

# Charlotte Chess Center Electronic Device Policy

*Effective 1/1/2022. The CCC's electronic device policy applies to all rated multi-day tournaments.*

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

1A. The penalty is usually loss of the game unless the Tournament Director (TD) decides otherwise.

1B. Devices that are not capable of communication or chess analysis, such as fitness trackers or monitors, are generally permitted.

**2.** Players who bring electronic devices (except for 1B) into the tournament hall while playing must:

2A. Store them in a bag on or under your chair.

2B. Check them in on the designated table in the tournament hall.

2C. Place them face down under their chair.

These devices must remain turned off and stored – they may not be opened, switched on, or held.

**3.** A player who possesses or views an electronic device, except those described in 1B, anywhere outside the tournament playing hall, including the restroom, may lose the game.

**4.** During play, players may not leave the tournament area without TD permission. The tournament area consists of the playing room(s), nearby restrooms, hallways, foyers, and smoking area. The penalty for leaving the tournament area will usually be a time penalty for the first offense.

**5. Cell phone ringing.** During play, if a player's device makes any noise while not on your person, the following penalties will be applied:

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

5B. All other sections, including FIDE-rated non-norm events – time deduction of 10 minutes or half the remaining time, whichever is less, for the first offense.

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

5D. If the device is on your person (e.g. in your pocket), the penalty is usually the loss of the game.

**6.** During or after a game, if requested by a TD, players must submit to a search for electronic devices. Refusal to cooperate may result in the loss of the game and ejection from the tournament.

**7.** Electronic scorekeeping devices are permitted if they are approved by US Chess – currently the MonRoi, Plycounter, and ChessNoteR. For all FIDE-rated sections, players may not use electronic scorekeeping devices.

**8. Exceptions.** Players with a medical or other exemption which requires the presence of an electronic device, or players that anticipate having to make or receive an emergency call, must notify a TD before the tournament or before the relevant game.

**9.** If there is evidence of cheating, the player will be forfeited from the current game, ejected from the tournament, and may have previous results in the tournament annulled. Cheaters may also be barred from future CCC tournaments and have a US Chess Ethics Complaint filed against them.