



# **All India Chess Federation**

**Study material**

## **Senior Arbiter Examination 2013 - 14**

**Irinjalakuda, Thrissur, Kerala**

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# E.I .01A. Laws of Chess

## **Handbook :: E. Miscellaneous**

### **E.I.01A. Laws of Chess**

FIDE Laws of Chess cover over-the-board play. The English text is the authentic version of the Laws of Chess, which was adopted at the 79th FIDE Congress at Dresden (Germany), November 2008, coming into force on 1 July 2009. In these Laws the words 'he', 'him' and 'his' include 'she' and 'her'.

#### **Preface**

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view.

A member federation is free to introduce more detailed rules provided they:

- a. do not conflict in any way with the official FIDE Laws of Chess, and
- b. are limited to the territory of the federation concerned, and
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

### **BASIC RULES OF PLAY**

#### **Article 1: The nature and objectives of the game of chess**

- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- 1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

## Article 2: The initial position of the pieces on the chessboard

- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- 2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

- A white king, usually indicated by the symbol 
- A white queen, usually indicated by the symbol 
- Two white rooks, usually indicated by the symbol 
- Two white bishops, usually indicated by the symbol 
- Two white knights, usually indicated by the symbol 
- Eight white pawns, usually indicated by the symbol 
- A black king, usually indicated by the symbol 
- A black queen, usually indicated by the symbol 
- Two black rooks, usually indicated by the symbol 
- Two black bishops, usually indicated by the symbol 
- Two black knights, usually indicated by the symbol 
- Eight black pawns, usually indicated by the symbol 

- 2.3 The initial position of the pieces on the chessboard is as follows:

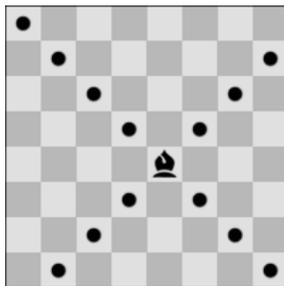


- 2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

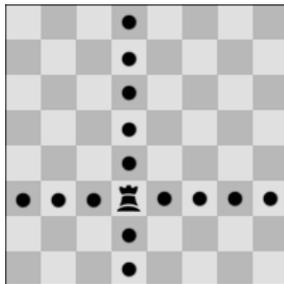
### Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8. A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

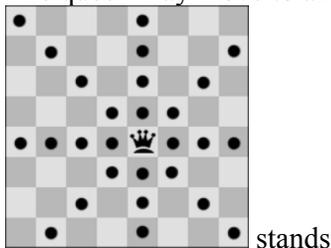
3.2 The bishop may move to any square along a diagonal on which it stands.



3.3 The rook may move to any square along the file or the rank on which it stands.



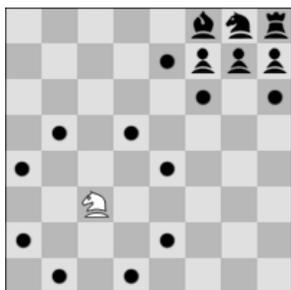
3.4 The queen may move to any square along the file, the rank or a diagonal on which it



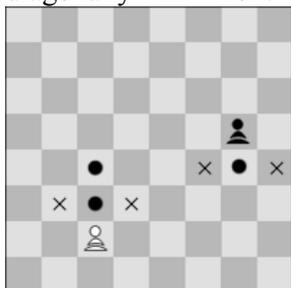
3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

3.6 The knight may move to one of the squares nearest to that on which it stands but

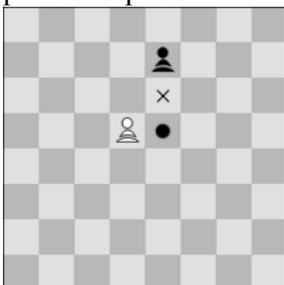
not on the same rank, file or diagonal.



- 3.7
- a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
  - b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or
  - c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.

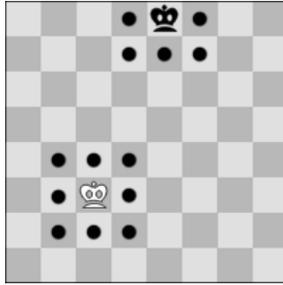


- d. A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant capture'.



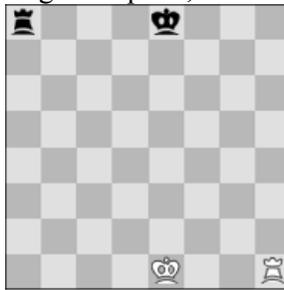
- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.

- 3.8
- a. There are two different ways of moving the king: by moving to any adjoining square not attacked by one or more of the opponent's pieces

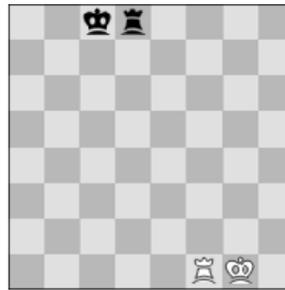


or by ‘castling’. This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows:

the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



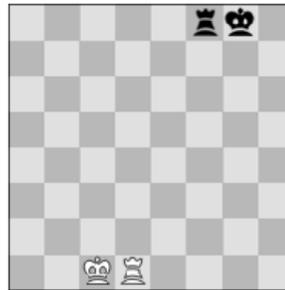
*Before white kingside castling  
Before black queenside castling*



*After white kingside castling  
After black queenside castling*



*Before white queenside castling  
Before black kingside castling*



*After white queenside castling  
After black kingside castling*

- b. (1) The right to castle has been lost:
  - a. if the king has already moved, or
  - b. with a rook that has already moved.
- (2) Castling is prevented temporarily:
  - c. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
  - d. if there is any piece between the king and the rook with which castling is to be effected.

- 3.9 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

#### **Article 4: The act of moving the pieces**

- 4.1 Each move must be made with one hand only.
- 4.2 Provided that he first expresses his intention (for example by saying „j'adoube“ or “I adjust”), the player having the move may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:
- one or more of his own pieces, he must move the first piece touched which can be moved
  - one or more of his opponent's pieces, he must capture the first piece touched which can be captured
  - one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.
- 4.4 If a player having the move:
- deliberately touches his king and rook he must castle on that side if it is legal to do so
  - deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
  - intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
  - promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.
- 4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.
- 4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:
- in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand
  - in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal
  - in the case of the promotion of a pawn, when the pawn has been removed from

the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.

- 4.7 A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.

### **Article 5: The completion of the game**

- 5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.
- b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.
- 5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.
- b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
- d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)
- e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

## **COMPETITION RULES**

### **Article 6: The chess clock**

- 6.1 Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws of Chess, means one of the two time displays. Each time display has a 'flag'. 'Flag fall' means the expiration of the allotted time for a player.
- 6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
- b. The time saved by a player during one period is added to his time available for

the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.
- 6.4 Before the start of the game the arbiter decides where the chess clock is placed.
- 6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.
- 6.6 a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.
- b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.
- 6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)  
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
- b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
- c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
- d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.
- 6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.
- 6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 6.10 a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
- b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall

install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.

- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
- a. the game shall continue if it happens in any period of the game except the last period
  - b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.
- 6.12
- a. If the game needs to be interrupted, the arbiter shall stop the clocks.
  - b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
  - c. The arbiter shall decide when the game is to be restarted in either case.
  - d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.
- 6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.
- 6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

## **Article 7: Irregularities**

- 7.1
- a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
  - b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.
- 7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.
- 7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.
- 7.4
- a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this re-instated position.
  - b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the

game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

- 7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

### **Article 8: The recording of the moves**

- 8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.

It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.

A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)

If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organisers of the event.
- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.
- 8.5
- a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
  - b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.
  - c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.
- 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

- 8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

### **Article 9: The drawn game**

- 9.1 a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
- b. If the rules of a competition allow a draw agreement the following apply:
1. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
  2. The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)
  3. A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.
- 9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):
- a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
  - b. has just appeared, and the player claiming the draw has the move.
- Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.
- Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.
- 9.3 The game is drawn, upon a correct claim by the player having the move, if:
- a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
  - b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.
- 9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.
- 9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.
- a. If the claim is found to be correct, the game is immediately drawn.
  - b. If the claim is found to be incorrect, the arbiter shall add three minutes to the

opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.

- 9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

#### **Article 10: Quickplay Finish**

- 10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.
- 10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)
- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
  - b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.
  - c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.
  - d. The decision of the arbiter shall be final relating to (a), (b) and (c).

#### **Article 11: Points**

- 11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point ( $\frac{1}{2}$ ).

#### **Article 12: The conduct of the players**

- 12.1 The players shall take no action that will bring the game of chess into disrepute.
- 12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.
- 12.3
- a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard
  - b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the

player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

- c. Smoking is permitted only in the section of the venue designated by the arbiter
- 12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.
- 12.5 Players who have finished their games shall be considered to be spectators.
- 12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.
- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.
- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.
- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter. Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

### **Article 13: The role of the Arbiter (See Preface)**

- 13.1 The arbiter shall see that the Laws of Chess are strictly observed.
- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- 13.4 The arbiter can apply one or more of the following penalties:
  - a. warning
  - b. increasing the remaining time of the opponent
  - c. reducing the remaining time of the offending player
  - d. declaring the game to be lost
  - e. reducing the points scored in the game by the offending party
  - f. increasing the points scored in the game by the opponent to the maximum available for that game
  - g. expulsion from the event.
- 13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.
- 13.7 a. Spectators and players in other games are not to speak about or otherwise

interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.

b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.

#### **Article 14: FIDE**

14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

### **E.I.01.B. APPENDICES**

#### **A. Rapidplay**

A.1 A 'Rapidplay' game is one where either all the moves must be made in a fixed time of at least 15 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is at least 15 minutes, but less than 60 minutes for each player.

A.2 Players do not need to record the moves.

A.3 Where there is adequate supervision of play, (for example one arbiter for at most three games) the Competition Rules shall apply.

A.4 Where supervision is inadequate the Competition Rules shall apply, except where they are overridden by the following Laws of Rapidplay:

a. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.

b. The arbiter shall make a ruling according to Article 4 (The act of moving the pieces), only if requested to do so by one or both players.

c. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.

d.

1. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall, but he may do so if both flags have fallen.

2. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.

3. If both flags have fallen as described in (1) and (2), the arbiter shall declare the game drawn.

## **B. Blitz**

- B.1 A 'blitz' game' is one where all the moves must be made in a fixed time of less than 15 minutes for each player; or the allotted time + 60 times any increment is less than 15 minutes.
- B.2 Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules and Appendix A.2 shall apply.
- B.3 Where supervision is inadequate the following shall apply:
  - a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.
  - b. Article 10.2 and Appendix A.4.c do not apply.
  - c. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves, then the claimant is entitled to claim a draw before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.

## **C. Algebraic notation**

FIDE recognizes for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player about of this requirement.

### **Description of the Algebraic System**

- C.1 In this description, 'piece' means a piece other than a pawn.
- C.2 Each piece is indicated by the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (In the case of the knight, for the sake of convenience, N is used.)
- C.3 For the first letter of the name of the pieces, each player is free to use the first letter of the name which is commonly used in his country. Examples: F=fou (French for bishop), L=loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- C.4 Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e5, d4, a5.
- C.5 The eight files (from the left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g, and h, respectively.
- C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on

the eighth and seventh ranks.

- C.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

- C.8 Each move of a piece is indicated by a) the first letter of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

- C.9 When a piece makes a capture, an x is inserted between a) the first letter of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1. When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, the square of arrival is given as the square on which the capturing pawn finally rests and 'e.p.' is appended to the notation. Example: exd6 e.p.

- C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

1. If both pieces are on the same rank: by a) the first letter of the name of the piece, b) the file of departure, and c) the square of arrival.
2. If both pieces are on the same file: by a) the first letter of the name of the piece, b) the rank of the square of departure, and c) the square of arrival.

If the pieces are on different ranks and files method 1) is preferred.

In the case of capture, an x may be inserted between b) and c).

Examples:

1. There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
2. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.
3. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

- C.11 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by a) the letter of the file of departure, b) an x, c) the square of arrival.

- Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.
- C.12 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.
- C.13 The offer of a draw shall be marked as (=).

Essential abbreviations

0 - 0	= castling with rook h1 or rook h8 (kingside castling)
0 - 0 - 0	= castling with rook a1 or rook a8 (queenside castling)
x	= captures
+	= check
++ or #	= checkmate
e.p.	= captures 'en passant'

It is not mandatory to record the check, the checkmate and capturing on the scoresheet.

Sample game:

1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6e.p. Nxd6 7. Bg5 Nc6 8. Qe3+3 Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

**D. Quickplay finishes where no arbiter is present in the venue**

- D.1 Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis:
- that his opponent cannot win by normal means, and/or
  - that his opponent has been making no effort to win by normal means.

In a) the player must write down the final position and his opponent verify it. In b) the player must write down the final position and submit an up to date scoresheet. The opponent shall verify both the scoresheet and the final position. The claim shall be referred to an arbiter whose decision shall be final.

# C 06. FI DE Tournament Rules

## **C 06. Salient Aspects of FIDE Tournament Rules**

Amended by the 1989, 1992, 1993, 1994, 1998, 2006, 2010 General Assemblies, and 2011 Executive Board.

### **Preface**

All international chess competitions shall be played in accordance with the FIDE Laws of Chess. The FIDE Tournament Rules shall be used in conjunction with the Laws of Chess and shall apply to all official FIDE competitions. Said Rules shall also be applied to all FIDE rated tournaments, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these Rules before the start of the competition.

### **1. General Remark**

Where an event has a problem not covered by internal rules, these Rules shall be considered to be definitive.

### **2. The Chief Organiser (CO)**

The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a Chief Organiser. He, together with the federation, in consultation with FIDE where appropriate, shall appoint an Organising Committee to be responsible for all financial, technical and organisational matters. Other regulations hereunder may apply also to the role of the CO. He and the Chief Arbiter (see 4) must work closely together in order to ensure the smooth running of an event.

### **4. The Chief Arbiter (CA)**

(a) The CA of a World Championship competition shall be nominated by the President of FIDE, and the CA of a Continental Championship competition shall be nominated by the Continental President, each in consultation with the CO. The CA shall have the title of International Arbiter classified "A" or "B" and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations. FIDE and/or the Organising Committee may nominate the arbiters and other staff.

(b) The duties of the CA are as specified by the Laws of Chess, the regulations of the competition and other FIDE regulations. During the event he also has to keep the record of each round, to oversee the proper course of the competition, to ensure order in the playing venue and players' comfort during play, and to supervise the work of the technical staff of the competition.

(c) Prior to the start of the competition:

- (1) he may draw up additional regulations in consultation with the CO;
- (2) he must check all the conditions for play, including the playing venue, playing hall, lighting, heating, air conditioning, ventilation, noise, etc.;
- (3) he must secure through the CO all the necessary equipment, ensure a sufficient number of deputies and auxiliary technical staff are engaged and ensure that conditions for the arbiters are satisfactory. Whether all the playing conditions meet the

requirements of these FIDE Rules is his final decision.

(d) At the conclusion of the event the CA shall report as appropriate.

## **5. Pairings**

(a) The drawing of lots for the first round of a round-robin tournament shall be arranged by the CO, if possible, to be open to players, visitors and media. Responsibility for the actual pairings, including drawing of lots, rests with the CA.

(b) The drawing of lots shall take place at least 12 hours (including one night) before the start of the first round. All participants should attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first-round pairings shall be announced as soon as possible thereafter.

(c) If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings that have already been announced.

(d) The pairings for a round robin shall be made in accordance with the Berger tables (Annex 1), adjusted where necessary for double-round events.

(e) If the pairings are to be restricted in any way – e.g. players from the same federation shall, if possible, not meet in the last three rounds – this shall be communicated to the players as soon as possible, but not later than the start of the first round.

(f) For round-robin tournaments this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be used for tournaments of 9 to 24 players

(g) For the pairings of a Swiss-system tournament the pre-announced pairing system and program shall apply.

## **6. Preparation of the Playing Hall**

(a) Lighting of a standard similar to that used for examinations should be used. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play.

(b) If possible the hall should be carpeted. If this is impossible, it may be necessary to request players not to wear hard-soled shoes.

(c) All areas to which players have access during play should be inspected carefully and repeatedly.

(d) 4.5 square metres should be available for each player in a high-level event. For lower levels 2 square metres may be adequate. Games should not be placed too close to doors. There should be a minimum of 2.5 metres between rows of players. It is best not to have long, unbroken rows. Where possible, players should play on individual tables.

(e) A chess table should have a minimum length of twice the length of the chessboard and a width of 15 cm to 20 cm more than the chessboard. The recommended area of the table is (100 cm to 120 cm) x (80 cm to 83 cm). The height of a table should be 74 cm. The chairs should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.

(f) The conditions for both players in a game must be identical. If possible the conditions for all the players should be identical.

## 7. Chess Equipment

(a) For World or Continental Championships, wooden boards shall be used where possible. For other FIDE-registered tournaments, boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc. may be used for the chess squares in addition to natural colours. The side of a square should measure twice the diameter of a pawn's base. In particular, the side of a square should measure 5.5 cm. A comfortable table of suitable height may have a chessboard inlaid. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

(b) If mechanical chess clocks are used, they should have a device (a "flag") signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

(c) If electronic chess clocks are used, they must function in full accordance with the FIDE Laws.

(1) The display should at all times show the time available to complete a player's next move.

(2) The displays must be legible from a distance of at least 3 metres.

(3) From at least a distance of 10 metres a player must have a clearly visible indication of which clock is running.

(4) In the case of a time control being passed, a sign on the display must signal clearly which player passed the time control first.

(5) For battery-powered clocks, a low-battery indication is required.

(6) In the case of a low-battery indication the clock must continue to function flawlessly for at least 10 hours.

(7) Special attention should be given to the correct announcement of time controls being passed.

(8) In the case of accumulative or delay timing systems, the clock should not add any additional time when a player has passed the last time control.

(9) In the case of time penalties it must be possible for time and move-counter corrections to be executed by an arbiter within 60 seconds.

(10) It must be impossible to erase or change the data in the display with a simple manipulation.

(11) Clocks must have a brief user manual for the clock. Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

(d) The same type of clocks should be used throughout the tournament.

## 8. Play

(a) All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA.

(b) A separate area outside the playing area must be provided where smoking is permitted.

This should be easily accessible from the playing hall. If local ordinances totally prohibit smoking on the premises, the players and officials must be given easy access to the outside.

(c) If mechanical clocks are used, they shall be set so that each unit registers six o'clock at the first time control.

(d) For FIDE events with more than 30 participants, a large digital countdown device must be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement must be made five minutes before the game is due to start and again one minute before the start of the game.

(e) After the finish of the game the arbiter or the players shall place the kings in the middle of the board to indicate the result of the game and then set up the rest of the pieces. For a win by the player of the white pieces, the kings shall be placed on e4 and d5 (the white centre squares); for a win by the player of the black pieces, the kings shall be placed on d4 and e5 (the black centre squares); in the case of a draw the kings shall be placed on d4 and d5 or on e4 and e5.

(f) Where it is clear games have been pre-arranged, the CA shall impose suitable penalties.

(g) A glossary of common relevant terms in several languages should be available to the arbiter.

## **9. Unplayed Games**

(a) If a player has lost a game by default for insufficient reason, the player shall be expelled unless the Chief Arbiter decides otherwise.

(b) When a player withdraws or is expelled from a round-robin tournament, the effect shall be as follows:

1. If a player has completed less than 50 % of his games, his score shall remain in the tournament table (for rating and historical purposes), but the points scored by him or against him shall not be counted in the final standings. The unplayed games of the player are indicated by (-) in the tournament table, and those of his opponents by (+). If neither player is present this will be indicated by two (-).

2. If a player has completed at least 50 % of his games, his score shall remain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as indicated as above.

(c) If a player withdraws from a Swiss-system tournament, the points scored by him and by his opponents shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated.

(d) Clauses 9(b) and (c) also apply to team events. Both unplayed matches and unplayed games must be clearly indicated as such.

## **10. Penalties, Appeals**

(a) When there is a dispute, the CA or CO as appropriate should make every effort to resolve matters by reconciliation. It is possible that such means will fail and the dispute is such that penalties are appropriate but not specifically defined by the Laws or the tournament regulations. Then the CA or CO shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.

(b) In all events there shall be an Appeals Committee. The CO shall ensure that the Appeals

Committee is elected or appointed before the start of the first round, usually at the drawing of lots. It is recommended that the Appeals Committee (AC) consist of a Chairman, at least two members and two reserve members. The Chairman, the members and reserve members shall, if possible, be from different federations. No member of the AC involved in the dispute shall rule in that dispute. Such a committee should have an odd number of voting members. Members of the Appeals Committee should not be younger than 21 years old.

(c) A player may appeal against any ruling made by the CA or CO or one of their assistants, provided the appeal is accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the Appeals Committee shall be final. The fee is returnable if the appeal is successful. It may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

### **11. TV, Filming, Photography**

- (a) Television cameras that are noiseless and unobtrusive are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.
- (b) Only authorised photographers may take photographs in the playing venue. Permission to do so in the playing hall is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

### **12. Conduct of the Players**

- (a) Once a player has formally accepted an invitation, he must play except in cases of force majeure, such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or withdrawing.
- (b) All the participants should be dressed in a suitable manner.
- (c) A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship.
- (d) A player may not speak about his game while it is in progress.
- (e) All complaints concerning the behaviour of players or captains must be made to the arbiter. A player is not permitted to complain directly to his opponent.

### **13. Team Captain's Role in Team Tournaments**

- (a) The role of a team captain is basically an administrative one during play. Depending on the regulations of the specific competition, the captain shall be required to deliver at a specific time a written list naming the players in his team participating in each round, to communicate to his players their pairing, to sign the protocol indicating the results in the match at the end of the play, etc.
- (b) Whenever the team captain speaks to one of his players, he should do so only through or in the presence of an arbiter, using a language the arbiter can understand.
- (c) A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself only to brief information, based solely on the circumstances pertaining to the match. He may say to a player, "offer a draw", "accept the draw", or "resign the game". For example, if asked by a player whether he should accept an offer of a draw, the captain should answer

“yes”, “no”, or delegate the decision to the player himself. He shall give no information to a player concerning the position on the chess board and/or the clock times, nor consult any other person and/or computer as to the state of the game. The captain shall refrain from any intervention during play.

(d) Players are subject to the same prohibitions. Even though in a team competition there is a certain team loyalty, which goes beyond a player’s individual game, a game of chess is basically a contest between two players. Therefore a player must have the final say over the conduct of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to accept that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player.

(e) A team captain should encourage his team always to follow both the letter and the spirit of Article 12 of the FIDE Laws of Chess concerning the conduct of the players. Team championships, in particular, should be conducted in the spirit of the highest sportsmanship.

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### **Annex 1: Berger Tables for Round-Robin Tournaments**

Where there is an odd number of players, the highest number counts as a bye.

#### **3 or 4 players:**

**Rd 1:** 1-4, 2-3. **Rd 2:** 4-3, 1-2. **Rd 3:** 2-4, 3-1.

#### **5 or 6 players:**

**Rd 1:** 1-6, 2-5, 3-4. **Rd 2:** 6-4, 5-3, 1-2. **Rd 3:** 2-6, 3-1, 4-5. **Rd 4:** 6-5, 1-4, 2-3. **Rd 5:** 3-6, 4-2, 5-1.

#### **7 or 8 players:**

**Rd 1:** 1-8, 2-7, 3-6, 4-5. **Rd 2:** 8-5, 6-4, 7-3, 1-2. **Rd 3:** 2-8, 3-1, 4-7, 5-6. **Rd 4:** 8-6, 7-5, 1-4, 2-3.

**Rd 5:** 3-8, 4-2, 5-1, 6-7. **Rd 6:** 8-7, 1-6, 2-5, 3-4. **Rd 7:** 4-8, 5-3, 6-2, 7-1.

#### **9 or 10 players:**

**Rd 1:** 1-10, 2-9, 3-8, 4-7, 5-6. **Rd 2:** 10-6, 7-5, 8-4, 9-3, 1-2. **Rd 3:** 2-10, 3-1, 4-9, 5-8, 6-7.

**Rd 4:** 10-7, 8-6, 9-5, 1-4, 2-3. **Rd 5:** 3-10, 4-2, 5-1, 6-9, 7-8. **Rd 6:** 10-8, 9-7, 1-6, 2-5, 3-4.

**Rd 7:** 4-10, 5-3, 6-2, 7-1, 8-9. **Rd 8:** 10-9, 1-8, 2-7, 3-6, 4-5. **Rd 9:** 5-10, 6-4, 7-3, 8-2, 9-1.

#### **11 or 12 players:**

**Rd 1:** 1-12, 2-11, 3-10, 4-9, 5-8, 6-7. **Rd 2:** 12-7, 8-6, 9-5, 10-4, 11-3, 1-2. **Rd 3:** 2-12, 3-1, 4-11, 5-10, 6-9, 7-8.

**Rd 4:** 12-8, 9-7, 10-6, 11-5, 1-4, 2-3. **Rd 5:** 3-12, 4-2, 5-1, 6-11, 7-10, 8-9. **Rd 6:** 12-9, 10-8, 11-7, 1-6, 2-5, 3-4.

**Rd 7:** 4-12, 5-3, 6-2, 7-1, 8-11, 9-10. **Rd 8:** 12-10, 11-9, 1-8, 2-7, 3-6, 4-5. **Rd 9:** 5-12, 6-4, 7-3, 8-2, 9-1, 10-11.

**Rd 10:** 12-11, 1-10, 2-9, 3-8, 4-7, 5-6. **Rd 11:** 6-12, 7-5, 8-4, 9-3, 10-2, 11-1.

#### **13 or 14 players:**

**Rd 1:** 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8. **Rd 2:** 14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.

**Rd 3:** 2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9. **Rd 4:** 14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.  
**Rd 5:** 3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10. **Rd 6:** 14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.  
**Rd 7:** 4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11. **Rd 8:** 14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.  
**Rd 9:** 5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12. **Rd 10:** 14-12, 13-11, 1-10, 2-9, 3-8, 4-7, 5-6.  
**Rd 11:** 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13. **Rd 12:** 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.  
**Rd 13:** 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

For a double-round tournament it is recommended to reverse the order of the last two rounds of the first cycle. This is to avoid three consecutive games with the same colour.

## **Annex 2: Varma Tables**

Directions for “restricted” drawing of tournament numbers:

1. The arbiter should prepare, beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated below in point 5. These envelopes are then respectively placed in larger envelopes, on each of which the quantity of player-numbers contained in the small envelopes is indicated.

2. The order in which players draw lots is determined beforehand as follows: The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.

3. For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.

4. The players of the next contingent then choose an envelope, and this procedure is repeated until all players have drawn their numbers.

5. The following Varma Table can be used for 9 to 24 players.

- 9/10 players: A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- 11/12 players: A: (4, 5, 9, 10); B: (1, 2, 7); C: (6, 8, 12); D: (3, 11)
- 13/14 players: A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- 15/16 players: A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)

## **Annex 3: Tie-Break Regulations**

### **Choice of Tie-Break System**

The choice of the tie-break system to be used in a tournament shall be decided in advance and shall be announced prior to the start of the tournament. If all tie-breaks fail, the tie shall be broken by drawing of lots. A play-off is the best system, but it is not always appropriate. For

example, there may not be adequate time.

### **1. Play-Off**

- a. Adequate time must be set aside for a conclusion to be reached.
- b. The pairing system and rate of play must be determined in advance of the start of the event.
- c. All eventualities must be covered in the regulations.
- d. It is recommended that play-offs only be arranged for disposition of the first place, a championship or qualifying places.
- e. Where subsidiary places are also being decided during the play-off, each position shall be determined in accordance with the play-off. For example, three players tie: number 1 wins the play-off, number 2 comes second and number 3 third. Number 2 shall receive the second prize.
- f. Where two players are tied after the first place has been decided, they shall split any prize money to which they are entitled. For example: four players tie, and a knockout is arranged. h.

### **2. Other Commonly Used Tie-Break Systems**

In all systems the players shall be ranked in descending order of the respective system. The following list is simply in alphabetical order.

#### **A. Explanations of Tie-Break Systems**

##### **(a) Average Rating of Opponents**

The Average Rating of Opponents (ARO) is the sum of the ratings of the opponents of a player, divided by the number of games played.

(a1) The Average Rating of Opponents Cut (AROC) is the Average Rating of Opponents, excluding one or more of the ratings of the opponents, starting from the lowest-rated opponent.

##### **(b) Buchholz System**

The Buchholz System is the sum of the scores of each of the opponents of a player.

(b1) The Median Buchholz is the Buchholz reduced by the highest and the lowest scores of the opponents.

(b2) The Median Buchholz 2 is the Buchholz score reduced by the two highest and the two lowest scores of the opponents.

(b3) The Buchholz Cut 1 is the Buchholz score reduced by the lowest score of the opponents.

(b4) Buchholz Cut 2 is the Buchholz score reduced by the two lowest scores of the opponents.

##### **(c) Direct Encounter**

If all the tied players have met each other, the sum of points from these encounters is used. The player with the highest score is ranked number 1 and so on. If some but not all have played each other, the player with a score that could not be equalled by any other player (if all such games had been played) is ranked number 1 and so on.

##### **(d) Koya System for Round-Robin Tournaments**

This is the number of points achieved against all opponents who have achieved 50 % or more.

(d1) The Koya System Extended

The Koya system may be extended, step by step, to include score groups with less than 50 %,

or reduced, step by step, to exclude players who scored 50 % and then higher scores.

**(e) Number of Games played with the Black Pieces**

The greater number of games played with the black pieces (unplayed games shall be counted as played with the white pieces).

**(f) Sonneborn-Berger System**

(f1) Sonneborn-Berger for Individual Tournaments is the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn.

(f2) Sonneborn-Berger for Team Tournaments is the sum of the products of the scores made by each opposing team and the score made against that team.

**(g) Team Competitions**

(g1) Match points in team competitions that are decided by game points. For example: 2 points for a won match where a team has scored more points than the opposing team. 1 point for a drawn match. 0 points for a lost match.

(g2) Game points in team competitions that are decided by match points. The tie is broken by determining the total number of game points scored.

**B. Tie-Break Systems using both the Player's and the Opponents' Results**

- (a) Sonneborn-Berger
- (b) The Koya System for Round-Robin Tournaments
- (b1) The Koya System Extended
- (c) Number of games won
- (d) Direct encounter

**C. Tie-Break Systems using a Team's Own Results**

- (a) Match points in team competitions
- (b) Game points in team competitions that are decided by match points  
The tie is broken by determining the total number of game points scored.
- (c) Direct encounter

**D. Tie-Break Systems using the Opponent's Results**

Note that these scores are determined in each case *after* the application of the rule concerning unplayed games.

- (a) Buchholz System
- (a1) Median Buchholz
- (a2) Median Buchholz 2
- (a3) Buchholz Cut 1
- (a4) Buchholz Cut 2
- (a5) Sum of Buchholz: the sum of the Buchholz scores of the opponents
- (b) Sonneborn-Berger System
- (b1) Sonneborn-Berger for Individual Tournaments
- (b2) Sonneborn-Berger for Team Tournaments A: the sum of the products of the match points made by each opposing team and the match points made against that team, or
- (b3) Sonneborn-Berger for Team Tournaments B: the sum of the products of the match

points made by each opposing team and the game points made against that team, or  
(b4) Sonneborn-Berger for Team Tournaments C: the sum of the products of the game points made by each opposing team and the match points made against that team, or  
(b5) Sonneborn-Berger for Team Tournaments D: the sum of the products of the game points made by each opposing team and the game points made against that team

### **E. Tie-Break Systems using Ratings in Individual Tournaments (where all the players are rated)**

When a player has elected not to play more than two games in a tournament, his ARO or AROC shall be considered to be lower than that of any player who has completed more of the schedule.

(a) ARO {See 2.A.(a)}

(b) AROC {See 2.A.(a1)}

### **F. Handling Unplayed Games**

(a) For tie-break purposes, the result of an unplayed game shall be counted as a draw against the player himself.

(b) For tie-break purposes all unplayed games in which players are indirectly involved (results by forfeit of opponents) are considered to have been drawn.

For tie-break purposes a player who has no opponent will be considered as having played against a virtual opponent who has the same number of points at the beginning of the round and who draws in all the following rounds. For the round itself the result by forfeit will be considered as a normal result.

This gives the formula:

$$\text{Svon} = \text{SPR} + (1 - \text{SfPR}) + 0.5 * (\text{n} - \text{R})$$

where for player P who did not play in round R:

n = number of completed rounds

Svon = score of virtual opponent after round n

SPR = score of P before round R

SfPR = forfeit score of P in round R

Example 1: in Round 3 of a nine-round tournament Player P did not show up.

Player P's score after 2 rounds is 1.5. The score of his virtual opponent is

$$\text{Svon} = 1.5 + (1 - 0) + 0.5 * (3 - 3) = 2.5 \text{ after round 3}$$

$$\text{Svon} = 1.5 + (1 - 0) + 0.5 * (9 - 3) = 5.5 \text{ at the end of the tournament}$$

Example 2: in Round 6 of a nine-round tournament player P's opponent does not show up.

Player P's score after 5 rounds is 3.5. The score of his virtual opponent is:

$$\text{Svon} = 3.5 + (1 - 1) + 0.5 * (6 - 6) = 3.5 \text{ after round 6}$$

$$\text{Svon} = 3.5 + (1 - 1) + 0.5 * (9 - 6) = 5.0 \text{ at the end of the tournament}$$

## **G. Recommended Tie-Break Systems**

For different types of tournaments the Tie-Break Rules are as listed below **and are recommended to be applied in the listed order.**

### **(a) Individual Round-Robin Tournaments:**

Direct encounter  
The greater number of wins  
Sonneborn-Berger  
Koya System

### **(b) Team Round-Robin Tournaments:**

Match points (if ranking is decided by game points), or  
Game points (if ranking is decided by match points)  
Direct encounter  
Sonneborn-Berger

### **(c) Individual Swiss Tournaments where not all the ratings are consistent:**

Direct encounter  
The greater number of wins  
The greater number of games with Black (unplayed games shall be counted as played with White)  
Buchholz Cut 1  
Buchholz  
Sonneborn-Berger

### **(d) Individual Swiss Tournaments where all the ratings are consistent:**

Direct encounter  
The greater number of wins  
The greater number of games with Black (unplayed games shall be counted as played with White)  
AROC  
Buchholz Cut 1  
Buchholz  
Sonneborn-Berger

### **(e) Team Swiss Tournaments:**

Match points (if ranking is decided by game points), or  
Game points (if ranking is decided by match points)  
Direct encounter  
Buchholz Cut 1  
Buchholz  
Sonneborn-Berger

# Rating Regulations

## FIDE Rating Regulations effective from 1 July 2013

### 0. Introduction

A game played over the board will be rated by FIDE when it takes place in a FIDE registered tournament and meets all the following requirements.

- 0.1 The following regulations shall be altered only by the General Assembly upon recommendations of the Qualification Commission (QC). Any such changes shall come into effect on 1st July of the year following the decision by the General Assembly. For tournaments, such changes will apply to those starting on or after that date.
- 0.2 The tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The **tournament and its playing schedule must** be registered one week before the tournament starts. The QC Chairman may refuse to register a tournament. He may also allow a tournament to be rated even though it has been registered less than one week before the tournament starts. Tournaments where norms will be available must be registered 30 days in advance.
- 0.3 **All arbiters of a FIDE rated tournament shall be licensed otherwise the tournament shall not be rated.**
- 0.4 **Tournament reports for all official FIDE and Continental events must be submitted** and shall be rated. **The Chief Arbiter is responsible for the results submitted.**
- 0.5 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the QC. Such an appeal must be made within 7 days of communicating the decision.
- 0.6 The rating floor referred to in the following text is the minimum rating to be published. From 1.7.2012, the floor is 1000.

### 1. Rate of Play

- 1.1 For a game to be rated, each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.  
Where at least one of the players in the tournament has a rating 2200 or higher, each player must have a minimum of 120 minutes.  
Where at least one of the players in the tournament has a rating 1600 or higher, each player must have a minimum of 90 minutes.  
Where all the players in the tournament are rated below 1600, each player must have a minimum of 60 minutes.
- 1.2 Games played with all the moves at a rate faster than the above are excluded from the list.
- 1.3 Where a certain number of moves is specified in the first time control, it shall be 40.

## **2. Laws to be followed:**

2.1 Play must take place according to the FIDE Laws of Chess.

## **3. Playing Time per Day**

3.1 There must be no more than 12 hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

## **4. Duration of the Tournament**

4.1 For tournaments, a period not greater than 90 days, except:

4.11 Leagues may be rated which last for a period greater than 90 days.

4.12 The QC may approve the rating of tournaments lasting more than 90 days.

4.13 For tournaments lasting more than 90 days, interim results must be reported on a monthly basis. **It will be a one-time charge on the registration fee.**

## **5. Unplayed Games**

5.1 Whether these occur because of forfeiture or any other reason, they are not counted. Any game where both players have made at least one move will be rated.

## **6. Composition of the Tournament**

6.1 If an unrated player scores zero or half in his first tournament, his score and that of his opponents against him are disregarded. But if the unrated player has played rated games, then this result is included in computing his overall rating.

6.2 The results in tournaments involving preliminaries and finals or play-offs shall be pooled.

6.3 In a round-robin tournament, at least one-third of the players must be rated.

6.31 If the tournament has less than 10 players, at least 4 must be rated.

6.32 In a double round-robin tournament with unrated players, there must be at least 6 players, 4 of whom must be rated.

6.33 National Championships played as round-robins shall be rated if at least 3 players (or 2 women in competitions exclusively for women) players had official FIDE Ratings before the start of the tournament.

6.4 In a Swiss or Team Tournament:

6.41 For an unrated player's first performance to count, he must play at least 3 games against rated opponents; score at least 1 point; and the rating based on the tournament result at its conclusion must be at least 1000.

6.42 For rated players, only games against rated opponents are counted.

- 6.5 In the case of a round-robin tournament where one or more games are unplayed the results of the tournament must be reported for rating as if it for a Swiss System tournament.
- 6.6 Where a match is over a specific number of games, those played after one player has won shall not be rated.
- 6.7 Matches in which one or both of the players are unrated shall not be rated.

## **7. Official FIDE Rating List**

- 7.1 On the first day of each month, the QC shall prepare a list which incorporates the rated play during the rating period into the previous list. This shall be done using the rating system formula.
  - 7.11 The rating period (for new players, see 7.14) is the period where a certain rating list is valid.
  - 7.12 The following data will be kept concerning each player whose rating is at least 1000 as of the current list: FIDE title, Federation, Current Rating, FIDE ID Number, Number of Games rated in the rating period, **Date** of Birth, Gender and the current value of K for the player.
  - 7.13 The closing date for tournaments for a list is 3 days before the date of the list; the tournaments ending before or on that day are rated on the list. Official FIDE events are rated on the list even if they end on the last day before the list date.
  - 7.14 A rating for a player new to the list shall be published only if it meets the following criteria:
    - 7.14a If based on results obtained under 6.3, a minimum of 9 games.
    - 7.14b If based on results obtained under 6.4, a minimum of 9 games played against rated opponents.
    - 7.14c The condition of a minimum of 9 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods totalling not more than 26 months, are pooled to obtain the initial rating.
    - 7.14d The rating is at least 1000.
    - 7.14e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least 9 games) by using all the rating data available.
- 7.2 Players who are not to be included on the list:
  - 7.21 Players whose ratings drop below 1000 are listed on the next list as ‘delisted’. Thereafter, they are treated in the same manner as any other unrated player.
  - 7.22 Titled players who are unrated are published in a separate list concurrently with

the list of rated players.

7.23 Inactive players are considered rated at their most recent published rating for purposes of rating and title results.

7.23a A player is considered to commence inactivity if he plays no rated games in a one year period.

7.23b A player regains his activity if he plays at least one rated game in a period and he is then listed on the next list.

## 8. The working of the FIDE Rating System

The FIDE Rating system is a numerical system in which fractional scores are converted to rating differences and vice versa. Its function is to produce scientific measurement information of the best statistical quality.

8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'd<sub>p</sub>'. For a zero or 1.0 score d<sub>p</sub> is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'P<sub>D</sub>' for the higher 'H' and the lower 'L' rated player respectively.

(a) The table of conversion from fractional score, p, into rating differences, d<sub>p</sub>

p	d <sub>p</sub>										
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366
.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

(b) Table of conversion of difference in rating, D, into scoring probability  $P_D$ , for the higher, H, and the lower, L, rated player respectively.

D Rtg Dif	$P_D$		D Rtg Dif	$P_D$		D Rtg Dif	$P_D$		D Rtg Dif	$P_D$	
	H	L		H	L		H	L		H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

## 8.2 Determining the Rating $R_u$ ' in a given event of a previously unrated player.

8.21 If an unrated player scores less than 1 point in his first rated event, or he plays fewer than 3 rated opponents in any event, his score is disregarded.

First determine the average rating of his competition ' $R_c$ '.

(a) In a Swiss or Team tournament: this is simply the average rating of his rated opponents

(b) The results of both rated and unrated players in a round-robin tournament are taken into account. For unrated players, the average rating of the competition 'R<sub>c</sub>' is also the tournament average 'R<sub>a</sub>' determined as follows:

- (i) Determine the average rating of the rated players 'R<sub>ar</sub>'.
- (ii) Determine p for each of the rated players against all their opponents. Then determine d<sub>p</sub> for each of these players. Then determine the average of these d<sub>p</sub> = 'd<sub>pa</sub>'.
- (iii) 'n' is the number of opponents.  
 $R_a = R_{ar} - d_{pa} \times n/(n+1)$

8.22 If he scores 50%, then  $R_u = R_a$

8.23 If he scores more than 50%, then  $R_u = R_a + 15$  for each half point scored over 50%

8.24 If he scores less than 50% in a Swiss or team tournament:  $R_u = R_c + d_p$

8.25 If he scores less than 50% in a round-robin:  $R_u = R_a + d_p \times n/(n+1)$ .

8.3 The Rating R<sub>n</sub> which is to be published for a previously unrated player is then determined as if the new player had played all his games so far in one tournament. The initial rating is calculated using the total score against all opponents.

8.31 Where a player's first result(s) is less than the FIDE rating floor at the time of the event the result(s) is ignored.

8.32 R<sub>n</sub> for the FIDE Rating list (FRL) is rounded off to the nearest 1 or zero. 0.5 is rounded up.

8.33 Only R<sub>n</sub> ≥ 1000 is considered.

8.34 Example: An unrated player has played 3 games in a tournament against rated players with average rating of 2220, score 1/3; then in another tournament 5 games against rated players with the average of 2150, score 3/5; and then in a third tournament 4 games against rated players with average rating 2200, score 2½/4. The player's initial rating is calculated as if he had played 12 games with a score 6½/12. The average rating of all opponents is  $(3 \times 2220 + 5 \times 2150 + 4 \times 2200) / 12 = 2184$

The result is  $6\frac{1}{2}/12$ , it is half a point over 50 percent.  
The new player's first published rating is  $2184 + 15 = 2199$

- 8.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.
- 8.5 Determining the rating change for a rated player
- 8.51 For each game played against a rated player, determine the difference in rating between the player and his opponent,  $D$ .
- 8.52 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In the Swiss tournaments the games against unrated opponents are not rated.
- 8.53 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.54 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.55 (a) Use table 8.1(b) to determine the player's score probability  $P_D$   
(b)  $\Delta R = \text{score} - P_D$ . For each game, the score is 1, 0.5 or 0.  
(c)  $\Sigma \Delta R \times K =$  the Rating Change for a given tournament, or Rating period.
- 8.56  $K$  is the development coefficient.  
 $K = 30$  for a player new to the rating list until he has completed events with at least 30 games  
 $K = 15$  as long as a player's rating remains under 2400.  
 $K = 10$  once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.
- 8.57  $R_n$  is rounded off to the nearest 1 or 0, 0.5 is rounded to 1.
- 8.58 Determining the Ratings in a round-robin tournament.  
Where unrated players take part, their ratings are determined by a process of iteration. These new ratings are then used to determine the rating change for the rated players.  
Then the  $\Delta R$  for each of the rated players for each game is determined using  $R_u(\text{new})$  as if an established rating.

## 9. Reporting Procedures

- 9.1 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament

to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.

- 9.3 Each national federation shall designate an official to coordinate and expedite qualification and rating matters. His name and details must be given to the FIDE Secretariat.

## **11. The requirements for the FIDE Rating System Administrator**

- 11.1 A sufficient knowledge of statistical probability theory as it applies to measurements in the physical and behavioural sciences.
- 11.2 Ability to design the surveys described under 12.3; to interpret the results of the surveys; and to recommend to the QC whatever measures are needed to preserve the integrity of the rating system.
- 11.3 To be able to advise and assist any FIDE member federation in the establishment of a national rating system.
- 11.4 To display a level of objectivity comparable to that of an International Arbiter.

## **12. Some comments on the Rating system**

- 12.1 The following formula gives a close approximation to tables 8.1a/b.  $P = 1/(1 + 10^{-D/400})$ . However the tables are used as shown.
- 12.2 Tables 8.1a/b are used precisely as shown, no extrapolations are made to establish a third significant figure.
- 12.3 K is used as a stabilising influence in the system. When K = 10, the rating turns over in approximately 75 games; K = 15, it is 50 games; K = 30, it is 25 games.
- 12.4 The system has been devised to enable players to verify their ratings readily.

## **13. Inclusion in the Rating List**

- 13.1 To be included in the FRL or FIDE Rapid/Blitz Rating Lists, a player must be a member of a national chess federation which is a member of FIDE. The Federation must not be temporarily or permanently excluded from membership.
- 13.2 It is the responsibility of national federations to inform FIDE if players should not be included in the FRL.

13.4 Any player excluded from either rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special dispensation to be included.

# Swiss Pairing Rules

# Important Aspects of Swiss Pairing Rules

## 04.5 General Handling Rules

### Handling of unplayed games for calculation of Buchholz (Congress 2009)

There are two points of view:

- a. for the player himself who gets a result by default or is absent  
A virtual opponent of the player is used to calculate the Buchholz of the player. A virtual opponent has the same points at the beginning of the round and the result by default of a player is treated as a normal result, so a loss by default (or absence) is a win for the virtual opponent and vice versa. For each next round the virtual opponent gains half a point.
- b. for the opponents in other rounds of the player who gets a result by default  
For reducing the consequence for the opponents when calculating Buchholz, each result by default of a player is counted as a half point (draw) for the Buchholz of the player's opponents

### B. General rules for Swiss Systems for individual tournaments

These are the minimum requirements which must be met by each swiss system to be regarded as a fair system:

- a. Two players shall not play each other more than once
- b. Should the total number of players be (or become odd), one player ends up unpaired. He receives a bye: no colour, 1 point
- c. A player who has received a point without üplaying, either through a bye or due to an opponent not appearing in time, shall not receive a bye.
- d. No player's colour difference will become  $>+2$  or  $<-2$ , except for a player having a score of 50 % or more in the last round, if this helps to avoid additional floaters.
- e. No player will receive the same colour three times in a row, except for a player having a score of 50% or more in the last round, if this helps to avoid additional floaters.
- f. Colour allocation with descending priority:
  - grant both colour preferences
  - grant stronger colour preference
- g. The difference of the scores of two players paired against each other should be as small as possible and ideally zero.
- h. The pairing rules must be such transparent that the person who is in charge for the pairing can explain them

### C. Maximising player's opportunities

The FIDE Swiss Rules pair the players in an objective and impartial way, and different arbiters following the pairing rules should arrive at identical pairings.

Where it can be shown that modifications of the original pairings were made in favour of a player to achieve a norm, a report may be submitted to the Qualification Commission to initiate disciplinary measures through the Ethics Commission (GA 1997)

While reporting a tournament to FIDE the Arbiter shall declare which of the official FIDE Swiss

systems was used. If another system was used, the Arbiter has to submit the rules of this system for checking by the Swiss Pairing Committee.

#### **D. Computer Programs in Swiss Tournaments**

To perform big Swiss tournaments the use of Computer programs for handling the players' data, the pairings and the results is necessary.

To avoid misunderstandings and to support the organisers and arbiters FIDE recommends the use of computer programs which are endorsed by FIDE after a successful endorsement procedure.

Below is the list of endorsed programmes (supported by Microsoft Windows) and their respective capabilities:

- a. SWISS MASTER (Koninklijke Nederlandse Schaakbond NED) Dutch System
- b. SWISS MANAGER (Heinz Herzog AUT) Dutch System
- c. WINSWISS (Franz-Josef Weber GER) Dutch System
- d. VEGA (Luigi Forlano ITA) Dubov System
- e. TURNERING SERVICE (Harald Heggelund NOR) Dutch System
- f. Tournament Director (Neil Hayward ENG) Dutch System

### **04.1. Swiss System Based on Rating (The Dutch System)**

Version as agreed by the 82<sup>nd</sup> FIDE Congress in Krakow 2011

#### **A. Introductory Remarks and Definitions**

##### **A.1 Rating**

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible before the start of the tournament.

##### **A.2 Order**

For pairings purposes only, the players are ranked in order of, respectively

- a. score
- b. rating
- c. FIDE-title (GM-IM-WGM-FM-WIM-CM-WFM-WCM-no title)
- d. alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

The order made before the first round (when all scores are obviously zero) is used to determine the pairing numbers; the highest one gets #1 etc.

##### **A.3 Score Brackets**

Players with equal scores constitute a homogeneous score bracket. Players who remain unpaired after the pairing of a score bracket will be moved down to the next score bracket, which will therefore be heterogeneous. When pairing a heterogeneous score bracket these players moved down are always paired first whenever possible, giving rise to a remainder score bracket which is always treated as a homogeneous one.

A heterogeneous score bracket of which at least half of the players have come from a higher score bracket is also treated as though it was homogeneous.

#### **A.4 Floats**

By pairing a heterogeneous score bracket, players with unequal scores will be paired. To ensure that this will not happen to the same players again in the next two rounds this is written down on the pairing card. The higher ranked player (called downfloater) receives a downfloat, the lower one (upfloater) an upfloat.

#### **A.5 Byes**

Should the total number of players be (or become) odd, one player ends up unpaired. This player receives a bye: no opponent, no colour, 1 point or half point (as stated in the tournament regulations).

#### **A.6 Subgroups, Definition of P0 , M0**

A.6.a To make the pairing, each score bracket will be divided into two subgroups, to be called S1 and S2, where S2 is equal or bigger than S1. (for details see C.2 to C.4)

S1 players are tentatively paired with S2 players

A.6.b P0 is the maximum number of pairs that can be produced in each score bracket. P0 is equal to the number of players divided by two and rounded downwards.

A.6.c M0 is the number of players moved down from higher score groups (it may be zero)

#### **A.7 Colour differences and colour preferences**

The colour difference of a player is the number of games played with white minus the number of games played with black by this player.

After a round the colour preference can be determined for each player who has played at least one game.

- a. An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player has played with the same colour in the two latest rounds. The preference is white when the colour difference is less than -1 or when the last two games were played with black. The preference is black when the colour difference is greater than +1, or when the last two games were played with white.

- b. A strong colour preference occurs when a player's colour difference is +1 or -1. The strong colour preference is white when the colour difference is -1, black otherwise
- c. A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game. Before the first round the colour preference of one player (often the highest one) is determined by lot.
- d. While pairing an odd-numbered round players having a strong colour preference (players who have had an odd number of games before by any reason) shall be treated like players having an absolute colour preference as long as this does not result in additional floaters.
- e. While pairing an even-numbered round players having a mild colour preference (players who have had an even number of games by any reason) shall be treated and counted as if they would have a mild colour preference of that kind (white resp. black) which reduces the number of pairs where both players have the same strong colour preference.
- f. Players who did not play the first rounds have no colour preference (the preference of their opponents is granted)

#### **A.8 Definition of X1, Z1**

Provided there are P0 (see A.6 ) pairings possible in a score bracket:

- A.8.a the minimum number of pairings which must be made in the score bracket, not fulfilling all colour preferences, is represented by the symbol X1.
- A.8.b in even rounds the minimum number of pairings which must be made in the score bracket, not fulfilling all strong colour preferences (see A7.e), is represented by the symbol Z1

X1 and, in even rounds, Z1 can be calculated as follows:

w = in odd rounds: 0; in even rounds: number of players who had an odd number of unplayed games which have a mild colour preference for white (see A7.e)

b = in odd rounds, 0; in even rounds: number of players who had an odd number of unplayed games which have a mild colour preference for black (see A7.e)

W = (remaining) number of players having a colour preference white

B = (remaining) number of players having a colour preference black

a = number of players who have not played a round yet.

If  $B+b > W+w$  then  $X1 = P0 - W - w - a$ , else  $X1 = P0 - B - b - a$ .

If  $X1 < 0$  then  $X1 = 0$

In even rounds:

If  $B > W$  then  $Z1 = P0 - W - b - w - a$ , else  $Z1 = P0 - B - b - w - a$ .

If  $Z1 < 0$  then  $Z1 = 0$ .

#### **A.9 Transpositions and exchanges**

- a. In order to make a sound pairing it is often necessary to change the order in S2.

The rules to make such a change, called a transposition, are in D1

- b. In a homogeneous score bracket it may be necessary to exchange players from S1 to S2.  
Rules for exchanges are found under D2. After each exchange both S1 and S2 are to be ordered according to A2.

#### **A.10 Definitons: Top scorers, Backtracking**

Top scorers are players who have a score of over 50% of the maximum possible score when pairing the last round.

Backtracking means to undo the pairings of a higher score bracket to find another set of floaters to the given score bracket.

#### **A.11 Quality of Pairings, Definition of X and P**

The rules C1 to C14 describe an iteration algorithm to find the best possible pairings within a score bracket.

Starting with the extreme requirement:

P0 pairings with P0 – X1 pairings fulfilling all colour preferences and meeting all requirements B1 to B6

If this target cannot be reached the requirements are reduced step by step to find the best sub-optimal pairings.

The quality of the pairings is defined in descending priority as

- A7) the number of pairs  
the number of pairs fulfilling the colour preference of both players (according to  
fulfilling the current criteria for downfloaters  
fulfilling the current criteria for upfloaters

During the algorithm two parameters represent the progress of the iteration:

P is the number of pairings required at a special stage during the pairings algorithm. The first value of P is P0 or M0 and is decreasing.

X is the number of pairings not fulfilling all colour preferences which is acceptable at a special stage during the pairings algorithm. The first value of X is X1 (see A.8) and is increasing

#### **B. Pairing Criteria**

Absolute Criteria

(These may not be violated. If necessary, players will be moved down to a lower score bracket.)

##### **B.1**

- a. Two players shall not meet more than once

- b. A player who has received a point or half point without playing, either through a bye or due to an opponent not appearing in time, is a downfloater (see A.4) and shall not receive a bye.

**B.2** Two players with the same absolute colour preference (see A7.a) shall not meet (therefore no player's colour difference will become  $>+2$  or  $< -2$  nor a player will receive the same colour three times in a row)

**Note: If it is helpful to reduce the number of floaters when pairing top scorers B2 may be ignored.**

Relative Criteria

(these are in descending priority. They should be fulfilled as much as possible. To comply with these criteria transpositions or even exchanges may be applied, but no player should be moved down to a lower score bracket).

**B.3** The difference of the scores of two players paired against each other should be as small as possible and ideally zero.

**B.4** As many players as possible receive their colour preference

**B.5** No player shall receive an identical float in two consecutive rounds

**B.6** No player shall have an identical float as two rounds before

**C. Pairing Procedures**

Starting with the highest score bracket apply the following procedures to all score brackets until an acceptable pairing is obtained. The colour allocation rules (E) are used to determine which players will play with white.

**C.1 Incompatible player**

If the score bracket contains a player for whom no opponent can be found within this score bracket without violating B1 (or B2 except when pairing top scorers ) then:

If this player was moved down from a higher score bracket apply C12

If this score bracket is the lowest one apply C13

In all other cases: move this player down to the next score bracket

**C.2 Determine P0, P1, M0, M1, X1, Z1**

Determine P0 according to A.6.b. Set P1 = P0

Determine M0 according to A.6.c. Set M1= M0

Determine X1 according to A8.a

In even rounds: determine Z1 according to A8.b

### **C.3 Set requirements P, B2, A7d, X, Z, B5/B6**

- C.3.a In a homogeneous score bracket set  $P = P1$   
In a heterogeneous score bracket set  $P = M1$
- C.3.b (top scorers) reset B2
- C.3.c (odd numbered rounds) reset A7.d
- C.3.d Set  $X=X1$   
(even numbered rounds) Set  $Z = Z1$
- C.3.e (bracket produces downfloaters) reset B5 for downfloaters
- C.3.f (bracket produces downfloaters) reset B6 for downfloaters
- C.3.g (heterogeneous score brackets) reset B5 for upfloaters
- C.3.h (heterogeneous score brackets) reset B6 for upfloaters

### **C.4 Establish sub-groups**

Put the highest P players in S1, all other players in S2

### **C.5 Order the players in S1 and S2**

According to A2

### **C.6 Try to find the pairing**

Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc.

If now P pairings are obtained in compliance with the current requirements the pairing of this score bracket is considered complete

In case of a homogeneous or remainder score bracket: remaining players are moved down to the next score bracket. With this score bracket restart at C1

In case of a heterogeneous score bracket: only M1 players moved down were paired so far.

Mark the current transposition and the value of P (it may be useful later).

Redefine  $P = P1 - M1$

Continue at C4 with the remainder group.

### **C.7 Transposition** Apply a new transposition of S2 according to D1 and restart at C6

### **C.8 Exchange**

In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2 and restart at C5

### **C.9 Go back to the heterogeneous score bracket (only remainder)**

- Terminate the pairing of the homogeneous remainder. Go back to the transposition marked at C6 (in the heterogeneous part of the bracket) and restart from C.7 with a new transposition.

### **C.13 Lowest Score Bracket**

In case of the lowest score bracket: Backtrack to the penultimate score bracket. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket. If in the penultimate score bracket P becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one C13 can be repeated until an acceptable pairing is obtained. Such a merged score bracket shall be treated as a heterogeneous score bracket with the latest added score bracket as S1.

### **C.14 Decrease P1, X1, Z1, M1**

#### **For homogeneous score brackets:**

As long as P1 is greater than zero, decrease P1 by 1.

If P1 equals zero the entire score bracket is moved down to the next one. Start with this score bracket at C1

Otherwise, as long as X1 is greater than zero, decrease X1 by 1.

In even rounds, as long as Z1 is greater than zero, decrease Z1 by 1.

Restart from C3.a

#### **For heterogeneous score brackets:**

If the pairing procedure has got to the remainder at least once, reduce P1, X1 and, in even rounds, Z1 as in the homogeneous score brackets and restart from C.3.a

Otherwise reduce M1 by 1 and restart from C.3.a

## **D. Transposition and exchange procedures**

### **D1. Transpositions**

#### **D1.1 Homogeneous or remainder score brackets**

Example:

S1 contains 5 players 1, 2, 3, 4, 5 (in this sequence)

S2 contains 6 players 6, 7, 8, 9, 10, 11 (in this sequence)

Transpositions within S2 should start with the lowest player, with descending priority

0. 6 – 7 – 8 – 9 – 10 – 11
1. 6 – 7 – 8 – 9 – 11 – 10
2. 6 – 7 – 8 – 10 – 9 – 11
3. 6 – 7 – 8 – 10 – 11 – 9
4. 6 – 7 – 8 – 11 – 9 – 10
5. 6 – 7 – 8 – 11 – 10 – 9
6. 6 – 7 – 9 – 8 – 10 – 11

- 7. 6 – 7 – 9 – 8 – 11 – 10
- 8. 6 – 7 – 9 – 10 – 8 – 11
- 9. 6 – 7 – 9 – 10 – 11 – 8
- 10. 6 – 7 – 9 – 11 – 8 – 10
- 11. 6 – 7 – 9 – 11 – 10 – 8
- 12. 6 – 7 – 10 – 8 – 9 – 11
- 24. 6 – 8 – 7 - .....
- 719. 11 – 10 – 9 – 8 – 7 – 6

### **D1.2 Heterogeneous score brackets**

The algorithm is in principle the same as for homogeneous score brackets (See D1.1), especially when  $S1 = S2$ ,  
 If  $S1 < S2$  the algorithm must be adapted to the difference of players in  $S1$  and  $S2$ .

Example:

$S1$  contains 2 players 1, 2, (in this sequence)

$S2$  contains 6 players 3, 4, 5, 6, 7, 8 (in this sequence)

The transpositions within  $S2$  are the same as in D1.1. But only the  $S1$  first listed players of a transposition may be paired with  $S1$ . The other  $S2 - S1$  players remain unpaired in this attempt.

### **D2. Exchange of players (homogeneous or remainder score bracket only)**

When applying an exchange between  $S1$  and  $S2$  the difference between the numbers exchanged should be as small as possible. When differences of various options are equal take the one concerning the lowest player of  $S1$ . Then take the one concerning the highest player of  $S2$ .

General procedure: Sort the groups of players of  $S1$  which may be exchanged in decreasing lexicographic order as shown below in the examples (List of  $S1$  exchanges)

Sort the groups of players of  $S2$  which may be exchanged in increasing lexicographic order as shown below in the examples (List of  $S2$  exchanges)

The difference of numbers of players concerned in an exchange is:

(Sum of numbers of players in  $S2$ ) – (sum of numbers of players in  $S1$ ).

This difference shall be as small as possible.

When differences of various options are equal:

Take at first the option top down from the list of  $S1$  exchanges.

Take then the option top down from the list of  $S2$  exchanges.

After each exchange both  $S1$  and  $S2$  should be ordered according to  $A2$

Remark: Following this procedure it may occur that pairings already checked will appear again. These repetitions are harmless because they give no better pairings than at their first occurrence.

**Example for the exchange of one player:**

		S1				
		5	4	3	2	1
S2	6	1	3	6	10	15
	7	2	5	9	14	20
	8	4	8	13	19	24
	9	7	12	18	23	27
	10	11	17	22	26	29
	11	16	21	25	28	30

1. exchange player 5 from S1 with player 6 from S2 : difference 1
2. exchange player 5 from S1 with player 7 from S2 : difference 2
3. exchange player 4 from S1 with player 6 from S2 : difference 2
- Etc.

After each exchange both S1 and S2 should be ordered according to A2

**E. Colour Allocation Rules**

For each pairing apply (with descending priority):

- E.1 Grant both colour preferences
- E.2 Grant the stronger colour preference
- E.3 Alternate the colours to the most recent round in which they played with different colours
- E.4 Grant the colour preference of the higher ranked player
- E.5 In the first round all even numbered players in S1 will receive a colour different from all odd numbered players in S1

**F. Final Remarks**

- F.1 After a pairing is complete sort the pairing before making them public  
The sorting criteria are (with descending priority)

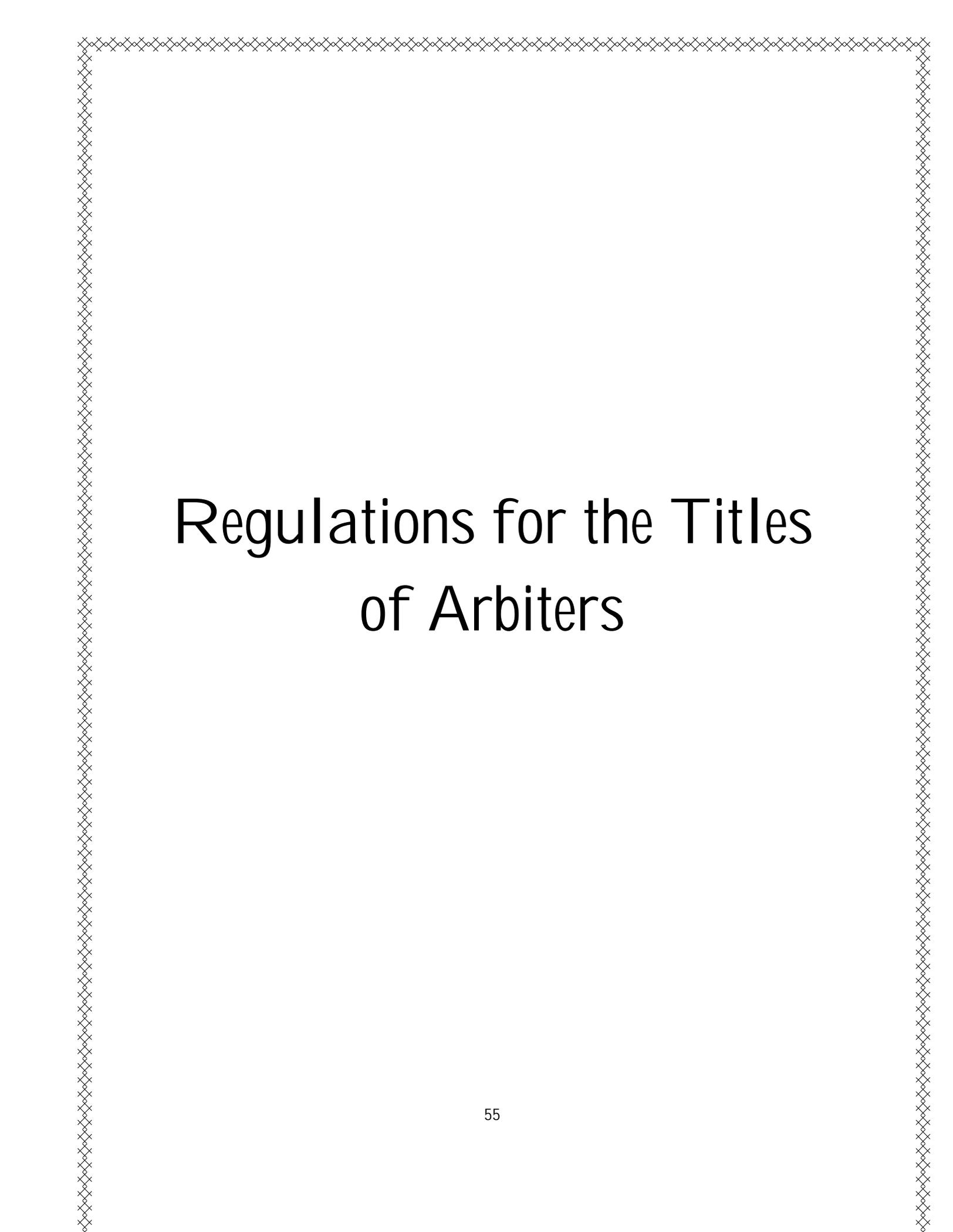
The score of the higher player of the pairing involved  
The sum of the scores of both players of the pairing involved

The rank according to A2 of the higher player of the pairing involved

- F.2 Byes, and pairings not actually played, or lost by one of the players due to arriving late or not at all, will not be taken in account with respect to colour. Such a pairing is not considered to be illegal in future rounds.
- F.3 A player who after round five has a colour history of BWW-B (i.e. no valid game in round 4) will be treated as –BW WB with respect to E.3. SO WB-WB will count as –WBWB and BWW-B-W as –BW WBW
- F.4 Because all players are in one homogeneous score bracket before the start of round one and are ordered according to A2 the highest player of S1 will play against the highest player of S2 and if the number of players is odd, the lowest ranked player will receive a bye.
- F.5 Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are nor paired in that round and score 0.
- F.6 A pairing officially made public shall not be changed unless it violates the absolute pairing criteria (B1 and B2 )
- F.7 If either result was written down incorrectly, or a game was played with the wrong colours, or a player's rating has to be corrected  
then this will only affect pairings yet to be made.  
Whether it will affect a pairing already made public but not yet played should be decided by the arbiter

Unless the rules of the tournament state otherwise

- F.8 Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves.
- F.9 Adjourned games are considered draws for pairing purposes only.



# Regulations for the Titles of Arbiters

## Important Features of Regulations for the Titles of Arbiters.

As approved by GA 1982, amended by GA 1984 to 2012.

### 1. Introduction

1.1.3 The titles for award are International Arbiter (IA) and FIDE Arbiter (FA).

1.1.4 The titles are valid for life from the date awarded or registered.

1.1.5 The judging unit is the FIDE Arbiters' Commission.

### 2. General Regulations for Arbiter norms

2.1.1 Format:	Swiss, Round Robin or other
Level:	World, Continental, Open, National
Type:	Individual, Team
Certificates:	number of norm certificates to be issued
Norms:	number of norms that can be used in application

Format	Level of Event	Type	Certificates	Norms
=	World	=	No limit	=
=	Continental	=	No limit	=
Swiss	International	=	1 per 50 players	No limit
Swiss	National Championships	Individual (adult)	Maximum 2	Maximum 2
Swiss	National Championships	Team	Maximum 2	Maximum 2
Rapid Chess	World / Continental	=	=	Maximum 2

2.1.2 An arbiter norm in the highest division of the National Team Championship, whereby the following requirements are met:

1. A minimum of four boards per team;
2. A minimum of 10 teams;
3. At least 60% of the players are FIDE rated.
4. At least 5 rounds.

2.1.3 Applicants for the title of IA/FA must be at least 21 years old.

### 3. Requirements for the title of FIDE Arbiter (FA).

All of the following:

3.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems.

- 3.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 3.3 Sufficient knowledge of at least one official FIDE language.
- 3.4 Skills to operate electronic chess clocks of different types and for different systems.
- 3.5 Experience as chief or deputy arbiter in at least three (3) FIDE Rated events (these can be either national or international) and attendance of at least one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) an examination test set by the Arbiters' Commission. FIDE rated event valid for a norm is considered any tournament with minimum 10 players in case that it is played with Round Robin system, with minimum 6 players in case that it is played with Double Round Robin system and with minimum 20 players in case that it is played with Swiss system.
- 3.6 The title of FIDE Arbiter for each of the IBCA, ICSC, and IPCA shall each be equivalent to one FA norm.
- 3.7 For a candidate, being a match arbiter in an Olympiad is equivalent to one FA norm. No more than one such norm will be considered for the title.
- 3.8 Being Chief or Deputy Arbiter in any FIDE rated Rapid and Blitz events, with minimum thirty (30) players and nine (9) rounds, shall be equivalent to one (1) FA norm. No more than one such norm from Rapid or Blitz tournaments will be considered for the title.
- 3.9 Attendance of one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) an examination test set by the Arbiters' Commission, shall be equivalent to one (1) FA norm. Not more than one (1) such norm will be considered for the title.
- 3.10 Applicants from federations which are unable to organize any tournaments valid for titles or rating, may be awarded the title on successful passing an examination test (at least 80%) set by the Arbiters' Commission.

#### **4. Requirements for the title of International Arbiter (IA).**

All of the following:

- 4.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.
- 4.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 4.3 Obligatory knowledge of English language, minimum at conversation level; and of chess terms in other official FIDE languages.
- 4.4 Minimum skills at user level to work on a personal computer. Knowledge of pairing programs endorsed by the FIDE, Word, Excel and E-mail.
- 4.5 Skills to operate electronic chess clocks of different types and for different systems.
- 4.6 Experience as chief or deputy arbiter in at least four FIDE rated events such as the following:
- a. The final of the National Individual (adult) Championship (maximum two norms).

- b. All official FIDE tournaments and matches.
- c. International tournaments where FIDE title norms for players are possible.
- d. International FIDE rated chess events with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds (maximum one norm) .
- e. All official World and Continental Rapid and Blitz Championships for Adult and juniors (maximum one (1) norm).

4.7 The title of the International Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one IA norm.

4.8 Being a match arbiter in an Olympiad is equivalent to one IA norm. No more than one such norm will be considered for the title.

4.9 The title of International Arbiter can be awarded only to applicants who have already been awarded the title of FIDE Arbiter.

4.10 All the norms for the IA title must be different from the norms already used for the FA title and must have been achieved after the FA title have been awarded.

4.11 At least two (2) of the submitted norms shall be signed by different Chief Arbiters.

5.1 Application forms for the titles listed in 1.1.3 are annexed hereto. They are:  
Tournament Report Form with cross-table and decisions on appeals - IT3 (one for each norm)  
Arbiter Norm Report Form - IA1 or FA1 (one for each norm)  
Arbiter Title Application Form - IA2 or FA2

5.2 The norm reports supporting a title application must be for at least two different formats of tournament, according to 2.1.1, or at least one international rated event according to 4.6d, and achieved in events with starting dates that fall within a six-year period. The application must be submitted not later than the second FIDE Congress after the date of the latest event listed. Norms from Seminars are valid for a period of four (4) years.

5.3 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee.

5.4 All title applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalisation. This is in order for any objections to be lodged.

## 6. List of Application Forms:

1. Tournament report form IT3.
2. International Arbiter norm report form IA1.
3. Application for award of the title of International Arbiter IA2.
4. FIDE Arbiter norm report form FA1.
5. Application for award of the title of FIDE Arbiter FA2.



# Standards of Chess Equipment for F I D E Tournaments

## **C 02. Standards of Chess Equipment and tournament venue for FIDE Tournaments**

### **Standards of Chess Equipment for FIDE Tournaments**

Approved by the 1975 Central Committee

This document defines the general standards for chess equipment to be used in FIDE competitions.

1. The chess equipment offered by the organisers (hosts) of a FIDE or Continental Championship, Olympiad and other FIDE registered tournaments shall conform with the standards mentioned below, and shall be approved by the Chief Arbiter.

- 1.1 The chess pieces used in the final of Individual World or Continental Championships must be approved by both players. Their approval shall be obtained for other equipment - the chess table, board and clock.

In case either side disagrees, the equipment to be used shall be decided by the Chief Arbiter of the match, bearing in mind the standards for its size and form as mentioned below.

- 1.2 It is highly recommended that the chess equipment used in a competition is the same for all games.

## **2. Chess Pieces**

### **2.1 Material**

Chess pieces should be made of wood, plastic or an imitation of these materials.

### **2.2 Height, weight, proportions**

The King's height should be about 9.5 cm. The diameter of the King's base should measure 40 to 50% of its height.

The size of the other pieces should be proportionate to their height and form; other elements such as stability, aesthetic considerations etc., may also be taken into account.

The weight of the pieces should be suitable for comfortable moving and stability.

### **2.3 Form, style of pieces**

Recommended for use in FIDE competitions are pieces of new Staunton style. The pieces should be shaped so as to be clearly distinguishable from one another. In particular the top of the King should distinctly differ from that of the Queen. The top of the Bishop may bear a notch or be of a special colour clearly distinguishing it from that of the Pawn.

### **2.4 Colour of the pieces**

The dark pieces should be brown or black, or of other dark shades of these

colours. The light pieces may be white or cream, or of other light colours. The natural colour of wood (walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.

### **3. Chess boards**

For the World or Continental Championships wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours. Referring to 2.2 the size of a square should be twice the diameter of a pawn's base. It is recommended that a side of the square should measure 5 to 6.5 cm. A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

### **4. Chess tables**

The size of a table should have a minimum length of twice the length of the chessboard and a width of 15 – 20 cm more than the chessboard. It is recommended to use tables with a minimum size of 120 x 80 cm for top level FIDE tournaments. The height of a table and the chairs should be comfortable for the players. Any noise when moving the chairs should be avoided.

### **5. Chess clocks**

Mechanical chess clocks should have a device signalling precisely when the hour hand indicates full hours. They should have the so-called "flag" fixed so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should have no shine which would make the flag difficult to see. It should run as silently as possible in order not to disturb the players during play.

#### **5.1. Requirements for electronic chess clocks**

- (a) Clocks must function in full accordance with the FIDE laws of chess.
- (b) The display at all times should show the time available to complete a player's next move.
- (c) The displays must be legible from a distance of at least 3 meters.
- (d) From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.
- (e) In case of passing a time control, a sign on the display must give clear signal which player passed the time limit first.
- (f) For battery powered clocks, a low-battery indication is required.
- (g) In case of a low-battery indication the clock must continue to function flawless for at least 10 hours.
- (h) Special attention should be given to the correct announcement of passing time

controls.

(i) In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.

(j) In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.

(k) It must be impossible to erase or change the data in display with a simple manipulation.

(l) Clocks must contain a short user manual on the clock. Electronic chess clocks used for FIDE events must be endorsed by FIDE Technical Commission..

## **6. Tournament Halls**

For top level tournaments a minimum space of 9 square meters per board is necessary, space for arbiters and spectators not included. For other tournaments there should be a minimum space of 5 square meters per board. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.

7. The FIDE Technical Commission is competent to decide whether or not any piece of equipment is suitable for use in FIDE competitions. The Commission may recommend the use of other types of chess sets in addition to those mentioned under 2.3. It may make a list of equipment with satisfactory standards, the specimens of which would be kept at the FIDE Secretariat.

If necessary FIDE will determine the general conditions for other equipment needed in chess competitions, such as score sheets, sealed move envelopes, demonstration boards, etc.

8. The above regulations apply only to the equipment used in FIDE competitions. Manufacturers of equipment and organisers are completely free to make and use their own equipment for all other competitions. The manufacturing of sets of artistic value is encouraged, regardless of the practical possibilities of their use.