

2. The Chessboard

3. The Pieces

4. Objective and Scoring

5. The Chess Clock

- 5A. Time controls and time limits.
- 5B. Sudden death time controls
- 5C. Ratable time controls.
- 5D. Accumulation of time
- 5E. Recommended increment or delay
- 5F. Standard timer
- 5G. The flag
- 5H. Pressing the clock
- 5I. Stopping the clock
- 5J. Further details

6. The Right to Move

7. Definition of the Move

- 7A. Basic definition
- 7B. Crossing an occupied square.
- 7C. Capturing.

8. The Moves of the Pieces

- 8A. The king - *castling*
- 8C. The rook - *castling*

9. Determination and Completion of the Move

- 9A. Transfer to a vacant square.
- 9B. Capturing.
- 9C. Castling
- 9D. Pawn promotion
- 9E. Checkmate or stalemate.
- 9F. Last move of the time control.
- 9G. Determined moves and completed moves.
- 9H. Stopping the clock

10. The Touched Piece

- 10A. Adjustment of pieces
- 10B. Touch-move rule
- 10C. Touching pieces of both colors.
- 10D. Piece touched cannot move
- 10E. Accidental touch of piece
- 10F. Appearance of adjustment.
- 10G. Accidental release of piece
- 10H. Piece touched off the board
- 10I. Castling.
- 10J. When to claim touch-move.

11. Illegal Positions

- 11A. Illegal move during last ten moves.
- 11B. Illegal move prior to last ten moves.
- 11C. Accidental piece displacement
- 11D. Illegal move.
- 11E. Incorrect adjourned position.
- 11F. Incorrect initial position
- 11G. Incorrect placement of chessboard
- 11H. Director corrects illegal move outside of time pressure
- 11I. Spectators.
- 11J. Deliberate illegal moves.

12. Check

- 12A. Definition.
- 12B. Double check
- 12C. Responding to check
- 12D. Check by interposing piece.
- 12E. Moving into check
- 12F. Calling check not mandatory

13. The Decisive Game

- 13A. Checkmate
- 13B. Resignation
- 13C. Time forfeit.
- 13D. Late arrival for game
- 13E. Late arrival for adjournment resumption
- 13F. Late arrival by both players.
- 13G. Players must give notice if withdrawing or skipping a round
- 13H. Sealing of invalid move
- 13I. Refusal to obey rules

14. The Drawn Game

- 14A. Stalemate
- 14B. Agreement
- 14C. Triple occurrence of position
- 14D. Insufficient material to continue
- 14E. Insufficient material to win on time.
- 14F. The 50-move rule.
- 14G. Both flags down in sudden death
- 14H. Claim of insufficient losing chances in sudden death.
- 14I. Advice on claims of insufficient losing chances in sudden death under Rule Variation
- 14J. Draw declared by director
- 14K. Director declares draw for lack of progress

15. The Recording of Games

- 15A. Manner of keeping score
- 15A. (Variation I) Paper scoresheet variation.
- 15B. Scorekeeping in time pressure, non-sudden death time control.
- 15C. Scorekeeping in time pressure, sudden death time control.
- 15D. Use of opponent's scoresheet for assistance
- 15E. Borrowing not needed.
- 15F. Reconstruction after time control
- 15G. Ownership of scoresheets.
- 15H. Reporting of results.
- 15I. Results reported incorrectly.

16. The Use of the Chess Clock

- 16A. Allowable time controls
- 16B. How to set clocks
- 16C. Removing a player's hand from clock
- 16D. Special rules for time pressure
- 16E. When flag is considered down.
- 16F. Evidence provided by flag
- 16G. Premature flag fall
- 16H. Apparent flag fall can cause forfeit.
- 16I. Starting the clock.
- 16J. Black not present
- 16K. Both players late
- 16L. Possible stipulations
- 16M. Equipment needed to start clock
- 16N. Beginning the round
- 16O. Defective clocks.
- 16P. Erroneously set clocks.
- 16P1. Delay or increment not set
- 16Q. Interruption of game.
- 16R. Illegal Moves.
- 16S. Priority of agreed result over time-forfeit claim
- 16T. Both players exceed time control.
- 16U. Avoiding the need to reset clocks
- 16V. One vs. two controls when time is limited
- 16W. Resetting clocks when necessary
- 16X. Extra minute not added.
- 16Y. Assisting players with time management prohibited

17. Scheduling

18. The Adjournment of the Game

19. Resumption of the Adjourned Game

20. Conduct of Players and Spectators

- 20A. Conduct of players.
- 20B. Use of recorded matter prohibited
- 20C. Use of notes prohibited
- 20D. Use of additional chessboard or computer prohibited
- 20E. Soliciting or using advice prohibited
- 20F. Analysis in the playing room prohibited.
- 20G. Annoying behavior prohibited.
- 20H. Absence during play
- 20I. Discussion of games
- 20J. Last round discussion
- 20K. Penalties
- 20L. Manipulating results.
- 20M. Behavior of spectators.
- 20N. Electronic communication devices.

21. The Tournament Director

- 21A. The chief tournament director
- 21B. Duties and powers
- 21C. Delegation of duties.
- 21D. Intervening in games.
- 21E. The playing director.
- 21F. Player requests for rulings
- 21G. Evidence.
- 21H. Appeals
- 21I. Appeals committee
- 21J. The Special Referee
- 21K. Use of director's power
- 21L. Appeal to US Chess.

22. Unplayed Games

- 22A. Games forfeited due to nonappearance.
- 22B. Full-point byes
- 22C. Half-point byes

23. Organization and Membership

- 23A. Responsibilities of organizer
- 23B. Determination of game times
- 23C. US Chess membership requirement

24. Interpretation of the Rules

24A. Rules Committee

24B. Appeals to US Chess