









Chess Rules & Etiquette

- When it's time to start, it is proper to first shake hands and then the player with the black pieces starts White's clock (\$16l) 
- Announcing check is not required, on the other hand, it is not prohibited. 
- Aside from writing down your next move on your score sheet, one is not allowed to make notes or write down chess analysis. 
- One is allowed to wear headphones in order to listen to music, but it should not disturb anyone near you. If anyone asks, you should turn it down, or turn it off. 
- If you touch a piece intending to move it, you must move it; if you touch your opponent's piece intending to capture it, you must capture it; and if you move a piece from one square to another and remove your hand from it, you must leave it where it is 
- If you knock over a piece with the cuff of your sleeve, or the back of your hand, say "I adjust" restore the piece to its proper position 



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- If it is your turn to move and you wish to adjust a piece on the board or remove a speck from the board, first say “I adjust” and only then adjust the set and board.



- If your opponent makes an illegal move, and starts your clock, you may stop the clock and flag down the tournament.



- If an illegal move is only discovered later, but before ten moves have been played by both sides, one should stop the clock and flag down the tournament director.



- The proper way to resign a game is to either say “I resign” or by tipping over one’s king (§13B), one may then also stop both clocks.



- Then one should shake hands with one’s opponent, and congratulate him or her for a won game.





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- Draw offers should occur after a player moves and before pressing the clock. The opponent may accept the proposal or may reject it. The player who made the offer cannot withdraw it (§14B1).
- If a draw offer is made before moving, the opponent may accept or reject the offer or require the player who made the offer to move before deciding to accept or reject the offer (§14B3).
- When a game is completed the result must be immediately reported in the manner required by the Tournament Director. Both players are responsible for registering results.



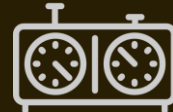
CHESSE CLOCK



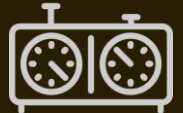
- Players are responsible for knowing how to set their own clocks (§16B2c).



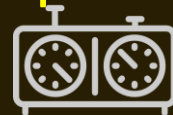
- Players must remove their hands from the clock after depressing the button (§16C).



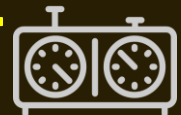
- Each player must operate the clock with the same hand that moves the pieces (§16C1).



- A player has the right to stop both clocks to ask a Tournament Director to rule upon a point of law, procedure, or conduct (§21F).



- If the player with the white pieces is not present, Black should start White's clock.



- If the player with the black pieces is not present, White should start his or her own clock, make a move, and then start Black's clock (§16J).

