

ELECTRONIC DEVICE POLICY

As used in these rules, the term “electronic devices” refers to cell phones or other devices capable of communication or chess analysis.

While their game is in progress, players are not allowed to leave the playing venue without permission from the tournament director. The playing venue is defined as the playing area, restrooms, adjacent hallways and other areas. A map of the playing venue will be posted at the tournament (Rules of Chess, Rule 20N*).

Possession of an electronic device in the playing venue is forbidden from the time a round is begun until all play in the round is completed, except as follows:

- Electronic devices must be switched OFF (not set to vibrate, silent, or sleep mode); and
- The device may not be on the player’s person; and
- The device must be stored in a bag or case and turned off, placed under the player’s chair or in a location out of reach of the player, and must remain there until the player completes play and is outside the playing venue.
- The penalty for violations of this rule is usually loss of the game unless the Tournament Director decides otherwise.
- Any deviation from these rules must be approved by the Tournament Director (for example players who need to make or receive a call during play must get the Tournament Director’s permission first).
- Chess scorekeeping devices may be used only if pre-approved by TD.
- Penalty for phone ringing when not on your person: 1) first offense – time deduction of 10 minutes or half the remaining time, whichever is less, 2) Second offense – loss of current game.
- Spectators and others not playing in the tournament MUST have their phones switched OFF when inside the playing room. The TD may bar anyone violating this rule from the playing venue.
- Players are expected to be in the tournament room when the round is scheduled to begin. In particular, use of an electronic device is not an excuse to delay reporting to the tournament room or to delay the start of a game.
- Regardless of their location, players are prohibited from using electronic devices from the time the Tournament Director announces play in the round begins until the player’s game is completed. Use of an electronic device after play begins in a round subjects the player to penalties at the Tournament Director’s discretion, including loss of the game.

*US Chess rule 20N forbids a player from having a “mobile phone or other electronic means of communication” in the playing venue unless it is completely switched off. Rule 20N does not specify the penalty for having such a device, leaving it to the tournament director's discretion.