018-2019 PSC chess season.

6.2. FORMAT: The type of tournament will be 4-round Swiss, with acceleration if warranted.

6.3. CLOCK USED: Unless otherwise announced, all PSC tournament rounds are sudden death G/30. Each player's time is set to 30 minutes. No time delay allowed.

6.3.1. Clock placement is made by Black. It must be equally reachable by both players.

6.3.2. Senior, Middle and Elementary division players may require their opponent to play on a clock. Requiring player must provide a clock and know how to operate it. [PSC does not provide clocks.] Primary and Guppy division players may NOT require their opponent to play on a clock. However, use of a clock is recommended.

6.3.3. Stop Clocks when a move ends the game.

6.3.4. If time expires on one player's clock, the game is over. Player with time left is the winner **IF** that player has sufficient material to checkmate. If not, the game is a draw. If time on both clocks is discovered expired, the game is a draw unless checkmate has occurred.

6.4. CLOCK NOT USED: Unless otherwise announced, each round will be one hour. When the round time expires, all games must STOP. Unfinished games will be considered a draw.

6.5. STALLING: Players NOT on a clock must make moves in a "reasonable" amount of time. Failure to do so is stalling. A player observed stalling will be required by an ATD to move in an ATD designated amount of time. If the player fails to so move, that player shall be ruled as having "resigned". Repetitive Checking is NOT stalling.

6.6. TOUCH-MOVE: If a player touches one of his/her pieces that has a legal move, that piece must be moved. If a player touches an opponent's piece that may legally be

captured, that piece must be captured.

6.6.1. An opponents piece willingly struck by a piece being moved shall be considered the same as touched.

6.6.2. Cupping the hand to enclose a piece is considered touching the piece.

6.6.3. A player on the move may adjust pieces but must announce intent to adjust before adjustment to avoid a touched piece claim. Incidental contact with any piece is not considered a “touch”. An example would be a player reaching to move a Pawn and bumping a Bishop on the way to the Pawn.

6.7. GAME NOTATION: All players are **highly encouraged** to record their moves. Notation may serve as evidence in a game concern and players can analyze their notated games later.

6.7.1 Senior and Middle division players are required to take notation except during the last five (5) minutes of a game. A Senior or Middle division players’ **refusal** to take notation will result in that players loss of any points earned from that game. Players are expected to help each other in keeping notation.

6.7.2 PSC accepts Algebraic Notation (1. c3 Nc6) and Coordinate Notation (1.C2-C3 B8-C6).

6.8. PAIRINGS: Players from the same school are NOT normally paired with one another. Two exceptions are ... during the Championship Tournament and when teams are large.

6.9. MOVE ASSISTANCE DURING PLAY: If a player does not know how to move pieces, the opponent should call for an ATD. If verified by an ATD, the player knowing how to move wins without further play. If it is determined that neither player knows how to move, the game will be ended and declared a draw.

6.10. INTERFERENCE: Players of one game are not to talk to, assist, or in any way distract players of another game.

6.11. REPORTING RESULTS: When a game is finished, both players must leave the playing area together and go directly to the Reporting Table for their division and report the results. Players are not to linger on the way out of the hall.

6.12. PLAYING AREA ADMITTANCE: Only those persons authorized by the Tournament Director are allowed in the playing area at any time.

6.13. DRAWS: Both players receive ½ of a point for the game.

6.13.1. When a **player on a clock** wants to offer a draw, the player must offer the draw after a move but before the opponent's clock is started. Then the opponent's clock is started. The opponent can accept the draw offer until he or she touches a piece on the board. Once a piece is touched, the game continues. If both players agree to a draw, the game is over. Players may not agree to a draw after the game is over.

6.13.2. Fifty Move Rule is in effect with 50 consecutive moves made with **no pawn moves and no captures**. Either player may make the claim that the game is a draw. The player making the claim must provide **notation proof**.

6.13.3. A game is a draw if the material is so simplified that both players cannot checkmate.

6.13.4. STALEMATE: results when a King is not in check and the player has no legal move.

6.14. ANALYSIS OF GAMES: Players are encouraged to go over completed games with their opponents. However, players are not to analyze completed games in the tournament playing area.

6.15. GAME PLAY: Players must conduct themselves in an appropriate sportsman like manner. Distracting noises, disturbing/loud/excessive talking, distracting gestures, cheating and such like, is considered unsportsmanlike behavior.

6.15.1 GAME PLAY PENALTIES: Penalties may include a warning or forfeiture for one or both players of a game. Penalties are applied during the game.

6.15.2 REMOVAL OF PLAYER: Removal of any player from the playing hall shall be warranted if a player is threatening, bullying, fighting, displaying unwillingness to follow PSC policy, throwing a Tantrum, etc. Such player will be referred to the **Discipline Committee**. TANTRUM: An emotional outburst typically characterized by stubbornness, crying, screaming, yelling, shrieking, defiance, angry ranting, a resistance to attempts at pacification.

6.16. GAME PLAY DECISION APPEAL PROCESS: When a decision is made by an ATD, that decision may be appealed to the Tournament Director (TD) **during that game** by either player. The TD will render a decision. An effected players' coach may request a meeting with the TD to discuss the decision made by the TD. If the coach is not satisfied with the TD clarification of the decision, the coach may appeal to the APPEAL COMMITTEE.

6.17. APPEAL COMMITTEE: The committee exist to review appealed game play decisions made by the TD and give a final ruling. It shall consist of one PSC Board of Directors member and one uninvolved ATD. The coaches effected, an involved ATD, and the

players, may be consulted. The TD shall be present.

6.18. SPECIAL NEEDS: The Tournament Director (TD) should be made aware of any player that has "special needs" before the first game of a Tournament.

6.19. PLAYER CALL FOR AN ATD: Players call for an ATD by raising their hand. An ATD will respond as soon as possible. **Players are to sit quietly until an ATD arrives.** An ATD will ask about the situation and help players in resolving the issue or make a ruling. The ATD will allow each player, in turn, to have a say as needed.

6.20. RESIGNATION: Done by the player resigning clearly saying "I resign." or tipping over his/her King in an obvious manner. When a player resigns, the game is over. A resignation once made may not be withdrawn.

6.21. ACCIDENTAL RELEASE OF PIECE: A piece is "moved" if standing and a legal move.

6.22. CHESS SETS: The player assigned to play as Black is expected to provide a chess set. However, either player may provide one. The set is to be "standard". No fantasy sets, large sets, or small sets are allowed. Use of nonstandard color chess sets is discouraged as they may lead to confusion. A player may not use any chess set other than the one used for the game.

6.23. INCORRECT INITIAL POSITION OF PIECES: When discovered before 5 moves, the game is ended and a new game played on the remaining time. Otherwise the game is played out as is.

6.24. ILLEGAL MOVE: Players need to agree on the correct position before the illegal move and continue play. An ATD is to be consulted for assistance or a ruling if players cannot come to an agreement. Notation should be used to determine correct position.

6.25. SAYING "CHECK" OR "YOUR MOVE": Saying check is not necessary. However, pointing out a check is required if a King is left in check. **It is illegal for a player to leave the King in check or capture a King.** A player may remind his opponent that it is his/her move IF it appears their opponent is not aware of it. However, this must not be done to annoy or pressure an opponent.

6.26. LATE OPPONENT: When an opponent is late to a game, **the waiting player must wait 20 minutes** before leaving to report a win by default. Senior, Middle, and Elementary division players with a late opponent may start a clock. Players playing White may make a move and then start opponents clock. Players playing Black may start White's clock. A late player will play with time left when arrives.

6.27. PLAYER AGREEMENT OF GAME RESULTS: Players decide if a game is over. Once a game result is agreed to by both players, the results must be reported by both players together at the appropriate designated reporting place.

6.28. PLAYER SEATED AT WRONG PAIRING: Any player found seated at a wrong pairing during the first **20** minutes of a round may be seated at the correct pairing and allowed to play with the time remaining. Any player seated at a wrong pairing after 20 minutes is disqualified. Any player with an absent opponent should check that they are at the correct pairing location. Coaches are solely **responsible** to see that their players are seated at the correct pairing location.

6.29. COLOR: Players must play with assigned color of pieces. The color is determined by the PSC computer program.

6.30. RESTROOM BREAKS: RR break time is provided between rounds. However, a break may be necessary during play. A player must notify his opponent and an ATD before leaving. Players NOT on a clock shall be limited to about a 5 minute break. Players on clocks must leave with their clock running. A player must go directly to and return from the RR without "visiting". A player taking a break during the last 5 minutes of a game will be considered resigned.

6.31. ELECTRONIC DEVICES: A phone or pad can be used during games to listen to music or as a game clock by agreement of both players. The following conditions must be met: 1) The device must not be used to make phone calls, take notes, play chess, etc. 2) The music device must have headphones with the volume adjusted to be heard by the user only. 3) The device must be kept in view on the playing table at all times.

6.32. SPECIAL MOVES: All players need to be taught CASTLING, EN PASSANT, and PAWN PROMOTION as a part of learning how to play chess. Check out most any book on chess and the internet for explanations, examples, and videos regarding these and other moves.