



# Rules

Please also read the [Event Website](#) and [Official Regulations](#). Organizer contact: [events@charlottechesscenter.org](mailto:events@charlottechesscenter.org)

## Overview

FIDE Rapid Blitz Laws apply to all events and sections.

Tournament Directors (arbiters) will intervene on most infractions, including calling “flags” and illegal moves.

## What should I bring into the playing hall?

- Just bring your player badge! Do not bring bags, electronic devices, or anything else. This will slow down the security and scanning process.
- All chess equipment is provided – boards, sets, and clocks.
  - If you would like to notate for the Rapid, scoresheets are provided. You are not allowed to use your own personal scorebook.
- Please do not bring food into the playing hall. Drinks are OK.

## Electronic Devices

**Players** – Check them at the Help Desk before entering the playing hall. Players may not bring large bags (larger than 12” x 12”) or unauthorized electronic devices in the playing hall.

**Spectators** will be permitted to have electronic devices with them to take pictures for the first round of each event. Sound and flash are strictly prohibited during this time. After round 1, spectators must go through security and may not have unauthorized devices with them in the playing hall.

## What do I do if there is an issue during my game?

Pause the clock (middle button) and raise your hand to get an arbiter if there is any issue, or if you need to make any sort of claim.

Once a game finishes, it is too late for arbiters to do anything!

## Can I use the restroom during my game?

Yes, but you will be subject to scanning before and after you leave the tournament hall. It is strongly recommended that you use the restroom between rounds, especially as you will not be permitted to pause your clock to use the restroom.

## Moves

### Touch move

- If you touch a piece that can legally move, you must move it.
- If you make a legal move and let go of the piece, you cannot change your move.

### Can I make moves with two hands?

- No. All moves, including capturing, castling, and pawn promotion, must be made with one hand.
- You should also press the clock with the same hand that you move the piece with.
- In fact, making a move with two hands is considered an illegal move.
- If your opponent makes a move with two hands, an arbiter will call it if they see it. If they do not, pause the clock and get an arbiter.

### What happens if I make an illegal move?

- For the first illegal move in a game, the opponent receives 1 minute added to the clock.
- For the second illegal move, you lose.

### What happens if my opponent makes their move but drops or displaces one or more pieces and presses the clock?

It is each player's responsibility to ensure that all the pieces are adequately placed on the board before pressing the clock. If your opponent presses the clock while there are pieces laying down or otherwise misplaced, **pause the clock and get an arbiter**, who will issue the player a warning or penalty.

**Do not press the clock back to your opponent's time, as this will give them more time (due to the increment), and is technically an illegal move!**

**Important Note - infractions made by a player in severe time pressure (e.g. 3 seconds or less) will almost always be ruled as a loss.**

## Reporting Results

How do I report my result (win, draw, loss) after the game?

### Masters Section

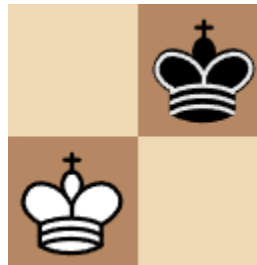
- Arbiters will collect your results at the board.
- Please also place the Kings in the center of the board accordingly.

### Challengers Section

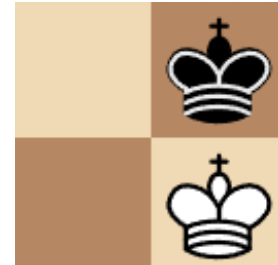
- Mark your score (1-0,  $\frac{1}{2}$ - $\frac{1}{2}$ , 0-1) on the pairings sheet in the hallway.
- Please also place the Kings in the center of the board accordingly.



e4/d5: White Wins (1-0)



d4/e5: Black Wins (0-1)



e4/e5: Draw ( $\frac{1}{2}$ - $\frac{1}{2}$ )