Electronics Policy

1) While a player's games are ongoing, any electronics they have with them (i.e. cellphones) are to be **turned off** and placed face down on the table. Phones are not to be removed from the table. A ringing or beeping phone would be considered a phone violation, and in this case a player will receive a single warning. Any subsequent violations during the tournament, will lead to the loss of the game.

2) Alternatively, electronics can be turned off and left in a bag. Because of this no bags are to leave the room, without prior consent of the Tournament Director. Any evidence of a turned-on phone in a bag (i.e., ringing or beeping), will lead to a forfeit in that game.

3) Any player discovered to have a phone on their person during the round, will lead to a forfeit in that game. **However**, if a player inadvertently fails to take a phone out of their pocket they may turn it into the Arbiters for the duration of the round, BUT ONLY within the first 15 minutes of the round, and they will receive a warning. For the Rapid, Amateur and Junior this time will be reduced to 5 minutes after the start of the round.

4) Spectators (which includes players whose games are finished) should also have electronics turned off or in silent mode and stowed away (UNLESS there is a designated seating area) while in the playing room. Violators may be asked to leave the room for the duration of the round. No chess applications are allowed to be used while in the playing room.