

# Electronic Device Policy

This policy applies where specified in any tournament description, advance advertising, or where designated by a tournament director.

1. While playing, players may not possess or use cellphones, smartwatches, or other electronic devices capable of chess analysis or communication, without permission of a Tournament Director. A player possessing on their person (even if turned off) or using an electronic device during play will be penalized.

2. Chess clocks and approved electronic score keeping devices are permitted. Approved devices must not be capable of chess analysis or communication.

3. **DURING PLAY** – During play all electronic devices, except those exempted by rule 2, must be stored in a bag or case, etc. and must be turned off (not vibrate, silent, sleep or airplane mode). The bag or case must remain at the playing table while the game is in progress. The phone facing up on the playing surface is acceptable, but may not leave the board until the game is over.

A player who takes an electronic device out of the playing hall during a game or looks at or possesses a device while outside the playing hall during a game will lose the game, regardless of whether the device is on or off.

A player whose electronic device rings, vibrates, or interrupts a game in any way shall be penalized as follows: • The player answers the device and/or processes what it is communicating: loss of game. • The player does not answer the device and/or does not process what it is communicating: loss of 30 minutes or 50% of remaining time, whichever is less. (Turning the device off without answering it and/or without processing what it is communicating will result in this less severe penalty.) Second offense during the same round: loss of game.

While a player's game is in progress, possession of an electronic device that is on but is clearly not being used or that is off, inside the playing hall, will result in a discretionary penalty of either: • Loss of game, or • Loss of 30 minutes or 50% of remaining time, whichever is less.

4. **AFTER GAME IS COMPLETED** – Devices may not be turned on while in the playing hall, even once a player's game is finished. A player whose electronic device is turned on and/or makes an audible noise in the tournament room while any game is in progress will be penalized.

Use of device after the player's game is over but before the player has exited the Playing Hall: • Loss of 30 minutes in the next round, when the situation is clearly disruptive to other players, or • Loss of 10 minutes in the next round, when the behavior is not substantially disruptive to other players, or • Loss of 1 tie break point, if during the final round and disruptive to other players, or • Warning, if during final round and not disruptive to other players.

5. A player who needs to make a phone call during play should see a TD and request permission to do so.

A player who anticipates possibly receiving an emergency call should notify a TD at least one hour in advance, and will usually be provided with an alternate number for the caller.

6. The penalty for violating these rules may be any of the following:

- a. The player is forfeited.
- b. 30 minutes or 50% of the remaining time, whichever is less, is deducted from the player's clock.
- c. In certain circumstances, such as if no more than 5 moves have been played, the offender may receive a warning rather than a penalty.

The TD will determine the penalty or combination of penalties, taking into consideration the details of the offense. A second offense will generally result in forfeit. If there is evidence of cheating the player will be forfeited and usually ejected from the tournament with no refund.

A single penalty is generally applied for simultaneous violation of multiple rules. For example, a player penalized for using a cell phone is not also penalized for having it visible.

7. The TD may ask a player to allow the TD to inspect the player's clothes, bags, personal items or person. The TD will make every effort possible to respect players' privacy and sensitivity while ensuring the integrity of the game. Declining to cooperate with a search request may result in forfeit of game and ejection from the tournament with no refund.

8. While games are in progress, spectators (if allowed) may not possess or use cellphones or other electronic devices capable of chess analysis or communication within the playing halls. Spectators with such devices will be asked to leave.