

# Charlotte Chess Center Fair Play Policy - Updated March 2024

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**This policy applies to regular-rated (classical) multi-day events organized by the CCC.**

## 1. Electronic Device Policy

1A. During play, players may not possess electronic devices, including cell phones, music players, smart watches, and bluetooth earphones, on their person or in their pocket.

1B. Devices that are not capable of communication or chess analysis, (including fitness trackers, heartrate monitors, blood sugar monitors, headphones that are not plugged into anything) are generally permitted, and this policy does not apply to these devices.

1C. Players with a medical or other exemption which requires an electronic device, or players that anticipate having to make an emergency phone call or message, must notify a TD before the relevant event or game. See [Terms & Conditions](#) for accommodations.

1D. For non-FIDE-rated sections, electronic notation devices are permitted if they are approved by US Chess. For norm-eligible tournaments or sections, and the top section (usually "Championship") of all FIDE-rated events, players may not use electronic scorekeeping devices. In FIDE-rated "Under" sections, electronic notation devices are permitted if they are approved by US Chess and FIDE.

## 2. Electronic Device Storage

Players are strongly advised to leave electronic devices in their hotel room or car. Players who must bring electronic devices into the tournament hall shall completely power off all electronic devices – no airplane, vibrate, silent, or sleep modes, and:

2A. Store them in a bag or under their chair, OR:

2B. Place them face down under their chair.

2C. Norm invitationals – players must "check in" devices at the TD table. No check-in for non-invitationals.

2D. During play, devices must remain turned off and stored – they may not be opened, turned on, or held.

## 3. Playing Area

During play, players may not leave the "playing area" without the accompaniment or permission of a TD, even without an electronic device. The playing area includes the tournament playing rooms, nearby restrooms, adjacent hallways and foyers, smoking area, and other areas as defined by the organizer. Depending on the infraction, TDs may impose penalties as defined in 4B.

## 4. Penalties

4A. During play, a player who possesses or views an electronic device anywhere outside of the playing room, including in the tournament area, will almost certainly lose the game, unless the TD decides otherwise.

4B. During play, a player who possesses an electronic device on their person, in their hand, or in their pocket while in the playing room will be penalized by one of the following measures, at the TD's discretion:

- Warning.
- Time penalty – at the TD's discretion.
- Loss of game and/or ejection from the event.

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4C. Cheating – if there is sufficient evidence of a fair play violation, some or all of the following penalties will apply: loss of game, adjustment/annulment of previous game results from the event as determined by the TD, ejection from the event, suspension from future events, and/or an ethics complaint submitted to US Chess.

## **5. Cell phone Penalty – Device not on person**

During play, if a player's electronic device makes any noise while not on your person, a penalty will apply:

5A. FIDE 9 round norm section – loss of current game.

5B. First offense in the event – including FIDE-rated non-norm events – time deduction of 10 minutes or half the remaining time, whichever is less.

5C. Second offense during the same event – loss of current game.

## **6. Cell Phone Penalty – Device on person**

During play, if a player possesses an electronic device on their person, or if the electronic device makes a noise while on their person, it will result in the loss of game, unless the TD selects a lesser penalty from #4.

## **7. Search**

Before, during, or after a game or event, players must submit to a search and/or scan for electronic devices if requested by a TD. Refusal to cooperate with a search is treated as a violation of 4C above and will be penalized accordingly.

## **8. Spectator Policy**

In general, for all events, while games are in progress, spectators (including parents and family members) are not permitted in the playing area, which includes the playing hall, nearby hallways, and players-only restrooms.

## **9. Game Broadcast**

Games that are broadcasted on DGT boards will be on a delay. Authorized streamers may request permission from the organizer to broadcast their video feeds without a delay.

## **10. Equipment and Staff**

CCC Tournament staff will be equipped with wands and other anti-cheating equipment and detectors. CCC events have a stronger quality and quantity of arbiters, staff, tournament directors, and organizers than other open and invitational events.

## **11. Algorithm**

Games from top-level CCC events are thoroughly reviewed by Dr. Ken Regan's algorithm (approved by US Chess and FIDE) prior to submitting the event for rating and norms.

## **12. Terms and Contact**

See [CCC Terms & Conditions](#). Any questions regarding this policy should be directed to: [events@charlottechesscenter.org](mailto:events@charlottechesscenter.org)