

6. SPECIFIC PLAYERS' RULES

2017-2018

6.1. RULE FOR PSC GAME PLAY: The PSC Board of Directors has approved the U.S. Chess Federation's Official Rules of Chess 5th Edition and its revisions, as published by the U.S. Chess Federation, AS A GUIDE in developing these SPECIFIC PLAYERS' RULES. These "Specific Player's Rules" shall be considered the RULE for PSC game play.

6.2. FORMAT: The type of tournament will be 4-round Swiss, with acceleration if warranted. Swiss Round format means that each player will play each round, or if forced to take a bye because of an odd number of players in the division, will receive a point in that round. Players are paired in each round according to their play in the previous round. In other words, at the end of round 2, players are paired as 2 wins vs. 2 wins, 1 win vs. 1 win, no wins vs. no wins. NO ½ point byes will be given for any reason.

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 for a total of one hour. No time delay allowed.

6.3.1. Clock placement is 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. 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. PSC does not provide clocks.

6.3.4. Stop Clocks when a move ends the game.

6.3.5. If time expires on one 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.

6.3.6. 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 then 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 paired with one another except during the Championship Tournament.

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 players of another game. Players must mind only their own game.

6.11. REPORTING RESULTS: When a game is finished the 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 authorized by the TD are allowed in the playing area at any time.

6.13. DRAWS: Both players receive $\frac{1}{2}$ 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. An agreement to a draw after the game is over is not valid.

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. An ATD will rule a game 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 their games with their opponents and learn from each other. However, players are not to analyze completed games in the tournament playing area.

6.15. GAME PLAY CONDUCT: Players will conduct themselves in an appropriate sportsmanlike manner. Tantrums, making distracting noises, gestures, disturbing/loud/excessive talking, cheating, stalling, and such like, is considered unsportsmanlike behavior. Threatening, bullying or fighting will not be tolerated.

6.15.1 Definition of a Tantrum: An emotional outburst typically characterized by stubbornness, crying, screaming, yelling, shrieking, defiance, angry ranting, a resistance to attempts at pacification.

6.16. PENALTIES: Penalties depend on the nature and degree of the offense. They may include a warning, forfeiture of one game, forfeiture of the points earned in that tournament, suspension for that tournament, or expulsion from the PSC program. Expulsion shall be considered warranted by repeated offenses indicating an unwillingness or inability to follow PSC policy or such acts as threatening, bullying or fighting. Warnings are issued by an ATD. The Tournament Director (TD) may forfeit a game. Greater penalties will be decided by the PSC Board of Directors.

6.17. 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.

6.18. APPEALS PROCESS: Any appeal must be made in a timely manner before the pairings are printed for the next round of play. When a decision is made by an ATD, that decision may be appealed to the TD by either player of that game during that game. The TD will render a decision. The players' coach may request a meeting with the TD to discuss the decision made by the TD during that round. If the coach is not satisfied with the TD explanation/clarification of the decision, the coach may appeal to an APPEALS COMMITTEE.

6.19. APPEALS COMMITTEE: The committee exist to review game play decisions based on Players' Rules. It shall consist of two PSC Board of Directors members and the TD. [The President or Vice President should be one of the two members if available.] Any ATD or player involved may be consulted.

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 with a late opponent should make a move then start opponents clock. Players playing Black with a late opponent 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 and why. 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 30 minutes of a round is to be seated at the correct pairing and allowed to play with the time remaining. Any player seated at a wrong pairing after 30 minutes is disqualified. It is highly recommended that a player without an opponent check to make sure that they are at the correct pairing location. **ATD's are not responsible for player seating.**

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

6.30. INSUFFICIENT MATERIAL TO WIN: A player on a clock cannot lose on time when the opponent lacks enough material to win the game. The INTENT is that players not get a win just because an opponent runs out of time.

6.31. RESTROOM BREAKS: RR break time is provided between rounds. However, a break may be necessary during play. A player should notify his opponent 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.

6.32. 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.

6.33. 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.

6:34 SPECIAL NEEDS: The Tournament Director (TD) should be made aware of any player that has “special needs” before the first game of a Tournament.