Mississauga Chess Club

Chess Etiquette

- **Finding your board**
  Find your name on the list for your section. A board number will be displayed next to your pairing. That would be the board number. The first name plays white while the second plays black. After the name will be the player's rating and current points.

BD	Res	White	Res	Black
1		Player 1 (800 1.0)		Player 2 (850 2.0)
2		Player 3 (700 0.0)		Player 4 (650 0.0)

- **Starting the game**
  Shake hands with your opponent. Then black starts the clock.

- **Touch-move/Touch-take**
  Touch Move: Any touch of a piece requires you to move that piece unless you cannot move that piece (for instance, in check).
  Touch Take: If you touch an opponent's piece, you must capture it.

- **Making a move**
  Use one hand - Move the piece, then press the clock, then write the move down.

- **Adjusting pieces**
  You must say "I adjust" to adjust your pieces during your turn. Players are not allowed to adjust during their opponent's time.

- **Castling**
  Do not touch the Rook first. Move the King two squares and then move the Rook to the other side. Just like online.

- **No hands on the board**
  Only time you touch the board is to move or adjust a piece.

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- **Leaving the board/Washrooms**
  Players can only leave their board (for washroom/drinks/etc.) during their opponent's turn. Players should not tell their opponent or the arbiter before doing so. You are not allowed to leave your own board when it is your turn. You do not stop the clock when leaving the board. Ideally, use the washroom before the game starts.

- **How to call an arbiter**
  When there are disputes about a game, pause the clock and raise your hand to get the arbiter's attention.

- **Phones**
  All phones/electronic devices must be turned off and placed face down. If a phone rings during a tournament, that player will automatically lose the game.

- **Communicating with others:**
  During the game, participants are not allowed to communicate with others. Players are to remain quiet if watching another game in progress.

- **Check/Checkmate**
  When making a move that results in check or checkmate, do not say "check" or "checkmate"

- **How to offer a draw**
  Make a move, offer draw, press the clock. The opponent decides whether to accept the draw on their turn. They can either decline verbally or just play their move.

- **How to resign**
  Stop the clock and then extend your hand to your opponent.

- **When the game ends**
  Shake hands, both players sign both score sheets and write the result of the game on the pairing sheet. Write **1** next to the winner's name in the **Res** column next to the player's name and **0** next to the loser's name. If a draw/stalemate, write **½** next to each name.