

## **RCACC Tournament Rules**

The following rules apply to all RCACC Sponsored Tournaments unless the rules of another organization (i.e. USCF) exceeds these regulations.

All players should play their games in a volume appropriate manner. This implies silence in all aspects of the game except when contacting a tournament director or tournament assistant with a question, asking an opponent for a draw, declaring adjustments to pieces on a board, or optionally declaring a check on an opposing player's king.

The usage of electronic devices is prohibited with the exception of electronic notation devices approved by USCF. Any player found in violation of this rule will forfeit their current matchup. This includes the use of cell phones, tablet, laptops, digital music players, and any other items under the Tournament Director's discretion.

All games are played using the posted time limits of the tournament (nominally this will be 30 minutes per player per game for a standard tournament and 5 minutes per player per game for a blitz/bughouse game). A player shall press the clock with the same hand that they move a piece. In the event this is not being observed, the opposing player may make a claim and pause the game for Tournament Director discretion.

All games are played using a "Touch Move" system. This indicates that once a player has touched a piece that can legally be moved, that piece must be moved. If a player touches one of their pieces and makes contact with an opponent's piece, this capture must be completed if legally able to be completed. In the event that a discrepancy arises between players, a pause can be applied and a tournament director consulted.

In the event any question arises during a game, a pause should be applied to the game clock and a tournament director consulted. This includes situations from an illegal move, taking the king, or an expiration of a player's clock.

Any violation of the stated rules in this document or that main rules of chess can be delivered to the Tournament Director as a claim. The Director will make a ruling based upon their discretion and can vary in severity from a warning, time removal, or forced forfeiture of a player based upon the severity of the violation.