

Cork Chess Club, Club Championship Rules

1. The Cork Club Championship will be played over 7 rounds and the time control will be 90 minutes for the entire game with a 15 second increment from move one.
2. Games start at 8:15pm and clocks should be started at this time. If a player has failed to show up for their match by 9:15pm they will forfeit the game. Players may play their game (by mutual consent) any time prior to the scheduled date for the round.
3. Results of games must be posted on the club notice board.
4. Once the first round draw has been made a player's committee will be formed. Disputes should be brought to the attention of the arbiter who will make a ruling. If a player directly affected by such a ruling disagrees with the arbiter's decision they must submit any appeal in writing within 24 hours otherwise the matter will stand unaltered. On receipt of an appeal the player's committee will meet and, using only the information available to the arbiter at the time of the original ruling, come to a decision before the draw for the next round.
5. The normal FIDE rules of chess apply, see the current FIDE Handbook <https://www.fide.com/component/handbook/?id=171&view=article>, with the following amendments:
 - a. Article 4: The act of moving the pieces
This rule applies in full – so that if a piece has been touched that piece must be moved, or if an opponent's piece has been touched it must be captured, unless it would be illegal to do so or the player has announced that they are adjusting the piece beforehand by saying "j'adoube" or "I adjust". In the spirit of encouraging new and young talent, less experienced players may be judged leniently if this rule is forgotten.
 - b. Article 8: The recording of the moves
Less experienced players are encouraged to record their moves but this is not a condition of playing in the Club Championship. More experienced players may stop recording their moves if they have less than 5 minutes remaining on their clock at any point in the game. A letter "T" should be written on the score-sheet to indicate this event. As a time increment is added to the clock the player's remaining time may increase over 5 minutes afterwards, but the player will not be required to record moves.
 - c. Article 11.3.b: Mobile phones
For this competition players are allowed to bring their mobile phones into the playing venue but these phones should be switched off. If a player's phone rings or makes a sound then that player will forfeit their game.

Junior players and adults with particular special needs on a night may declare their phone to their opponent and leave a phone, on silent, turned on face-up on their playing table, so they can see an incoming call without making a noise.
6. It should be noted that these brief rules cannot cover every eventuality but the arbiter will try to make any decisions in as fair a manner as possible.