

Before Start:

- All mobiles, Internet-enabled watches etc., must be switched off prior to the game. If you have an alarm on your mobile, watch, etc., make sure that this is muted. In tournaments and matches, all mobiles in the playing area must be off, including spectators'.
- Traditional to shake hands, but we do live in the Covid age!
- Once play is underway, do not distract your opponent by speaking to him, unless to resign or offer a draw etc.
- Courteous to announce 'Check', but not compulsory.

Start:

- Match captain or Arbiter will announce "Start White's clock".

Moving:

- It is always 'Touch Move';
- If you touch your own piece with the intention of moving it, you must make a move with that piece;
- If you intentionally touch an opponent's piece, you must capture it if legally possible;
- Always move the King first when castling;
- The move and the clock must be completed using only one hand;
- If you want to adjust the position of a piece or pieces, you must precede this by announcing "J'adoube", or "I adjust"; **

Recording moves:

- You must record your moves using Algebraic notation (long or short);
- Record your move **after** completing the move, and not before. (Except when claiming a draw).
- Once you have less than 5 minutes left on the clock in a game with no increments, you no longer need to keep the score.

Illegal moves

- If your opponent makes an illegal move, you may claim an extra two minutes on the clock.

The game ends decisively by:

- Checkmate;
- Resignation (traditional to tip one's King over);
- Win/Loss on time

The game results in a draw by:

- Draw offered and accepted (offer before pressing clock);
- Perpetual Check;
- Repetition of position three times (with same player to move) – in this case you can write the move resulting in three-fold repetition before announcing that you are going to play it, and doing so.
- Stalemate;
- Insufficient material; (K + N vs K) **
- Fifty moves (each) have been played without a pawn move or capture.
- In games without increments a player with a clearly winning position may claim a draw when they have **less than two minutes left** on their clock by stopping the clock **before** their flag falls. If the opponent's practical chances of a win are minimal then the draw claim succeeds. If not, it fails.

Match considerations

- In a tournament you may decide to play all out for a win (or even a draw!), but in matches it is customary to think about the good of the team (this doesn't apply to Govanhill friendlies). You can consult the match captain if offered a draw to see what they think. This can be tricky if they too are in time trouble!