

Charlotte Chess Center Electronic Device Policy

Updated March 2023. This policy applies to regular-rated (classical) multi-day events organized by the CCC.

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

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

1B. Players with a medical or other exemption which requires an electronic device, or players that anticipate having to make an emergency phone call, must notify a TD before the relevant event or game.

1C. For non-FIDE-rated sections, electronic scorekeeping devices are permitted if they are currently approved by US Chess. For all FIDE-rated sections, players may not use electronic scorekeeping devices.

2. 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:

2A. Completely power off all electronic devices – no airplane, vibrate, silent, or sleep modes, and:

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

2C. Place them face down under their chair.

2D. Norm invitationals – players must “check in” devices at the TD table. No TD tables for non-invitationals.

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

3. During play, players may not leave the “tournament area” without the accompaniment or permission of a TD, even without an electronic device. The tournament area consists of the playing rooms, nearby restrooms, adjacent hallways and foyers, and smoking area. The penalties for violating item 3 are listed below.

4. Penalties for possessing an electronic device or leaving the tournament area without TD permission

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 – this will usually be the case for infractions within the first 15 minutes or 5 moves of play.
- Time penalty – at the TD’s discretion.
- Loss of game and/or ejection from the event.

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 ringing

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.

5D. If the device is on your person (e.g. in your pocket) when it rings, the penalties will usually be from item 4.

6. During or after a game, players must submit to a search 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.