



# 19-20 CHESS RULES BOOK

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*Changes/edits from last school year to this school year are shaded.*

## **RULE 1 - INTRODUCTION**

**SECTION 1** The game of chess is played between two opponents by moving objects, referred to as chessmen, on a board with squares of two alternating colors called a chessboard.

**SECTION 2** Players and coaches are to conduct themselves in an ethical manner in the spirit of fair play.

**SECTION 3** Chess contests may be individual, team, medley team, or board Swiss.

**Article 1** An Individual Tournament is an event in which players are paired against each other.

**Article 2** A Team Tournament is an event in which a team of players is paired against the same number of players from another team, more than 1 individual from a team is simultaneously paired against the same number of players from another team, and the individual results are compiled to produce a team score.

**Article 3** A Medley Team is an event in which members of a team are treated as individual contestants that are paired against each other and the scores of the individuals are added together to produce a team score.

**Article 4** A Board Swiss is an event in which a team of players is divided into subgroups. Each subgroup is paired as an Individual event. A team score is obtained by adding together the scores of the team members from each subgroup.

**SECTION 4** Each school must provide the equipment specified in the Terms and Conditions or be subject to forfeiture. The responsibility for providing equipment in a given match is the player of the Black Chess pieces as determined by the pairings.

**Article 1** The equipment of the player of Black shall be used  
a) unless more suitable equipment can be provided by the opponent or  
b) the equipment does not fulfill the requirements of 2-1 and 3-1.

**Article 2** The player of Black provides a standard time-delay clock. An add-back clock such as an Increment timer is not considered a standard clock. If a standard clock is not available, a non-standard clock may be used without time delay.

**Article 3** Clocks programmable and set to make a noise at certain intervals, and/or when time expires, are prohibited. A clock so set shall be treated as a defective clock.

**Article 4** In determining who shall forfeit if both teams fail to provide the required amount of equipment, the decision is based on 1-4.

## **RULE 2 - CHESS BOARD AND ITS ARRANGEMENT**

**SECTION 1** The chessboard is composed of 64 equal squares, alternately light (the "white" squares) and dark (the "black" squares).

**Article 1** The chessboard must have a color combination that clearly distinguishes between the light

colored squares and the dark colored squares.

- a) The following colors are acceptable for light squares: cream, white, and tan/buff.
- b) The following colors are acceptable for dark squares: green, brown, black, and dark blue.

**Article 2** The sides of the squares shall be between 2" and 3" in length.

## **SECTION 2**

**Article 1** The chessboard is placed between the players so that the corner square nearest and to the right of each player is white.

**Article 2** If, during a game, it is found that the board has been incorrectly placed,  
a) the position reached shall be transferred to a chessboard correctly placed and  
b) the game shall be continued.

## **SECTION 3**

**Article 1** The eight rows of squares running from the edge of the chessboard nearest one of the players to the edge nearest the other player are called "files."

**Article 2** The eight rows of squares running from one edge of the chessboard to the other edge at right angles to the files are called "ranks."

**Article 3** The straight rows of squares of one color, touching corner to corner, are called "diagonals."

# **RULE 3 - THE CHESSMEN AND THEIR ARRANGEMENT**

**SECTION 1** At the beginning of the game, one player commands 16 light colored chessmen (the "White" chessmen) and the other commands 16 dark colored chessmen (the "Black" chessmen):  
a) The following colors are acceptable for light chessmen: cream, white, and tan/buff.  
b) The following colors are acceptable for dark chessmen: brown or black.

**Article 1** The size of the chessmen shall be proportional to each other.

**Article 2** The height of the King shall be between 3" and 5."

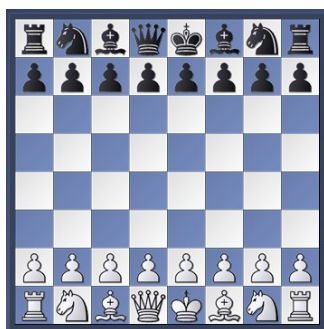
**Article 3** The height of the Pawn shall be slightly shorter than the length of a square.

**Article 4** The chessmen shall be of the Staunton design.

**SECTION 2** The chessmen and their symbols are as follows:

	K	1 White King
	Q	1 White Queen
	R	2 White Rooks
	B	2 White Bishops
	N	2 White Knights
	P	8 White Pawns
	K	1 Black King
	Q	1 Black Queen
	R	2 Black Rooks
	B	2 Black Bishops
	N	2 Black Knights
	P	8 Black Pawns

**SECTION 3** The initial position on the chessboard of the chessmen is as diagrammed in Figure 3-3.



*Figure 3-3*

**SECTION 4** The chessmen other than the Pawns are referred to as pieces.

**Article 1** The Rook and Queen are major pieces.

**Article 2** The Knight and Bishop are minor pieces.

**SECTION 5** If during a game a player discovers that...

**Article 1** ...The initial position of the chessmen was incorrect (other than as in 2-2-2)  
a) and less than 10 moves of the game have been played, the game shall be annulled (see 18-2) and a new game begun with the correct starting position and the clocks are not adjusted or  
b) and 10 or more moves have been made, the game continues. The Floor Official shall determine whether Rule 17-1-4 applies.

**Article 2** ...The player's color was reversed from those assigned, the game shall  
a) continue to a conclusion and  
b) the results counting as though no reversal had occurred.

## **RULE 4 - CONDUCT OF THE GAME**

**SECTION 1** The two players must alternate in making one move at a time.

**SECTION 2** The player with the white chessmen makes the first move.

**SECTION 3** A clock able to signal the end of time control shall control the time allotted for each player's moves (see also Rule 14).

**Article 1** Each game has a time limit specified in advance of the tournament and controlled by the clock.

**Article 2** The clock shall be placed as directed by tournament officials to improve officiating.

**SECTION 4** At the time determined for the start of the game, the clock of the player who has the white chessmen is set in motion.

**Article 1** If both players arrive late, the first to arrive must split elapsed time before starting the opponent's clock.

**Article 2** Should only the player of the black chessmen be absent at the start of the game,  
a) the player of the white chessmen shall make a move before starting the absent player's clock but  
b) if no clock is available, the player of the white chessman shall inform the Floor Official of the absence of the black player.  
c) Upon the arrival at the chessboard of the player of Black he/she makes a move, stops his/her clock (thereby starting his/her opponent's clock), and the game continues normally.

**Article 3** In the event no clock is available then the game will begin without a clock.

**Article 4** In the event one player is late and no clock is available but later becomes available then the time from the start of the round shall be split between the two players and removed from both clocks.

**SECTION 5** During the game,  
a) a player must press his/her clock with the same hand with which he/she moved the piece. A player violating this rule shall initially receive a warning, but repeating the offense may result in imposition of a time penalty.  
b) a player should, but does not have to, move the chessmen with the hand used for notation.

**SECTION 6** When a game is completed, the result must be reported immediately to the person and/or place in the manner required by the tournament officials. A player not reporting the results as required is to be individually penalized and/or his/her team penalized.

## RULE 5 - DEFINITION OF THE MOVE

**SECTION 1** With the exception of castling (6-2) and promotion of a pawn (6-8), a move is the transfer of a chessman commanded by a player from one square to another square which is either

- a) vacant or
- b) occupied by a chessman of the opponent.

**SECTION 2** No chessman may cross a square occupied by another chessman except...

**Article 1** ...the Rook when castling (6-2-1) and...

**Article 2** ...the Knight (6-6).

**SECTION 3** A chessman played to a square occupied by a chessman of the opponent, in the same move, captures the opponent's chessman...

**Article 1** ...which must be removed from the chessboard by the player making the capture...

**Article 2** ...with it making no difference whether the opponent's chessman being captured or the player's chessman making the capture is touched first providing the capture is a legal one.

## RULE 6 - MOVES OF THE INDIVIDUAL CHESSMEN

**SECTION 1** The King may make...

**Article 1** ...the Castling move or

**Article 2** ...move to an adjacent square that is not attacked by an opponent's chessman.

**SECTION 2** Castling is a move of the King, which must be touched first, and either Rook which counts as a single move of the King.

**Article 1** The castling move is made by

- a) transferring the King from its original square two squares in the same rank, and then
- b) the Rook towards which the King moved is transferred over the King to the square the King crossed.

**Article 2** Castling is momentarily prevented if

- a) the King is in check (Rule 10),
- b) the square which the King must cross is occupied,
- c) the square which the King must cross is attacked by a chessman of the opponent,
- d) the square which the King will occupy is attacked by a chessman of the opponent, or
- e) any chessman occupies a square along the rank between the King and the Rook towards which the King will move.

**Article 3** Castling is permanently impossible if  
a) the King has previously moved, or  
b) the Rook towards which the King will move has previously moved.

**Article 4** If a player starts to castle and it is determined that castling is illegal, the player has to move his/her King except the fault has no consequence if the King has no legal move.

**Article 5** If a player touches the Rook first, castling is not allowed.

**SECTION 3** The Rook moves to any square on the file or rank on which it stands except as limited by 5-2.

**SECTION 4** The Bishop moves to any square on the diagonals on which it stands except as limited by 5-2.

**SECTION 5** The Queen moves to any square on the file, rank or diagonals on which it stands except as limited by 5-2.

**SECTION 6** The Knight move is composed of two different steps.

**Article 1** The first step is a move of a single square along the rank or file.

**Article 2** The second step is done by taking one step of a single square on a diagonal while still moving away from the square of departure.

**Article 3** In making the move of the Knight, the first step of a single square along the rank or file is not stopped by the presence of any chessman.

**Article 4** In finishing the move of the Knight, the Knight may not come to rest on a square already occupied by a chessman of the same color.

**SECTION 7** The pawn moves forward only.

**Article 1** The Pawn advances one vacant square along the file on which it is placed except  
a) a Pawn may advance one or two vacant squares along the file it occupies at the start of the game and  
b) when capturing the Pawn advances forward on the diagonal to a square contiguous to its own that is occupied by a chessman of the opponent.

**Article 2** A Pawn attacking a square crossed by an opponent's Pawn that has been advanced two squares in one move from its original square, may capture the opponent's Pawn as if the latter had been advanced only one square providing the capture is made on the move immediately following such advance; such a capture is called "en passant."

**SECTION 8** A Pawn, upon reaching the 8<sup>th</sup> rank, undergoes promotion.

**Article 1** The Pawn that undergoes promotion...  
a) ...becomes one of the following pieces of the same color: Queen, Rook, Bishop, or Knight...  
b) ...as part of the same move...  
c) ...at the choice of the player making the move.

- Article 2** The selection of the piece to which the Pawn is promoted is made without reference to other chessmen remaining on the chessboard.
- Article 3** The action of the promoted piece is immediate.
- Article 4** On the promotion of a Pawn, the move is not determined (17-1) until the promoted Pawn is exchanged for a new piece. If a player presses the clock without exchanging the promoted Pawn for a new piece, the player is breaking Rule 14-9 and can be penalized by having two minute added to the time of the opponent provided the opponent calls the violation to a Floor Official's attention before touching a chessman.
- Article 5** Substitutions for pieces are not permitted. Should the piece to which a player wishes to promote a Pawn not be immediately available, the player should request assistance from a Floor Official before making the move. When there is a delay in obtaining the new piece, both clocks may be stopped until the required piece is obtained by the player making the move.

## RULE 7 - DETERMINATION AND COMPLETION OF A MOVE

**SECTION 1** Except for the last move in a time control period, a move is determined but not completed...

- Article 1** ...in the transfer of a chessman to a vacant square when the player's hand has released the chessman,
- Article 2** ...in a capture when the captured chessman has been removed from the chessboard and the player, having placed on its new square his/her own chessman, has released the latter from his/her hand,
- Article 3** ...in the promotion of a Pawn when the Pawn has been removed from the chessboard and the player's hand has released the new chessman after placing it on the promotion square (if the player has released from his/her hand the Pawn that has reached the promotion square, the move is not yet completed, but the player no longer has the right to play the Pawn to another square), and
- Article 4** ...in castling
- a) when the player's hand has released the Rook on the square crossed by the King;
  - b) when the player has released the King from his/her hand, the move is not yet completed but the player no longer has the right to make any other move than castling.

**SECTION 2** A move is completed when a move is determined (7-1) and the clock of the player with the move stopped.

**SECTION 3** Once a move is determined, the opponent may make his/her move, but the player still retains all rights to make draw offers or claims of draws.

**SECTION 4** A player is never allowed to take a move back.

**SECTION 5** It is illegal to permit a player to take a move back.



**SECTION 6** The player whose turn it is to move is said to have the move.

**SECTION 7** A determined move is sufficient to satisfy conditions for rules 11-1, 12-2, and 12-7.

## **RULE 8 - THE TOUCHED CHESSMAN**

**SECTION 1** The player whose turn it is to move may adjust one or more chessmen on their squares providing...

**Article 1** ...that the opponent is first warned by saying "adjust or "J'Adoube"

**Article 2** If the opponent is absent, the player whose turn it is to move may adjust one or more chessmen on their squares

a) providing a Floor Official is notified or

b) when a Floor Official is not readily available, has a spectator or player who is not on the move witness the adjustment.

**SECTION 2** If the player who does not have the move adjusts any chessmen on the chessboard, he/she is to be penalized as per 17-8-5.

**SECTION 3** Except as provided in 8-1, if the player whose turn it is to move touches one or more chessmen of the same color in a manner that may be reasonably interpreted as the beginning of a move, he/she must move the first chessman that can make a legal move.

**SECTION 4** If a player intending to castle touches the King first, or the King and Rook at the same time, and then realizes that castling is illegal, the player may choose to either...

**Article 1** ...move the King or...

**Article 2** ...castle on the other side if legal.

**Article 3** If the King has no legal move, the player is free to choose any move.

**SECTION 5** A player on the move who deliberately touches one or more chessmen of each color, or who moves his/her chessman and intentionally displaces the opponent's chessman with it...

**Article 1** ...must capture the opponent's chessman with his/her chessman or...

**Article 2** ...if this is illegal, must move or capture the first chessman touched that can be moved or captured.

**Article 3** If it is impossible to establish which piece was touched first, the player's chessman shall be considered the touched chessman.

**SECTION 6** In all situations of multiple touched chessmen...

**Article 1** ...if the player touches a chessman of his/her own with no legal moves, or any opponent's chessman that cannot be captured, the situation shall be regarded as one in which the player did not touch the chessman;

**Article 2** ...if none of the player's touched chessmen can be legally moved and none of the touched chessmen of the opponent can be captured, the player is free to make any move he/she chooses.

**SECTION 7** The enforcement of touched chessmen can be done...

**Article 1** ...if a player claims a violation before touching a chessman himself/herself and

**Article 2** ...there is an agreement with the opponent and

**Article 3** ...by appeal to a Floor Official determining whether or not a touch occurred after a player makes a claim against an opponent for an act not witnessed by a Floor Official. In making such a determination, the Floor Official may question witnesses who can provide unbiased testimony to the events.

**Article 4** When a Floor Official rules that a player must move or capture specified chessmen, he shall direct the offending player as to what action must be taken and start the player's clock. Unless the offending player makes an immediate appeal, he/she shall respond directly per the ruling or be penalized under provisions of 17-1.

**SECTION 8** There is no penalty for a piece touched off the board. A player who advances a Pawn to the 8<sup>th</sup> rank and then touches a piece off the board is not obligated to promote the Pawn to the piece touched until that piece has been released on the promotion square.

**SECTION 9** When a player's claim against an opponent is made and disallowed for lack of proper witness, the Floor Official shall record both the claim and the alleged offense as in 18-4.

**SECTION 10** Floor Officials are to stop the clocks of both players while arriving at a ruling.

## **RULE 9 - ILLEGAL POSITION CREATED DURING THE GAME**

**SECTION 1** If it is found that one of either player's last five moves was illegal,

**Article 1** ...the position shall be reinstated to what it was before the illegal move was made, and

**Article 2** ...the game shall then continue by applying Rule 8 to the move replacing the illegal move

**Article 3** ...and the player making the illegal move is penalized by adding two minutes to the opponent's time.

**Article 4** If the position cannot be reinstated, then the illegal move shall stand. The Floor Official shall determine whether Rule 17-1-3 applies.

**Article 5** If it is found that an illegal move was made prior to each player's last five moves, the illegal move shall stand and the game continues.

**SECTION 2** If, during a game, one or more chessmen have been accidentally displaced and incorrectly replaced, then the displacement shall be treated as an illegal move.

**SECTION 3** If, during the course of a move, a player inadvertently knocks over one or more pieces,

**Article 1** ...the player must not punch the clock until the position has been reestablished.

**Article 2** ...the opponent may punch the clock without moving, if necessary, to force the player who knocked over the piece(s) to restore the position on his/her own time.

**SECTION 4** If any illegal positions or moves are made during a game and the game is finished the results for the game stand.

## **RULE 10 - CHECK**

**SECTION 1** The King is in check when the square on which it stands is attacked by an opponent's chessman. Likewise, a player's chessman is said to give check to the opponent's King when it attacks the square on which the opponent's King stands.

**SECTION 2** Check must be parried by the move immediately following.

**Article 1** Check can be parried by

- a) moving the King to a square that is not attacked by an opponent's chessman,
- b) capturing the chessman that is giving the check, or
- c) interposing a chessman between the King and the opponent's chessman that is giving check.

**Article 2** If check cannot be parried, it is said to be "checkmate."

**SECTION 3** A chessman intercepting a check to the King of its own color can itself give check to the opponent's King.

**SECTION 4** A player is not required to announce check.

**SECTION 5** It is illegal to expose one's own King to check in any manner whatsoever.

## **RULE 11 - WON GAME**

**SECTION 1** The game is won by the player who delivers checkmate to the opponent's King.

**SECTION 2** The game is won by the player whose opponent resigns the game.

**SECTION 3** The game is won by the player whose opponent oversteps the time limit provided for the contest (except as in 12-7).

**Article 1** Only the opponent can inform a player that he/she has lost a game by exceeding the time limit.

**Article 2** Sudden Death (Rule 15) is a time limit that states the amount of time allowed for each player. The game ends if one player exceeds the time provided.

**Article 3** When a player's time limit is exceeded, the opponent may claim a win on time to a Floor Official.

**Article 4** If time has expired on both clocks, the game is a draw.

**Article 5** The player must still retain sufficient mating material as described in 12-7.

**SECTION 4** The game is won by the player whose opponent during the game refuses to comply with the rules of chess, but if both players refuse to comply with the rules of chess the game shall be declared lost by both players.

**SECTION 5** If a player arrives more than 20 minutes late for the start of any game, they are forfeited.

**SECTION 6** Whenever possible, a Floor Official will be present at all games where there is time trouble.

## **RULE 12 - DRAWING GAME**

**SECTION 1** The game is drawn when the King of the player who has the move is not in check, but such player cannot make any legal move. Such a draw is called a stalemate.

**SECTION 2** The game can be drawn by agreement between the two players.

**Article 1** A proposal to draw by agreement may be made

- a) by a player only after making a move, but
- b) before starting the clock of the opponent.

**Article 2** The player to whom the draw offer was made may a) accept, or b) reject the proposal orally or by making a move.

**Article 3** While the decision to accept or reject the draw offer is being made, the player who made the proposal of a draw cannot withdraw it.

**Article 4** Where less than 10 moves have been made, draws of this Section must be presented to a Floor Official who may

- a) allow the draw,
- b) rule a double forfeit for unsportsmanlike conduct, or
- c) cause a new game to be played in its place without resetting the clocks.

**SECTION 3** An offer of a draw not made in accordance with 12-2 is improper and may also be illegal.

**Article 1** If a player proposes a draw while the player's own clock is running, but before determining their move, this is an improper offer of a draw and may be:

- a) accepted by the opponent; or
- b) rejected by opponent orally; or

- c) the opponent may choose to postpone a decision until after the player has completed the move.

**Article 2** If a player proposes a draw while the opponent's clock is running, then this offer is illegal and the opponent may:

- a) agree to draw, or
- b) reject the offer either orally or by making a move.
- c) In addition, the player making the illegal offer may be penalized two minutes.

**SECTION 4** Attempts to determine what an opponent would do if offered a draw will be treated as an offer of a draw.

**Article 1** The opponent shall have the right to accept such offers.

**Article 2** If offered illegally, they shall be treated as 12-3 provides.

**Article 3** Within the meaning of this Section are such statements, whether directed toward the opponent or not, as the following:

- a) "Think I can get a draw?"
- b) "I think I can get at least a draw!"
- c) "My opponent can't even get a draw,"
- d) "My opponent is trying to find a draw," and
- e) "What would you do if I offered you a draw?"

**Article 4** Application of 12-3 is not limited to the statements in 12-4-3.

**SECTION 5** The game is drawn upon demand by one of the players when the same position appears three times, provided that the same player has the move after each of the three appearances of the same position on the chessboard.

**Article 1** The position is considered the same if

- a) chessmen of the same kind and color occupy the same squares, and
- b) the possible moves of all chessmen are unchanged.

**Article 2** The right to claim the draw belongs exclusively to the player who

- a) is in a position to play a move leading to such repetition provided that he/she indicates the move and claims the draw before making the move, or
- b) must reply to a move which has produced the repeated position, provided that he/she claims the draw before executing his/her move.

**Article 3** If a player's claim of a draw proves to be incorrect and the game continues,

- a) then the player who has indicated a move according to 12-5-2 is obliged to execute this move on the chessboard and
- b) 2 minutes shall be added to the opponent's clock.

**Article 4** If a player makes a move without having claimed a draw in the manner given in 12-5-2,

- a) he/she loses the right to claim a draw, but
- b) this right is restored to him/her if the same position appears again, the same

player having the move and the possible moves of all chessmen being unchanged.

- Article 5** Where fewer than 10 moves have been made, draws of this Section must be brought to the attention of a Floor Official who may
- a) allow the draw,
  - b) rule a double forfeit for unsportsmanlike conduct, or
  - c) cause a new game to be played in its place without resetting the clock.

**SECTION 6** The game is drawn when a player having the move demonstrates that at least fifty moves have been made by each side without the capture of any chessman or the movement of any Pawns (See 13-4-1).

- Article 1** The right to claim the draw belongs exclusively to the player who
- a) is in a position to play a move leading to a situation where 50 or more moves have been played provided that he/she indicates the move and claims the draw before making the move or
  - b) must reply to a move which has exceeded 50 moves, provided that he/she claims the draw before executing his/her move.

- Article 2** If a player's claim of a draw proves to be incorrect and the game continues,
- a) then the player who has indicated a move according to 12-6-1 is obliged to execute this move on the chessboard and
  - b) 2 minutes shall be added to the opponent's clock.

- Article 3** If a player makes a move without having claimed a draw in the manner given in 12-6-1,
- a) he/she loses the right to claim a draw, but
  - b) this right is restored to him/her if the situation appears again.

**SECTION 7** A drawn game occurs when insufficient material is present for a win. Insufficient material occurs when a player's opponent has:

- Article 1** Insufficient material occurs if the opponent has...
- a) a lone King
  - b) a King and Knight
  - c) a King and Bishop
- ...unless the opponent can demonstrate a forced mating sequence.

**SECTION 8** A drawn game may be claimed in the following cases:

- Article 1** ...by the weaker side when
- a) facing a King and Rook Pawn if the player's King is on the same file as the Pawn and directly in front or in front of the pawn and on the adjacent file or
  - b) the opponent has only King and two Knights
- ...unless the opponent can demonstrate a forced mating sequence.

- Article 2** ...by either side when players have equivalent material as below
- (a) K & Q v K & Q or
  - (b) K & R v K & R

...unless the opponent can demonstrate a forced winning sequence that does not take into account the time remaining on either player's clock.

**Article 3** ...by the stronger side when they have K & Q v K & R unless the player with the Rook can demonstrate a forced winning sequence that does not take into account the time remaining on either player's clock.

**SECTION 9** If both Kings are in check and it is not possible to establish a correct position from the last move.

**SECTION 10** The game is drawn if time has expired on both clocks.

**SECTION 11** A Floor Official may intervene and declare a game drawn when...

**Article 1** ...75 moves have been made without a Pawn move or a piece capture or

**Article 2** ...the same position appears five times.

## **RULE 13 - RECORDING OF GAMES**

**SECTION 1** In the course of play, each player is required to record the game.

**Article 1** The recording of the game is done move after move.

**Article 2** The recording includes a player's own moves and those of the opponent.

**Article 3** The record shall be

- a) clear,
- b) legible, and
- c) on a scoresheet approved for the contest.

**Article 4** In the event that a player gets more than three moves behind in notation, the opponent may object to a Floor Official. Upon verification, the Floor Official shall instruct the offending player that

- a) the move notation must be caught up on his time (13-5),
- b) in any case to start recording moves from that point forward,
- c) a time penalty will result if the same player should again become three or more moves behind in notation (except as permitted in 13-4) and the opponent objects to a Floor Official, and
- d) forfeiture will result if the same player should again become three or more moves behind in notation (except as permitted in 13-4) and the opponent objects to the Floor Official.

**SECTION 2** No person may act as the deputy of a player in recording moves except as in Rule 21.

**SECTION 3** In recording the moves of the game, either...

**Article 1** ...the algebraic system (20-5) of notation or

**Article 2** ...computer notation may be used, but

**Article 3** ...use of another notation system, such as the Descriptive System or symbols shall not be penalized. Electronic notation devices approved for use by the USCF may be used during play to record notation.

**SECTION 4** A player in time trouble under Rule 16 is not required to record the game. The opponent of a player in time trouble who elects to not continue notation may also elect to discontinue notation.

**SECTION 5** If a Floor Official instructs a player to write down missing moves according to 13-1-4 and the player declares he/she cannot do so without consulting his/her opponent's scoresheet...

**Article 1** ...the request for this sheet will be made to the opponent who cannot refuse his/her scoresheet.

**Article 2** ...while using the opponent's scoresheet, the player's clock shall be running regardless of whose turn it is to move.

## **RULE 14 - USE OF THE CHESS CLOCK**

**SECTION 1** A time delay clock is the preferred choice for use in games. A clock set with Increment time is not permitted. *NOTE: As a consequence of this rule, no player has recourse to claim of insufficient losing chances except as noted in Rule 12, Section 8. Players using an analog clock cannot ask for relief by insufficient losing chances.*

**SECTION 2** Under no circumstances is any person to call to the attention of any player the fact that he/she has failed to punch his/her clock after completing a move.

**Article 1** Any individual other than the opponent who indicates to a player to punch his/her clock shall be penalized.

**Article 2** A time penalty is imposed against the player told to punch his/her clock if, in the opinion of the Floor Official, such information could have had a substantial influence on the outcome of the contest.

**SECTION 3** Players may stop both clocks during a game to summon the Floor Official.

**Article 1** A player who stops both clocks other than as provided for in the rules shall be penalized by the addition of two minutes to the opponent's clock.

**Article 2** Officials may stop both clocks (see 8-6-6, 13-5-3, 14-3-2, 14-5, 14-7, and 19-1-1)  
(a) in accordance with IESA Chess Tournament Rules or  
(b) when it is believed justifiable.

**Article 3** Once stopped, a clock may only be restarted by a Floor Official or at the instruction of a Floor Official.



**SECTION 4** If during a game, it is determined that a clock is not functioning properly, other than a flag fall, or if the initial settings are determined to be incorrect, the Floor Official and/or players shall replace or correct such defective clock.

**Article 1** Time on a clock replacing a defective clock shall be indicated as accurately as possible for the time used up to when the game was interrupted.

**Article 2** If one unit of the defective clock has stopped, the corresponding unit of the new clock shall be advanced so that the total time indicated by the two units is equal to the time the playing session has been in progress.

**Article 3** If both units of a clock have stopped, the difference between the total of the time registered by the defective clock and the elapsed time of the playing session shall be divided in half and each unit of the new clock advanced by this amount.

**Article 4** A Floor Official is to use 14-11-5, 14-12 or his/her best judgment in setting the hands of a new clock if any clock adjustment

- a) would result in a player exceeding the time limit or
- b) the time used by each player cannot be accurately determined.

**SECTION 5** If the game must be interrupted because of some situation for which neither player is responsible the clocks shall be stopped under the direction of a Floor Official until the situation has been adjusted.

**SECTION 6** In the absence of a player's misconduct, the expiration of time is conclusive.

**SECTION 7** In the event of a claim of a draw that must be verified by a Floor Official, the clock of the players shall be stopped while the claim is being validated.

**SECTION 8** When a clock is not available at the beginning of the round, but is obtained or provided later the following procedures apply:

**Article 1** If both players are present when the round begins, they start play immediately and when a clock becomes available the elapsed time is divided equally between them.

**Article 2** If one player is absent when the round begins:

- (a) he/she is charged with the elapsed time up to the moment of his/her arrival and
- (b) the time from his/her arrival until a clock becomes available is divided equally between the two players.

**Article 3** If both players arrive late, the first to arrive must split elapsed time before starting the opponent's clock.

**Article 4** If only one player is present he/she must report his/her opponent missing and the lack of a clock to the Floor Official in charge of the game.

- (a) The Floor Official records the necessary information to properly adjust the time on the clock when one becomes available.

- (b) If a player fails to report the necessary information to the Floor Official, the Floor Official shall divide the time equally between the players when a clock becomes available.

**SECTION 9** When a round begins, the clocks for all matches will be started even if the competitor has not yet arrived.

**SECTION 10** If a player arrives 20 minutes after the beginning of a round, the individual's match is forfeited.

**SECTION 11** A player who punches his/her clock without moving (except when an opponent must replace accidentally displaced chessmen) is penalized 2 minutes.

## **RULE 15 - TIME LIMIT**

**Section 1** The time limit requires each player to make all the moves of the game in a period of time specified in advance.

**Section 2** The game ends when the time limit is exceeded.

**Article 1** The game is won by the player whose opponent's time expires first at any time before the game is otherwise ended except as in Rule 16-3-3.

**Article 2** A player claims a win by stopping both clocks and notifying a Floor Official. Time must not have expired for the player making the claim and the opponent's time must have expired after the clocks have been stopped.

**Article 3** A game is drawn if time has expired on both clocks before a win is claimed or a Floor Official has determined a player lost on time.

## **RULE 16 - TIME TROUBLE**

**SECTION 1** A player is deemed to be in time trouble when he/she has fewer than five minutes remaining to a time limit.

**Article 1** A player in time trouble must...

- a) ...continue to operate the clock with the same hand with which he/she moves the chessmen,
- b) ...remove his/her hand from the clock button after depressing the button and  
...must keep his/her hand off the clock until it is time to press it again,
- c) ...not pick up the clock
- d) ...replace chessmen on his/her own time if he/she accidentally displaces one or more of them.

**Article 2** If either player is in time trouble and the illegal move is not corrected before the opponent of the player who made the illegal move completes two moves, the illegal move stands and there is no time penalty.

**Article 3** In case of a dispute, either player may stop the clocks while a Floor Official is being summoned.

**SECTION 2** In positions that are clearly drawn, as in 12-7 or 12-8, either player may stop the clocks and ask a Floor Official to rule a draw. If the request is rejected, two minutes will be added to the time of the opponent of the player making the request.

**SECTION 3** A game is drawn when...

**Article 1** ...a player demonstrates a forced repetition of position as in Rule 12-4 (Note: This does not require notation).

**Article 2** ...neither player has sufficient material for a possible checkmate as in 12-7.

**Article 3** ...a player has insufficient material for a possible checkmate, as in 12-7, and the opponent's time expires first.

**Article 4** ...time has expired on both clocks.

**SECTION 4** Any player using excessive force on a clock may be warned by a Floor Official and penalized by up to the loss of the game for a second infraction.

**SECTION 5** If one player is in time trouble, either player may discontinue taking notation.

## **RULE 17 - CONDUCT OF THE PLAYERS, COACHES AND SPECTATORS**

**SECTION 1** The Rules of Chess are to be interpreted in as broad a manner as necessary to prevent unsportsmanlike conduct from interfering with the outcome of a game. Unsportsmanlike conduct includes, but is not limited to, the following:

**Article 1** Humiliating an opponent.

**Article 2** Playing under  
a) another's name or  
b) an assumed name.

**Article 3** Rudeness.

**Article 4** The Floor Official determines that deception, including trying to use the rules as a means of gaining an advantage, has been used in an attempt to gain an advantage.

**SECTION 2** A kibitzer is any person who gives advice to a player.

**Article 1** Kibitzers are to be penalized (see 18-3).

- Article 2** An individual who unintentionally kibitzes (by speaking to another person accidentally loud enough to be overheard by the players) is to be
- a) quieted,
  - b) removed from the area of play,
  - c) expelled from the playing area for the duration of the round, or
  - d) penalized (18-3).

**SECTION 3** During play, the players are forbidden to receive assistance.

**Article 1** During play, the players are forbidden to make use of notes, manuscripts, or printed matter.

**Article 2** During play, a player may spectate but are forbidden from analyzing any game on a chess board.

**Article 3** The penalty for violation of 17-3 is at least forfeiture of the game in progress except when advice was clearly unsolicited and a lesser penalty than forfeiture is to be imposed. The severity of the lesser penalty shall be in accordance with the influence the advice may have been able to have on the game but should not be forfeiture.

**SECTION 4** It is not a violation to...

**Article 1** ...write the next move on a scoresheet prior to making a move.

**Article 2** ...change the move written on the notation sheet prior to making a move.

**Article 3** ...make a move on the board different from the move on the notation sheet and then correct the notation sheet.

**SECTION 5** The writing of two or more moves ahead may be interpreted as analyzing.

**SECTION 6** It is not a violation to annotate previously made moves in a game on the same scoresheet.

**SECTION 7** While any tournament game is in progress in the competition hall...

**Article 1** ...there shall be no analysis including discussion, use of printed material or electronic aids.

**Article 2** ...there shall be no skittles games.

**Article 3** ...players will not go over a completed tournament game.

**Article 4** ...players will remove all chess equipment from the table at the end of a game.

**Article 5** ...cell phone photography and flash photography are permitted only during the first 10 minutes of play.

**Article 6** Violation shall result in those involved being penalized. In the case of analysis, the player may be forfeited. For violation of 17-7-2 or 17-7-3, the team shall be penalized as a minor violation with additional occurrences by members of the same team being penalized more severely.

**SECTION 8** Players are forbidden to distract their opponents in any manner whatsoever.

- Article 1** Participants are warned before the start of each round that cell phones/smart devices must be turned off completely or placed on silent. A cell phones/smart devices that goes off in the playing area will result in the following penalties:  
Player's cell phones/smart devices in use - forfeiture of game.
- a) Player's cell phones/smart devices in use - forfeiture of game
  - b) Player's cell phones/smart devices vibrating or ringing - loss of five minutes off clock but not to be lowered past one minute of the time remaining. A second violation would result in a forfeiture of game
  - c) No headphones of any type may be worn in the playing area.
- Article 2** Making repeated offers of a draw without strong positional grounds for such an offer.
- Article 3** Asking an opponent for a draw.
- Article 4** A player whose turn it is to move cannot be considered as distracting or annoying an opponent.
- Article 5** A player not on the move is to be restrained in behavior and mannerisms that might be distracting or annoying.
- Article 6** A player, even with the move, is not to be permitted mannerisms or behavior which distract players of other games.
- Article 7** Floor Officials are to penalize players only when
- a) a claim is made,
  - b) the behavior or mannerisms of a player are judged intentional, or
  - c) a warning for unintentional mannerisms or behavior that clearly interfere with the proper conduct of the game goes unheeded.
- Article 8** In case of mannerisms regarding disabled players or 17-8-6c, a Floor Official may create special playing arrangements even to the extent of observers under the direction of Floor Officials.
- Article 9** Application of this Section is not limited to those provisions mentioned in 17-8-1 to 17-8-7.

**SECTION 9** A spectator is an individual in a playing room other than an official, coach, or player of a game in progress.

- Article 1** Upon completion of their game, players become spectators.
- Article 2** Spectators are forbidden to
- a) kibitz,
  - b) distract, or
  - c) annoy in any manner whatsoever.
- Article 3** Observing a game from a reasonable distance is not to be interpreted, by itself, as being distracting or annoying.

**SECTION 10** During playing sessions...

**Article 1** ...players with games in progress are not to leave the table without first informing a Floor Official and/or the opponent.

**Article 2** ...players

- a) with games in progress or
- b) who have become spectators may view other games of their teammates, but must stay behind them where they cannot easily be seen.

**SECTION 11** A player who does not wish to continue a lost game and leaves without being courteous enough to resign or notify a Floor Official is to be forfeited from further play in the tournament as a minimum penalty. Before penalty for violation of this section is applied...

**Article 1** ...a player must report his/her opponent absent from the board to a Floor Official who will

- a) inspect the game to see if it is a lost game, and
- b) after a reasonable wait will attempt,
- c) with reasonable effort and time to locate such opponent.

**Article 2** If the absent player is located,

- a) he/she will be asked why he/she is away from the board, and
- b) if a satisfactory answer is obtained the player may return within a reasonable time to the board and continue the game, but
- c) if the answer is not satisfactory to the Floor Official, the player will be penalized for his/her absence and be instructed to return to the game immediately, and
- d) should refusal or unwarranted delay in returning occur, the full penalty be applied.

**Article 3** If the absent player is not located with reasonable effort and time, the Floor Official will declare the game abandoned and apply the penalty provided.

**SECTION 12** Penalties (18-3) shall be applied in cases of unsportsmanlike efforts to obtain results in games including...

**Article 1** ...agreeing with an opponent to draw before a serious contest has begun.

**Article 2** ...agreeing to "throw" a contest.

**Article 3** ...prompting a player to extraordinary efforts to win or draw except in a Team Tournament from a fellow team member or the player's coach.

**SECTION 13** The name and phone number of the coach(es) must be entered on the entry form.

**Article 1** A coach is responsible for his/her players following the rules.

**RULE 18 - PENALTIES**

**SECTION 1** Infractions of the rules may incur penalties, even to the extent of the loss of the game.

**SECTION 2** When games are annulled...

**Article 1** When a game replaces an annulled game, the times on the clock in the annulled game shall be used for the new game less 5 minutes for each player.

**Article 2** At the discretion of the Floor Official, an annulled game may be replaced with a new game without the clocks being reset.

**SECTION 3** The judgment of the tournament official will determine the penalty to be imposed where it is not specified in the rules. Penalties that may be imposed include:

**Article 1** Recorded warning.

**Article 2** Additional time added to clock of offender's opponent.

**Article 3** Loss of match points of  
a) individual offender and/or  
b) the offender's team.

**Article 4** Expulsion from the playing room  
a) for the round,  
b) for the tournament, and  
c) tournament official will determine whether an expelled player may have a substitute play for him/her.

**Article 5** Forfeiture of a number of future rounds in which case no substitute may be used.

**Article 6** Loss of the game in progress.

**Article 7** Alter the normal scoring for the outcome of the game.

**Article 8** Combinations of any items in 18-3-1 to 18-3-8.

**Article 9** Cancel a game and rule a new game to be played in its place.

**Article 10** Declare a game lost by both players.

**SECTION 4** In the event of a penalty, a Floor Official is to...

**Article 1** ...record the names of all individuals involved,

**Article 2** ...record the circumstances causing the penalty,

**Article 3** ...record the name of the Floor Official(s) imposing the penalty,

**Article 4** ...the penalty imposed, and

**Article 5** ...secure the information so as to be readily available in future rounds of the tournament to ensure that previous circumstances are considered in future rulings involving the same individual and/or team.

## **RULE 19 - APPEALS**

**SECTION 1** A player may immediately appeal a ruling by a Floor Official on his/her own game to first the Section Chief and then, if necessary, to the Chief Tournament Director.

**Article 1** The appeal must be made to the Floor Official before the player making the appeal makes any further move.

**Article 2** The clock shall be stopped and the Floor Official shall summon the Section Chief (or Chief Tournament Director if needed) to the table.

**SECTION 2** The Section Chief (or Chief Tournament Director if needed)...

**Article 1** ...may gather any information from players, witness or coaches.

**Article 2** ...may require the appeal or the information regarding the appeal to be submitted in writing.

**Article 3** ...may consult with other individuals.

**Article 4** ...may use reference materials.

**Article 5** ...The Section Chief (or Chief Tournament Director if needed) shall always give preeminent weight to the testimony of the Floor Official as to anything said or done in his/her presence.

**SECTION 3** The Section Chief or the Chief Tournament Director shall then...

**Article 1** ...uphold the ruling or...

**Article 2** ...reverse or modify any previous decision.

**Article 3** The decision of the Chief Tournament Director is final. Any further activity by a player, coach, witness, spectator or official should be ruled unsportsmanlike and penalized appropriately.

**SECTION 4** A coach may first appeal a pairing to the Pairing Director for the division only if the coach can demonstrate that the pairing is illegal or potentially illegal:

**Article 1** An example of an illegal pairing is:  
a) being paired against an opponent from an earlier round

**Article 2** Examples of a potentially illegal pairing are:  
a) being assigned the same color three times in a row  
b) being paired against an opponent outside one's own pairing group  
c) being paired against an opponent from one's own conference, if such a restriction is in effect



d) being paired against a teammate

**Article 3** The decision of the Pairing Director for the division may be appealed to the Chief Pairing Director whose decision is final.

**Article 4** No appeal will be considered after 10 minutes have elapsed from the start of the round.

## RULE 20 - NOTATION

**SECTION 1** Players record the moves of games using the algebraic system (20-4).

**SECTION 2** In recording the symbol of the chessmen, the letters as given in 3-2 are to be used.

**SECTION 3** Except as provided in 20-4 and 20-5, the following symbols shall be used:

**Article 1** x = capture

**Article 2** - (Hyphen) = move to

**Article 3** 0-0 castle to Kingside  
0-0-0 castle in Queenside

**Article 4** Check may be shown with  
a) + or  
b) ck

**Article 5** e.p. = en passant

**Article 6** ( ) = used to show promotion following a Pawn move to the 8th rank with the symbol of the piece to which the Pawn was promoted being placed in the parenthesis.

**SECTION 4** Algebraic Notation describes squares and moves by use of a grid system of numbers and lower case letters.

**Article 1** The chessmen are designated by their initials (3-2).

**Article 2** The files are designated by lower case letters a to h from left to right on White's side of the board (see Figure 20-5).

**Article 3** The eight ranks are numbered from 1 to 8 counting from White's first rank (see Figure 20-5).

**Article 4** Each square is identified by:  
a) a symbol comprising first the letter of the file and then the number of the rank and  
b) is the same whoever is moving.

**Article 5** A move by a piece is described by giving the initial of the piece followed immediately by the symbol of the square of departure then, following the separation symbol, the symbol for the square of arrival. The separation symbol is...  
a) ...a hyphen if the move is to a vacant square and...

- b) an x or : if the move is a capture.

**Article 6** Additional symbols given in 20-3 may be added as necessary.

**SECTION 5** When no ambiguity will result, abbreviations in the algebraic system may be used as follows:

**Article 1** For Pawns...

- (a) ...a move by a Pawn is described as given in 20-5-6 except the letter P for Pawn is omitted.
- (b) ...the omission of a preceding initial always indicates that a move or capture is made by a Pawn
- (c) ...captures by Pawns are shown by combining the letters of the files of departure and the file of arrival.

**Article 2** The description of a move may omit the square of departure and give only the square of arrival.

**Article 3** Captures by pieces are shown by giving the initial of the piece and the symbol of the square on which the capture occurs linked by a : or an x.

**Article 4** If the omission of the square of departure would result in ambiguity, the letter of the file or the number of the rank is added to the initial of the piece moved.

**SECTION 6** Other systems of notation may be used to record a game provided the game notation is consistently recorded and the game may be reproduced from the notations to the satisfaction of tournament officials. Such other systems include:

- a) Descriptive System,
- b) computer notation, and
- c) any recognized variety of algebraic and includes the use of foreign language abbreviations for pieces in any notation system.

**SECTION 7** Players may choose to use Forsyth Notation to quickly record a position, especially when starting notation.

**Article 1** The board is described from White's 8<sup>th</sup> rank to the 1<sup>st</sup> by using initials and numbers.

**Article 2** The chessmen are represented by their letters and symbols (3-2)...

- a) ...to notate White chessmen using capital letters.
- b) ...to notate Black chessmen using lowercase letters or by circling the letters.

**Article 3** Numbers are used to tell the number of vacant squares; examples of Forsyth Notation recording a position are shown in Figure 20-7. In addition, slashes may be used to separate the ranks:



Figure 20-7

### Forsyth Notation

```

N 1 b k 3 r
p 5 p p
3 b 1 p 2
8
2 B n P 2 K
3 P n 3
P P P 4 P
R 1 B 1 Q 2 R

N 1 b k 3 r/p 5 p p/3 b 1 p 2/8/2 B n P 2 K/3 P n 3/P P P 4 P/R 1 B 1 Q 2 R

```

## RULE 21 - PLAYERS WITH DISABILITIES

**SECTION 1** Players with physical disabilities that are either temporary or permanent and which prevent them from fulfilling certain rules shall have special consideration in meeting the rules.

**SECTION 2** Request for special consideration under Rule 21 must be presented to the Chief Tournament Director prior to the beginning of a game and is expected to be submitted during registration.

**SECTION 3** To be eligible to compete, a player must be able to communicate in some clear manner his/her selection of moves in a way that does not require prompting of any kind.

**SECTION 4** When a temporary or permanent disability prevents a player from taking notation...

**Article 1** ...a player may appoint a deputy to take notation with notification to Floor Officials of the necessity prior to the game who shall,

**Article 2** ...notify the opponent of the circumstances and inform him/her that he/she may appoint a deputy to take notation at any time he/she requests.

**Article 3** ...the score of the game may be taken  
a) in Braille or  
b) on a tape recorder.

**SECTION 5** When a temporary or permanent disability prevents a player from operating the clock...

**Article 1** ...said player may appoint a deputy to operate his/her clock with notification to Floor Officials of the necessity prior to the game, who...

**Article 2** ...shall notify the opponent of the circumstances and inform him/her that he/she may appoint a deputy to operate his/her clock at any time requested.

**Article 3** ...a chess clock with a signal useable by the blind shall be admissible.

**Article 4** ...an opponent's clock may be started when a board with securing operators is used as provided in 21-5-1 only after the move is deemed executed as determined in 21-6-2.

**SECTION 6** A player's temporary or permanent disability...

**Article 1** ...may require the use of two chessboards with the disabled player using one with securing operators

**Article 2** ...may require the announcement of moves clearly in which case

- (a) the opponent shall repeat them,
- (b) the move shall then be executed, with
- (c) a slip of the tongue in announcing the move being corrected immediately and before starting the clock of the opponent.

**Article 3** ... which limits mobility may, upon notification of tournament officials, be assigned a more accessible playing location.

**SECTION 7** When a board with securing operators is used as provided in 21-5-1:

**Article 1** A chessman shall be deemed touched when it has been taken out of the securing aperture.

**Article 2** A move shall be deemed as executed when,

- (a) A chessman is placed into a securing aperture,
- (b) In the case of a capture, the captured chessman has been removed and the capturing chessman inserted in its place, or
- (c) The move has been announced.
- (d) If, during the game, different positions should arise on the two boards, such differences have to be corrected with the assistance of a Floor Official and by consulting both players' scoresheets. In resolving such differences, the player who has written down the correct move, but executed the wrong one has to accept certain disadvantages.
- (e) If, during a game, different positions should arise on the two boards and the game scores are also found to differ, the moves shall be retraced up to the point where the two scores agree, and the Floor Official shall readjust the clocks per 14-11.

**SECTION 8** Where a temporary or permanent disability prevents a player from making moves on the board, said player may appoint a deputy to make the moves with notification to a Floor Official of the necessity prior to the game.

**Article 1** Floor Officials shall notify the opponent of the circumstances.

**Article 2** The move shall be confirmed by the opponent before the deputy makes the move on the board.

**Article 3** No communication between the deputy and the player shall occur before the move on the board.

**Article 4** Confirmation of the move between the players shall constitute application of Rule 8.

**SECTION 9** As the nature of a disability requires, a player shall have the right to make use of an assistant who shall have the following duties:

**Article 1** To make the moves for him/her on the board of the opponent;

- Article 2** To announce the moves of the opponent;
- Article 3** To keep score for him/her.
- Article 4** To inform him/her at his/her request, of the number of moves made;
- Article 5** To inform him/her, at his/her request, of the time used by both players;
- Article 6** To start the clock of the opponent;
- Article 7** To claim the game in cases where the time limit has been exceeded, and
- Article 8** To carry out necessary formalities in cases where the game is adjourned.

**SECTION 10** A non-disabled player in a contest against a disabled player may make use of a deputy whose duties shall be to...

- Article 1** ...announce the moves of the disabled player, and
- Article 2** ...make the disabled player's moves on the board.

**SECTION 11** The disabled player may elect to utilize partial assistance by electing such provisions as deemed necessary but such selection must be specified to both a Floor Official and the opponent prior to the start of the game.

**RULE 22 - APPLICATION OF THE RULES**

**SECTION 1** Except where specifically given to participants in advance of initial registration, all provisions of Rules 1-22 shall apply in chess contests covered by IESA regulation.

**SECTION 2** Except in the IESA Chess State Tournament, experimentation with rule changes involving any change not specifically allowed shall be permitted provided:

- Article 1** Notification is made to the IESA Office and members of the IESA Chess Advisory Committee at least four (4) weeks prior to mailing notice to participants and
- Article 2** All participants are informed of the differences prior to initial registration.

**SECTION 3** The IESA Chess Advisory Committee shall recommend to the Board of Directors at the earliest possible time adoption of rule changes believed desirable and changes to conform to the FIDE and USCF Chess Rules.

**SECTION 4** The IESA Chess Advisory Committee shall receive and consider recommending to the Board of Directors suggestions for changes from any interested party at an annual meeting.