



Common Rules that Everyone Should Know.

1. Arbiter has the Final call when deciding the course of action when settling disputes. 12

TOUCH Pieces

2. Same hand is used to move all pieces and hit clock. 6.2.3
3. If you touch a piece and it can move to a legal Square you must move that piece. 4.3.1
4. If you touch an opponent's piece and you can take it, you must take that piece. 4.3.2
5. If a person wants to adjust a piece, must be done on their time and say adjust. If you intend to Move or Capture a piece you cannot declare adjust. 4.2

ILLEGAL action

6. It is an Illegal Action to move with one hand and hit the clock with a different hand. At the club it is a warning first then a Penalty of an illegal move at the club. Higher level tournaments may classify this as an illegal move straight away. 7.5.4
7. If you are in a higher level ACF tournament you Cannot Move the clock from where it is since the arbiter has the right to place the Clocks where they need them. 6.5
8. A player can make 1 Illegal Move before losing the Game on the Second. If a player makes an illegal Move the opposing player Gets 2 Minutes Added to their Side of the Board. You can only Claim an Illegal move if your opponent hits the clock. 7.5.1+7.5.5

DISPLACED pieces:

9. If a player displaces one or more pieces, he/she shall re-establish the correct position in his/her own time. 7.4.1
10. If necessary, either the player or his/her opponent shall pause the chess clock and ask for the arbiter's assistance. 7.4.2
11. The arbiter may penalise the player who displaces the pieces and confirms the move. 7.4.3

TIME Penalty

12. In Rapid and Blitz games Time penalty for moves is one minute instead of two A.3 and B.3.



RECORDING

13. When recording moves in a classic Time Control you must do so after you have made your move. You must do this before the end of your next turn. If you Fail to do so you can be penalized 8.1
14. If you are Recording a Game and the timer is less than 5 minutes and you are playing with an increment of less than 30 seconds you are allowed to Stop Recording Regardless if you go back above 5 minutes. 8.4
15. If both Players aren't required to record an arbiter shall record for them until they finish their game. 8.5.4

DRAW

16. If you get the Same position 3 times and it's the same players turn on each of those positions can Claim a draw, however an arbiter can call a game drawn after 5 fold repetition. 9.2 and 9.6.1
17. If 50 moves have been played without a capture or Pawn move the player can Claim 50 move rule for a draw. They must be able to show the arbiter with their notation sheet to claim a draw in this way. An Arbiter can call a game a Draw if 75 moves have been made without a Capture or Pawn move 9.3 and 9.6.2
18. If a player offers a Draw, they can reject the draw by a gesture or making a move. 9.1.2.1

DISTRACTION

19. You can't interfere with a game in any way shape or form. 11.1 and 11.5
20. No mobile Phones in the playing area. For our Club Games we allow phones in the playing area however any Phone being used in Play will be automatically ejected from the tournaments. Best Practice is to keep your phone on Silent and visible so that you protect yourself. At higher level tournaments having your phone on vibrate is a grounds for a loss if the phone goes off. 11.3.2