



# **All India Chess Federation**

**Senior Arbiter Examination-2021**

**Organised by**

**West Godavari District Chess Association**

**&**

**Andhra Pradesh Chess Ad-Hoc Committee**

**Study Material**

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## **CHAPTER 1: THE ROLE OF THE ARBITERS AND THEIR DUTIES**

*This chapter is written by the FIDE Arbiters' Commission and is very important for arbiters but does not form part of FIDE Handbook.*

The Arbiters are the link between the organiser and the players of a tournament.

We, the arbiters, have not only to supervise the games ensuring the Laws of Chess are followed, but also to ensure the best conditions for the players who should not be disturbed and will be able to play without any difficulties. Therefore, we have to take care of the playing area, the equipment, the environment and the whole playing venue.

In addition, we must always remain aware of the potential for cheating.

The general duties of the Arbiters in a competition are described in the Laws of Chess (Art. 12) and are:

- a. To see that the Laws of Chess are observed.
- b. To ensure fair play and must follow the Anti-cheating regulations. This means that we also must take care to prevent any cheating by the players.
- c. To act in the best interest of the competition. To ensure that a good playing environment is maintained and that the players are not disturbed. To supervise the progress of the competition
- d. To observe the games, especially when the players are short of time, and enforce decisions made and impose penalties on players where appropriate.

In order to do all these, the Arbiters shall have the necessary competence, sound judgment and absolute objectivity (Preface of the Laws of Chess).

The number of Arbiters required in a competition varies, depending on the kind of event (Individual, Team), on the system of the games (Round Robin, Swiss System, Knock Out, Matches), on the number of participants and on the importance of the event.

Normally one Chief Arbiter, one Deputy Chief Arbiter and a number of Arbiters (approximately one for every 20 to 25 players) are appointed for a competition. In special cases (e.g. tiebreak games with adequate supervision), Assistant Arbiters may be appointed.

Also, the following requirements can be considered as very important for the Arbiters in a competition:

1. To behave in a proper manner with the players, captains and spectators and to be respectful and dignified. Arbiters shall take care to manage any dispute during the games and take care of the good image of the tournament.
  
2. To observe as many games as possible during every round of the competition. Arbiters have to take care of the games that they are responsible for, to observe and to check the games' progress (especially when there is time trouble). It is not acceptable for the Arbiters to leave the playing area every 10 or 15 minutes to smoke or vape, nor for any conversations with friends, spectators, officials, or other persons, nor to leave their sector unattended in order to go and watch other games in another part of the playing hall. It is not acceptable for the Arbiters to stay seated in their chairs reading newspapers or books (even chess books!), nor to sit in front

of a computer, surfing the Internet, etc., leaving their games without supervision. It is also not acceptable for the Arbiters to speak on their mobiles in the playing hall during the games. The Laws of Chess regarding mobile phones are valid not only for the players, captains and spectators, but for the Arbiters as well. Certainly, the biggest problems during games are caused because of the absence or the lack of attention of the Arbiters and thus the ignorance of what actually happened in the case of an incident. How is an absent Arbiter able to make a fair decision in a dispute between two players caused because of a touched piece (e.g. the opponents do not agree that the player said “j’adoube” in advance)? Without knowing what actually happened, the Arbiter has a 50% probability of making a correct decision and 50% of making the wrong one, losing in this way his credibility and the trust of the players.

(Of course, Arbiters are human beings and we may make mistakes, but we have to try as much as we can to avoid such problems.)

3. To show responsibility in executing their duties.

The correct time of arriving in the playing hall before the start of the round and following the Chief Arbiter’s instructions are parameters that help the smooth running of the tournament.

4. To show team spirit and cooperate in the best way with the other Arbiters of the competition. An Arbiter’s job in a competition is mainly teamwork and the Arbiters shall help and cover each other in any case, so as to avoid, if possible, any problems that arise during the games. Arbiters are empowered to take their own decisions on the games they observe, however they have to ask for consultation with the Chief Arbiter in any situation where they do not feel ready to take an important decision.

5. To study the regulations and be up to date on any changes to the Laws of Chess and the tournament rules. Arbiters have to know the Laws of Chess and the Regulations of the tournament, as they have to take decisions immediately when needed. The players cannot wait for a long time and a game has to be continued without undue delay.

6. To have excellent knowledge of handling the electronic clocks.

It is not acceptable for Arbiters to leave the players waiting for a long time, while trying to fix electronic clocks which show the wrong time during a game.

7. To follow the dress code.

The Arbiters of a competition shall be dressed properly, helping to improve the image of chess as a sport.

### **Summary of the general duties of an Arbiter**

The following general duties should be carried out by Arbiters regardless of the event being for individuals or teams, the importance of the event, or the number of participants:

### **A. Before the start of the game**

- a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the scheduled start of the round. For the first round of the tournament it is advisable to arrive at least one (1) hour before the start of the round. In very important events the Chief Arbiter may ask for the presence of the Arbiters even earlier than these times.
- b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-conditioning, enough space for the players, etc.) must be checked carefully before the arrival of players or spectators.
- c. Checks of the equipment (chessboards, pieces, score sheets, pens) carried out.
- d. Tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers arranged.
- e. The correct setting of the time control, condition of batteries and the correct placement of the clocks are checked.
- f. For team competitions it is very important that, before the start of the games, team compositions follow the basic list of players and conditions on board order are confirmed.

### **B. During the games**

- a. Note the unplayed games (if players didn't arrive on time for their games and have to be forfeited) and inform the Chief Arbiter.
- b. Regularly check the electronic clocks by using the time control sheets (every thirty minutes, or as directed by the Chief Arbiter), the score sheets and the number of moves written.
- c. Discrete control of the players, note if leaving the playing area for an unusual number of times, for their contact with other players, spectators and other persons,
- d. Observe all the games, especially when there is time trouble, with the help of an assistant, if needed.
- e. Carefully check claims by the players, together with the Chief Arbiter, if needed, before taking any decision.
- f. At the end of the game check the recorded result by both players and check if the score sheets have been signed by both players.
- g. Update the results sheet by recording the result of every finished game.

### **C. After the end of the round**

- a. Thorough check of the results of all the games, by counterchecking of the score sheets and the results sheet or the game protocols (in team events) and forward it to the Chief Arbiter.
- b. Arrangement of all chess boards and the other equipment (pieces, score sheets, pens, clocks), to be ready for the next round.

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He shall take care of all technical matters and ensure the best conditions for the players. He has to manage the available arbiters and assigns their duties and responsibilities.

He is responsible for the smooth running of the competition and he may have the responsibility of taking the final decision (subject to appeal) in every case or incident during the games.

He has to try to settle all arising disputes before they are forwarded to the Appeals Committee.

Only in his absence do these responsibilities go to the Deputy Chief Arbiter.

After the end of the competition the Chief Arbiter submits, in due course, his report to the organizing body (FIDE, Continental Federations, National Federation, etc.), in which he includes

- the list of participants
- all pairings and results

*It is advisable to provide a link to the list of participants, pairings and results rather than writing all of them in the report.*

- the final standings
- the list of arbiters including their evaluations
- any norm reports and certificates
- a report about any incident that happened during the games
- any appeal that was submitted and the decision taken
- everything else important for the future organization of the event.

The effective actions of the Arbiters during the games plays a very significant role in the success of the event.

## **CHAPTER 2: LAWS OF CHESS**

Fide Laws of Chess taking effect from 1 January 2018

### **INTRODUCTION**

FIDE Laws of Chess cover over-the-board play. The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Chess (which were adopted at the 88th FIDE Congress at Goynuk, Antalya, Turkey) coming into force on 1 January 2018.

In these Laws the words 'he', 'him', and 'his' shall be considered to 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 regulated 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 a solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view. A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess. It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

### **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 on a square board called a 'chessboard'.
- 1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.
- 1.3 A player is said to 'have the move' when his opponent's move has been 'made'.
- 1.4 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.
  - 1.4.1 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 is not allowed.
  - 1.4.2 The opponent whose king has been checkmated has lost the game.
- 1.5 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.2).

#### **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 White has 16 light-coloured pieces (the ‘white’ pieces); Black has 16 dark-coloured pieces (the ‘black’ pieces).

These pieces are as follows :

A white king usually indicated by the symbol  K

A white queen usually indicated by the symbol  Q

Two white rooks usually indicated by the symbol  R

Two white bishops usually indicated by the symbol  B

Two white knights usually indicated by the symbol  N

Eight white pawns usually indicated by the symbol 

A black king usually indicated by the symbol  K

A black queen usually indicated by the symbol  Q

Two black rooks usually indicated by the symbol  R

Two black bishops usually indicated by the symbol  B

Two black knights usually indicated by the symbol  N

Eight black pawns usually indicated by the symbol 

#### Staunton Pieces

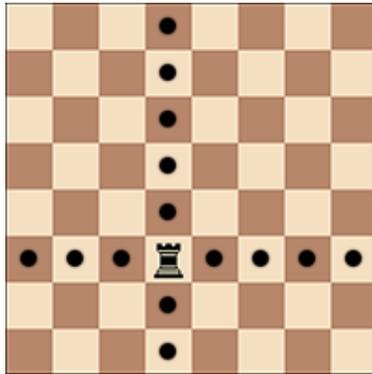


p Q K B N R

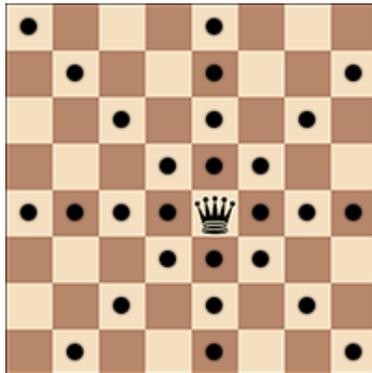
2.3 The initial position of the pieces on the chessboard is as follows:



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

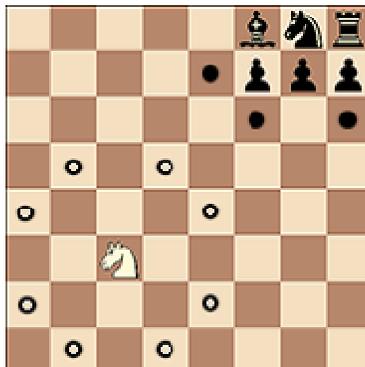


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

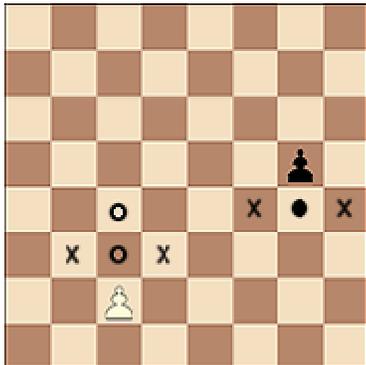
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



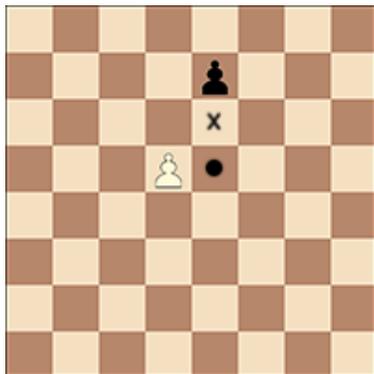
3.7.1 The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or

3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

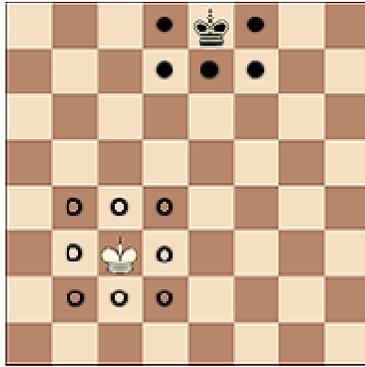
- 3.7.3 the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.



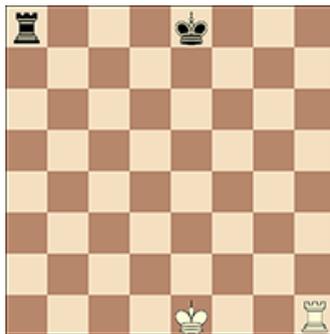
- 3.7.4.1 A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.
- 3.7.4.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.



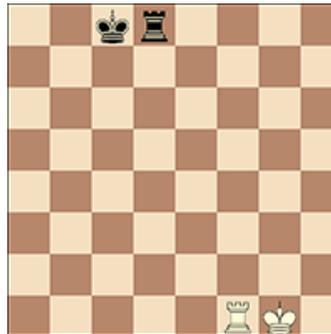
- 3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.
- 3.7.5.2 The player's choice is not restricted to pieces that have been captured previously.
- 3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.
- 3.8 There are two different ways of moving the king:
- 3.8.1 by moving to an adjoining square



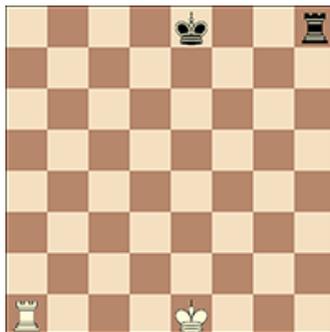
3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



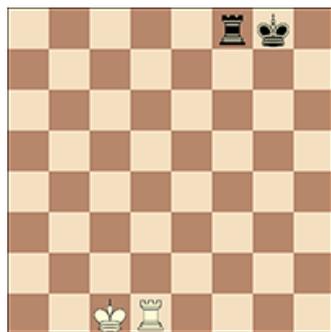
Before white kingside castling  
Before black queenside castling



After white kingside castling  
After black queenside castling



Before white queenside castling  
Before black kingside castling



After white queenside castling  
After black kingside castling

- 3.8.2.1 The right to castle has been lost:
  - 3.8.2.1.1 if the king has already moved, or
  - 3.8.2.1.2 with a rook that has already moved.
- 3.8.2.2 Castling is prevented temporarily.
  - 3.8.2.2.1 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

3.8.2.2.2 if there is any piece between the king and the rook with which castling is to be effected.

3.9.1 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 the square occupied by the king because they would then leave or place their own king in check.

3.9.2 No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

3.10.1 A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.

3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9

3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

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

4.1 Each move must be played with one hand only.

4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.

4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing :

4.3.1 one or more of his own pieces, he must move the first piece touched that can be moved

4.3.2 one or more of his opponent’s pieces, he must capture the first piece touched that can be captured

4.3.3 one or more pieces of each colour, he must capture the first touched opponent’s piece with his first touched piece or, if this is illegal, move or capture the first piece touched that 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:

4.4.1 touches his king and a rook he must castle on that side if it is legal to do so

4.4.2 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 4.3.1

4.4.3 intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.4.4 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 in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

4.6 The act of promotion may be performed in various ways:

4.6.1 the pawn does not have to be placed on the square of arrival,

4.6.2 removing the pawn and putting the new piece on the square of promotion may occur in any order.

4.6.3 If an opponent’s piece stands on the square of promotion, it must be captured.

- 4.7 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 considered to have been made in the case of:
- 4.7.1 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,
- 4.7.2 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. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- 4.7.3 promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board
- 4.8 A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.
- 4.9 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

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

- 5.1.1 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 in accordance with Article 3 and Articles 4.2 – 4.7.
- 5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.
- 5.2.1 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 in accordance with Article 3 and Articles 4.2 – 4.7
- 5.2.2 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 in accordance with Article 3 and Articles 4.2 – 4.7
- 5.2.3 The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. This immediately ends the game.

### **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.
- 6.2.1 During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes"

the move. A move is also completed if:

- 6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and 9.6.2), or
- 6.2.1.2 the player has made his next move, when his previous move was not completed.
- 6.2.2 A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.
- 6.2.3 A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.
- 6.2.4 The players must handle the chess clock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.
- 6.2.5 Only the player whose clock is running is allowed to adjust the pieces.
- 6.2.6 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. This adjustment of the clock shall not apply to the clock of a player with a disability.
- 6.3.1 When using a chess clock, each player must complete a minimum number of moves or all moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance.
- 6.3.2 The time saved by a player during one period is added to his time available for the next period, where applicable.  
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 thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.
- 6.4 Immediately after a flag falls, the requirements of Article 6.3.1 must be checked.
- 6.5 Before the start of the game the arbiter shall decide where the chess clock is placed.
- 6.6 At the time determined for the start of the game White's clock is started.
- 6.7.1 The regulations of an event shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.
- 6.7.2 If the regulations of an event specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise.
- 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 Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that 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.
- 6.10.1 Every indication given by the chess clock is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chess clock.
- 6.10.2 If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chess clock immediately. The arbiter shall install the correct setting

and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

- 6.11.1 If the game needs to be interrupted, the arbiter shall stop the chess clock.
- 6.11.2 A player may stop the chess clock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
- 6.11.3 The arbiter shall decide when the game restarts.
- 6.11.4 If a player stops the chess clock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chess clock, the player shall be penalised in accordance with Article 12.9.
- 6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.
- 6.12.2 The player may not make a claim relying only on information shown in this manner.

### **Article 7 : Irregularities**

- 7.1 If an irregularity occurs and 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 chess clock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.
- 7.2.1 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 shall be played.
- 7.2.2 If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.
- 7.3 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.
- 7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time.
- 7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance.
- 7.4.3 The arbiter may penalise the player who displaced the pieces.
- 7.5.1 An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move 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. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.
- 7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.
- 7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.
- 7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move

- 7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player.
- 7.6 If, during a game it is found that any piece has been displaced from its correct square, the position 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 game shall then continue from this reinstated position.

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

- 8.1.1 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 (Appendix C), on the 'scoresheet' prescribed for the competition.
- 8.1.2 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 Guidelines I.1.1
- 8.1.3 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.
- 8.1.4 The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.
- 8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).
- 8.1.6 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. This adjustment of the clock shall not apply to a player with a disability.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organiser of the competition.
- 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 8.1.1.
- 8.5.1 If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chess clock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
- 8.5.2 If only one player has not kept 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 that player's move, he may use his opponent's scoresheet, but must return it before making a move.
- 8.5.3 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, whose clock was running and the number of moves made/completed, 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 or completed.
- 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**

- 9.1.1 The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
- 9.1.2 However, if the regulations of an event allow a draw agreement the following shall apply:
- 9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 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
- 9.1.2.2 The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).
- 9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.
- 9.2.1 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):
- 9.2.1.1 is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or
- 9.2.1.2 has just appeared, and the player claiming the draw has the move.
- 9.2.2 Positions are considered the same if and only 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. Thus positions are not the same if:
- 9.2.2.1 at the start of the sequence a pawn could have been captured en passant
- 9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.
- 9.3 The game is drawn, upon a correct claim by a player having the move, if:
- 9.3.1 he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
- 9.3.2 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.
- 9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.
- 9.5.1 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12.1 or 6.12.2). He is not allowed to withdraw his claim.
- 9.5.2 If the claim is found to be correct, the game is immediately drawn.
- 9.5.3 If the claim is found to be incorrect, the arbiter shall add two 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 in accordance with Articles 3 and 4.
- 9.6 If one or both of the following occur(s) then the game is drawn:
- 9.6.1 the same position has appeared, as in 9.2.2 at least five times.

- 9.6.2 any series of at least 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

#### **Article 10 : Points**

- 10.1 Unless the regulations of an event specify otherwise, 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 ( $\frac{1}{2}$ ).
- 10.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of  $\frac{3}{4} - \frac{1}{4}$  is not allowed.

#### **Article 11 : The conduct of the players**

- 11.1 The players shall take no action that will bring the game of chess into disrepute.
- 11.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.
- 11.2.2 The playing area is defined as the place where the games of a competition are played.
- 11.2.3 Only with the permission of the arbiter can:
- 11.2.3.1 a player leave the playing venue,
- 11.2.3.2 the player having the move be allowed to leave the playing area.
- 11.2.3.3 a person who is neither a player nor arbiter be allowed access to the playing area.
- 11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.
- 11.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.
- 11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.  
However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.
- 11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.
- 11.3.3 The arbiter may require the player to allow his clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.
- 11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.
- 11.4 Players who have finished their games shall be considered to be spectators.
- 11.5 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.
- 11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.
- 11.7 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.
- 11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.
- 11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.
- 11.10 Unless the regulations of an event specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).
- 11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.
- 11.12 Checking three times occurrence of the position or 50 moves claim is a duty of a the players, under supervision of the arbiter.

**Article 12: The role of the Arbiter (see Preface)**

- 12.1 The arbiter shall see that the Laws of Chess are observed.
- 12.2 The arbiter shall:
- 12.2.1 ensure fair play,
  - 12.2.2 act in the best interest of the competition,
  - 12.2.3 ensure that a good playing environment is maintained,
  - 12.2.4 ensure that the players are not disturbed,
  - 12.2.5 supervise the progress of the competition,
  - 12.2.6 take special measures in the interests of disabled players and those who need medical attention,
  - 12.2.7 follow the Anti-Cheating Rules or Guidelines
- 12.3 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.
- 12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.
- 12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 12.6 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 completed, 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.
- 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 12.8 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 or any contiguous area designated by the arbiter.
- 12.9 Options available to the arbiter concerning penalties:
- 12.9.1 warning,

- 12.9.2 increasing the remaining time of the opponent,
- 12.9.3 reducing the remaining time of the offending player,
- 12.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
- 12.9.5 reducing the points scored in the game by the offending person,
- 12.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
- 12.9.7 a fine announced in advance,
- 12.9.8 exclusion from one or more rounds,
- 12.9.9 expulsion from the competition.

## APPENDICES

### Appendix A. Rapid chess

- A.1 A 'Rapid chess' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.
- A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.
  - A.3.1 The Competition Rules shall apply if:
    - A.3.1.1 one arbiter supervises at most three games and
    - A.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
  - A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.
  - A.4 Otherwise the following apply:
    - A.4.1 From the initial position, once 10 moves have been completed by each player,
      - A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected
      - A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.
    - A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.
    - A.4.3 To claim a win on time, the claimant may stop the chess clock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

- A.4.4 If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.
- A.4.5 The arbiter shall also call a flag fall, if he observes it.
- A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

### **Appendix B. Blitz**

- B.1 A 'blitz' game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.
- B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.
  - B.3.1 The Competition Rules shall apply if:
    - B.3.1.1 one arbiter supervises one game and
    - B.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
  - B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.
- B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.
- B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

### **Appendix C. Algebraic notation**

FIDE recognises 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 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 an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)
- C.3 For the abbreviation of the name of the pieces, each player is free to use 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 is recommended.
- C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter.

Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.

- C.5 The eight files (from 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.

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

- C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5. A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.
- C.9 When a piece makes a capture, an x may be inserted between:
- C.9.1 the abbreviation of the name of the piece in question and
- C.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.
- C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be 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:
- C.10.1 If both pieces are on the same rank by:
- C.10.1.1 the abbreviation of the name of the piece,
- C.10.1.2 the file of departure, and
- C.10.1.3 the square of arrival.
- C.10.2 If both pieces are on the same file by:
- C.10.2.1 the abbreviation of the name of the piece,
- C.10.2.2 the rank of the square of departure, and
- C.10.2.3 the square of arrival.
- C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:
- C.10.3.1 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.
- C.10.3.2 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.
- C.10.3.3 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.
- C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still

applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new piece. Examples: d8Q, exf8N, b1B, g1R.

C.12 The offer of a draw shall be marked as (=).

C.13 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' The last four are optional.

Sample game: 1.e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9 Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e2e4 e7e5 2.Ng1f3 Ng8f6 3. d2d4 e5xd4 4. e4e5 Nf6e4 5. Qd1xd4 d7d5 6. e5xd6 e.p. Ne4xd6 7. Bc1g5 Nb8c6 8. Qd4d3 Bf8e7 9. Nb1d2 0-0 10. 0-0-0 Rf8e8 11. Kb1 (=)

#### **Appendix D. Rules for play with blind and visually disabled players**

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled (legally blind) players either player may demand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:

D.1.1 measure at least 20 cm by 20 cm,

D.1.2 have the black squares slightly raised,

D.1.3 have a securing aperture in each square,

D.1.4 The requirements for the pieces are:

D.1.4.1 all are provided with a peg that fits into the securing aperture of the board,

D.1.4.2 all are of Staunton design, the black pieces being specially marked.

D.2 The following regulations shall govern play:

D.2.1 The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters:

A - Anna

B - Bella

C - Cesar

D - David

E - Eva

F - Felix

G - Gustav

H - Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given the German numbers

- 1 - eins
- 2 - zwei
- 3 - drei
- 4 - vier
- 5 - fuenf
- 6 - sechs
- 7 - sieben
- 8 - acht

Castling is announced “Lange Rochade” (German for long castling) and “Kurze Rochade” (German for short castling).

The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.

- D.2.2 On the visually disabled player's board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.
- D.2.3 A move shall be considered ‘made’ when:
  - D.2.3.1 in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move,
  - D.2.3.2 a piece has been placed into a different securing aperture,
  - D.2.3.3 the move has been announced.
- D.2.4 Only then shall the opponent's clock be started.
- D.2.5 As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.
- D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.
- D.6.2.2 Alternatively an analogue clock with the following features may be considered:
  - D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and
  - D.2.6.2.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.
- D.2.7 The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.
- D.2.8 A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
- D.2.9 If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.
- D.2.10 The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:
  - D.2.10.1 making either player's move on the board of the opponent,
  - D.2.10.2 announcing the moves of both players,
  - D.2.10.3 keeping the game score of the visually disabled player and starting his opponent's clock
  - D.2.10.4 informing the visually disabled player, only at his request, of the number of moves completed and the time used up by both players,
  - D.2.10.5 claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces,

- D.2.10.6 carrying out the necessary formalities in cases where the game is adjourned.
- D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.

### **Guidelines III. Games without increment including Quickplay Finishes**

- III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.
- III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.
- III.2.2 These Guidelines shall apply only to standard chess and rapid chess games without increment and not to blitz games.
- III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:
- III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.
- III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.
- III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.
- III.5 If Article III.4 does not apply and 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 chessclock (see Article 6.12.2). 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:
- III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
- III.5.2 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 the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.
- III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.
- III.6 The following shall apply when the competition is not supervised by an arbiter:
- III.6.1 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:
- III.6.1.1 that his opponent cannot win by normal means, and/or
- III.6.1.2 that his opponent has been making no effort to win by normal means.
- In III.6.1.1 the player must write down the final position and his opponent must verify it.
- In III.6.1.2 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.
- III.6.2 The claim shall be referred to the designated arbiter.

## CHAPTER 3: ANTI-CHEATING GUIDELINES FOR ARBITERS

### Anti Cheating Guidelines for Arbiters

Anti cheating guidelines for Arbiters (These guidelines shall be included in the subjects and will be taught in all Workshops, FIDE Arbiters' Seminars and Courses for International and FIDE Arbiters).

The FIDE Laws of Chess that have been in effect from 1 July 2014 introduced new provisions against cheating. Specifically:

*12.2 The arbiter shall: (a) ensure fair play.*

It means that it is the Arbiter's duty to avoid the cheating by the players.

The Laws also explicitly forbid electronic devices:

11.3.a During play players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard

11.3.b During a game, a player is forbidden to have a mobile phone, electronic means of communication or any device capable of suggesting chess moves on their person in the playing venue. However, the rules of the competition may allow such devices to be stored in a player's bag, as long as the device is completely switched off. A player is forbidden to carry a bag holding such a device, without permission of the arbiter. If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty. The arbiter may require the player to allow his/her clothes, bags or other items to be inspected, in private. The arbiter or a person authorized by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

Tournament organizers are also free to introduce their own regulations and conditions for events, provided they are in accord with the Laws of Chess. Such regulations may include that:

- Arbiters should remind players of the existence of the new AC regulations. - Organizers and arbiters are encouraged to carry out regular screening tests via the FIDE Internet-based Game Screening Tool
- Integral application of Law 11.3.b. In case of breach, the arbiter shall take measure in accordance with article 12.9.f and forfeit the player.
- Additional security in the form of ACC-certified metal detectors/x-ray machines, scanners, electronic jamming devices, manned by qualified security staff, subject to applicable restrictions in each individual jurisdiction. Each tournament should adopt at least one measures from the ones listed in Annex D. The list is to be adjourned on
- Obligation to present the AC Form at least 4 weeks before the start of the tournament (or as otherwise specified in Paragraph 02 of the current FIDE Rating regulations).

**Complaints** For these reasons during a tournament the arbiter shall have a duty to record each and every allegation of cheating by a FIDE-rated player meaning that players cannot "informally" tell an arbiter that they suspect that another player is cheating. This also applies to any other person having a FIDE Identity Number. All cheating-related communications shall be duly recorded by the arbiter and subsequently filed to the ACC.

**Part A: In-Tournament Complaints** Potential cheating incidents may be observed during play directly by a tournament arbiter. They can also be reported to the arbiter by a player, a spectator or, indeed, the ACC (e.g., based on statistical analysis or on-site inspection).

If the report is based on possible breaches of Article 11.2 or 11.3a, then the arbiter shall investigate the breach in the usual manner, with reference to Article 12.9 for possible penalties.

If the complaint is specifically about possible cheating, then the Chief Arbiter shall, in the first place, identify the complainant and invite him to fill out a Complaint Form (Appendix A). The complainant shall provide to the arbiter the reasons why the complaint is being made, and shall sign the form on completion. However, if the complainant is tense, the arbiter shall record the name of the complainant and ask for his signature, and only at a later time ask him to fill in the form, but no later than the end of the round.

Upon receiving a complaint, the arbiter shall take steps to investigate it, whenever possible in coordination with the ACC, using his/her judgment in how this investigation is to be carried out. Any additional information that the arbiter gathers shall be added to the report.

The report shall be forwarded to the FIDE Office at the completion of the tournament, who shall pass it on to the ACC. All information in the report shall remain confidential until an investigation is completed by the ACC. In case of breach of privacy requirements before the investigation is completed, the ACC reserves the right to publicize the details of the investigation and shall refer all offenders to the Ethics Committee.

On completion of the investigation the ACC shall issue an official report, explaining its process and decisions.

If the complaint is manifestly unfounded, the complainant can receive a warning by the ACC, whereupon his name will be added to a special "Warning database" maintained by the ACC. Upon receiving a second warning within a period of six months, the complainant shall be sanctioned (three months suspension for first violation, six months suspension for second violation).

**Part B: Post Tournament Complaint** Potential cheating may also be reported after a tournament has been completed, based, for example, on new findings (e.g. confessions, statistical evidence). In general, a Post Tournament Report should be based on very substantial evidence, and complainants are required to illustrate their case in great detail for the ACC to actually consider it. PTRs can be filed only by interested parties such as players, Federations and chess officials. The ACC may also open a case based on its own post-tournament findings.

Investigation of alleged cheating incidents shall be started:

- i. By an in-tournament report from the Chief Arbiter/ Organizer of a tournament;
- ii. By a post-tournament report; or
- iii. As a result of self-originated investigation by the ACC.

Each investigation will be carried out by an investigating Committee appointed by the ACC, known as the Investigating Committee (IC). The IC shall be formed on a case-to-case basis.

**1. How players can cheat during the game** - An arbiter should know how a cheater typically acts and which devices are used for cheating. Typically, a player can cheat by: i) accepting information by another person (spectator, captain, co-player, etc.); or ii) getting information from any source of information or communication (such as books, notes, etc., or any electronic device). It the arbiter's duty to take care of situations that may yield suspicions of cheating during the entire duration of the round.

Often a cheater is using a mobile phone hidden in a pocket. This is forbidden according to Art. 11.3.b of the laws of chess. To find hidden mobile phones and other electronic devices, the use of hand-held metal detectors and other equipment (such as mobile phone jammers, hand-held security metal detectors, walk-through metal detectors, automatic electro-magnetic screening devices for metallic/non-metallic items, closed circuit cameras) is highly recommended in all tournaments. Arbiters should exercise caution and delicateness in asking for and carrying out a check with hand-held metal detectors. If a metal detector gives a signal it is important to clarify the reason, if necessary by an inspection of the player and his belongings as described in Art. 11.3.b of the Laws of Chess.

**2. Which precautions can be taken to prevent cheating** - The Arbiter must have a discreet control of the players that are leaving the playing area very often, for their contact with other players, spectators and other persons, according to Article 12 of the Laws of Chess.

- The arbiter should be aware that in some cases a cheater gets information by a third party. The arbiter should prevent any contact between players and spectators such as talking and/or giving/receiving signals.
- The arbiter should never tolerate the use of chess programs in the playing venue. In case he should detect a player or a spectator using a chess program in the playing venue, he should immediately inform the Chief Arbiter.
- Organizers are free to assign extra arbiters to the specific task of preventing cheating.
- During a tournament, the arbiter is encouraged to use the FIDE screening tool with games in pgn format, since that tool can identify cases needing further attention, or more likely, show that a player is not to be considered suspicious based on his or her games.

### **3. Screening games for precaution and information**

- During a tournament, the arbiter is encouraged to compile games in PGN format and submit them to the FIDE screening tool. This is not a cheating test and gives no statistical judgment, but its information is useful to have beforehand in case any suspicions are voiced or situations may be developing.

- In early rounds (such as 1-3 of a 9-game event) there will always be outliers because the total number of relevant moves is small, but any cheating player will likely be among them.
- In middle rounds, honest outliers will tend to “regress to the mean”, while records of some past cases show no-sanctioned players having become more obvious. Trials have shown it possible by this time to be confident in the absence of statistical ground for suspicion against any player.
- On the other hand, a persistent outlier may be ground for contacting ACC, calling for a full statistical test, and for “unobtrusive” actions such as increased watchfulness of a player.
- The screening tool will provide tables with guidelines based on players’ ratings for gauging the magnitude of outliers. For instance, 67% matching is more “normal” for 2700- players than for 2300. Again only the full test can give any kind of judgment.

### **4. How to deal with suspicious behavior**

- In case of a suspicious player’s behavior the Arbiter must always follow the player on his way out of the playing venue (to the bar, toilets, smoking area etc.), in order to avoid any contact of the player with other persons and any use of sources of information or communication.
- In multiple cases, there has been use of mobile phones in the toilet. Therefore the arbiter should note how often a player leaves the playing area and if this is significant take appropriate measures trying to find out the reason.

**5. How to deal with the new Article 11.3 of the Laws of Chess**

- The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter, or a person authorized by the arbiter, shall inspect the player and shall be of the same gender as the player.
- Usually the arbiter will inspect a player as described in Art. 11.3.b of the Laws of Chess only in case of suspicion of cheating or after receiving an official In-Tournament complaint, but only if he comes to the conclusion that the complaint is not evidently unfounded. If he decides to make an inspection on whatever grounds, he is not obliged to give the player a special reason; however he should be calm, polite and discreet. The inspection of a player should be carried out in a separate room by a person of the same gender. Only this person, the player and one witness (also of the same gender) may have access to this room during the inspection. The player is entitled to select a second witness of his own choice.
- If there is no matter of urgency, the inspection of a player and his belongings should generally be carried out before or immediately after the end of the game. Still, the arbiter should be aware that it is possible to hide the electronic devices somewhere in or near to the playing venue as also to give them to a third party shortly before the end of the game. The arbiter has also the right to check the player, who decided to leave the playing venue or upon request of a player who filed an In-Tournament complaint, but only once during the round.
- If a player refuses to be inspected it is advised that the arbiter explains the rules to him. If the player still refuses he shall get a warning. If he still refuses to submit to an inspection he shall lose his game.
- If random inspections are considered, they must be announced in the rules of the competition in advance.

**6. How to deal with accusations**

- The procedure how to deal with accusations is described in the part of Complaints. If any FIDE-Identified person presents an accusation of cheating, the arbiter should ask him/her to make an official In-Tournament complaint. In case of refusal, the arbiter shall make a remark in the tournament report and annotate the person's name as having presented a cheating accusation. In this case the accused player shall not be informed by the arbiter. If the arbiter receives an In-Tournament complaint he can inform the accused player after the end of his game and ask him for comment.
- The arbiter should mention in his tournament report any In-Tournament complaints and inspections, if any, specifying the result of each action.

**7. How to deal with false accusations.**

- In case of a false accusation by a player the Arbiter shall penalize him according to the Article 12.2 of the laws of Chess. The following technical equipment shall be adopted by the Tournament Direction to contrast potential cheaters in Top level tournaments. The actual equipment to be adopted shall be agreed between the ACC and the Tournament Direction on a case-to-case basis.
  - Mobile phone jammers;
  - Hand-held security metal detectors
  - Walk-through metal detectors
  - Automatic electro-magnetic screening devices for metallic/non-metallic items

- Closed circuit cameras

In most cases, a hand-held metal detector will prove enough to secure that electronic devices are not being carried into the playing venue, and should thus always be considered as the first-choice device. The actual equipment to be adopted shall be agreed between the ACC and the Tournament Direction on a case-to-case basis.

### **FIDE Internet-based Game Screening Tool**

The Commission recommends the implementation of a FIDE Internet-based Game Screening Tool for pre-scanning games and identifying potential instances of cheating, together with the adoption of a full-testing procedure in cases of complaints. Together they shall meet the highest academic and judicial standards, in that they have been subject to publication and peer review, have a limited and documented error rate, have undergone vast empirical testing, are continuously maintained, and are generally accepted by the scientific community. Once in place, the Internet-based Game Screening Tool will be accessible to arbiters and chess officials and will be a useful instrument to prevent fraud, while the full test procedure will adhere to greater privacy as managed by FIDE and ACC.

**The FIDE Internet-Based Game Screening Tool** FIDE will supply organizers and arbiters with an Internet-based Game Screening Tool that will be accessible to all authorized FIDE officials (IO, IA, ACC members) and National Federations. The Internet-based Game Screening Tool shall be hosted on a FIDE-dedicated webpage and will enable authorized parties to upload games in pgn format for a “fast test” that will identify potential outliers in the tournament – i.e. players whose performance is far above their expected level and potentially compatible with computer-assisted play. The results of the “fast test” are to be kept confidential and are only meant to assist the Chief Arbiter in identifying cases that may call for further measures to assure that players are adhering to the rules. If requested, the ACC shall provide assistance to the Chief Arbiter in determining such measures. It should be reminded that only a “full test” can confer reliable statistical evidence on whether the outlier is receiving external help, so that the results of the “fast test” are not applicable for judgments of complaints.

## **CHAPTER 4: FIDE SWISS RULES**

### **C.04.1 Basic rules for Swiss Systems**

The following rules are valid for each Swiss system unless explicitly stated otherwise.

- a The number of rounds to be played is declared beforehand
- b Two players shall not play each other more than once
- c Should the total number of players be (or become) odd, one player is unpaired. He receives a bye: no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise
- d A player who has already received a pairing-allocated bye, or has already scored a (forfeit) win due to an opponent not appearing in time, shall not receive the pairing-allocated bye.
- e In general, players are paired to others with the same score
- f For each player the difference of the number of black and the number of white games shall not be greater than 2 or less than -2.  
Each system may have exceptions to this rule in the last round of a tournament.
- g No player will receive the same colour three times in a row.  
Each system may have exceptions to this rule in the last round of a tournament.
- h
  1. In general, a player is given a colour as many times as he is given the other colour.
  2. In general, a player is given the colour other than that he was given the previous round.
- i The pairing rules must be such transparent that the person who is in charge for the pairing can explain them

### **C.04.2 General handling rules for Swiss Tournaments**

#### **A. Pairing Systems**

- 1 The pairing system used for a FIDE rated Swiss tournament should be one of the published FIDE Swiss Systems.  
Accelerated methods are acceptable if they were announced in advance by the organizer and are published in section C.04.5.
- 2 In derogation of the previous rule, unpublished pairing systems or accelerated methods may be permitted, provided that a detailed written description of their rules:
  - a. be submitted in advance to the Qualification Commission (QC) and temporarily authorized by them; and
  - b. be explicitly presented to the participants before the start of the tournament.
- 3 While reporting a tournament to FIDE, the Arbiter shall declare which official FIDE Swiss system and acceleration method (if any) were used, or provide the temporary authorization(s) given by the QC as per the previous rule.
- 4 The Swiss Pairing Systems defined by FIDE and not deprecated (see C.04.4) pair the players in an objective, impartial and reproducible way.  
In any tournament where such systems are used, different arbiters, or different endorsed software programs, must be able to arrive at identical pairings.
- 5 It is not allowed to alter the correct pairings in favour of any player.  
Where it can be shown that modifications of the original pairings were made to help a player

achieve a norm or a direct title, a report may be submitted to the QC to initiate disciplinary measures through the Ethics Commission.

### **B. Initial Order**

- 1 Before the start of the tournament, a measure of the player's strength is assigned to each player. The strength is usually represented by rating lists of the players. If one rating list is available for all participating players, then this rating list should be used.  
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.
- 2 Before the first round the players are ranked in order of, respectively
  - a) Strength (rating)
  - b) FIDE-title (GM-IM- WGM-FM-WIM-CM-WFM-WCM-no title)
  - c) alphabetically (unless it has been previously stated that this criterion has been replaced by another one)
- 3 This ranking is used to determine the pairing numbers; the highest one gets #1 etc.  
If, for any reason, the data used to determine the rankings were not correct, they can be adjusted at any time. The pairing numbers may be reassigned accordingly to the corrections.  
No modification of a pairing number is allowed after the fourth round has been paired.

### **C. Late Entries**

- 1 According to FIDE Tournament Rules, any prospective participant who has not arrived at the venue of a FIDE competition before the time scheduled for the drawing of lots shall be excluded from the tournament unless he shows up at the venue in time before a pairing of another round.  
An exception may be made in the case of a registered participant who has given written notice in advance that he will be unavoidably late.
- 2 Where the Chief Arbiter decides to admit a latecomer,
  - if the player's notified time of arrival is in time for the start of the first round, the player is given a pairing number and paired in the usual way.
  - if the player's notified time of arrival is in time only for the start of the second (or third) round ("Late Entry"), then the player is not paired for the rounds which he cannot play. Instead, he receives no points for unplayed rounds (unless the rules of the tournament say otherwise), and is given an appropriate pairing number and paired only when he actually arrives.
- 3 If there are late entries, the Pairing Numbers that were given at the start of the tournament are considered provisional. The definitive Pairing Numbers are given only when the List of Participants is closed, and corrections made accordingly in the results charts.

### **D. Pairing, colour and publishing rules**

- 1 Adjourned games are considered draws for pairing purposes only.
- 2 A player who is absent without notifying the arbiter will be considered as withdrawn, unless the absence is explained with acceptable arguments before the next pairing is published.

- 3 Players who withdraw from the tournament will no longer be paired.
- 4 Players known in advance not to play in a particular round are not paired in that round and score zero (unless the rules of the tournament say otherwise).
- 5 Only played games count in situations where the colour sequence is meaningful. So, for instance, a player with a colour history of BWB=W (i.e. no valid game in round-4) will be treated as if his colour history was =BWBW. WB=WB will count as =WBWB, BWW=B=W as ==BWWBW and so on.
- 6 Two paired players, who did not play their game, may be paired together in a future round.
- 7 The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament.
- 8 If either
  - a result was written down incorrectly, or
  - a game was played with the wrong colours, or
  - a player's rating has to be corrected (and playing numbers possibly recomputed as in C.04.2.C.3),

and a player communicates this to the arbiter within a given deadline after publication of results, the new information shall be used for the standings and the pairings of the next round. The deadline shall be fixed in advance according to the timetable of the tournament. If the error notification is made after the pairing but before the end of the next round, it will affect the next pairing to be done.

If the error notification is made after the end of the next round, the correction will be made after the tournament for submission to rating evaluation only.

- 9 After a pairing is complete, sort the pairs before publishing them.  
The sorting criteria are (with descending priority)
  - the score of the higher ranked player of the involved pair;
  - the sum of the scores of both players of the involved pair;
  - the rank according to the Initial Order (C.04.2.B) of the higher ranked player of the involved pair.
- 10 Once published, the pairings shall not be changed unless they are found to violate C.04.1.b (*Two players shall not play against each other more than once*).

### **C.04.3 FIDE (Dutch) System**

Version approved at the 87th FIDE Congress in Baku 2016.

**Terms and Definitions** and **Pairing Guidelines For Programmers** added at the 88th FIDE Congress in Goy nuk 2017.

See <http://pairings.fide.com/documents/fide-dutch-extras.html>

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

##### **A.1 Initial ranking list**

See C.04.2.B (General Handling Rules - Initial order)

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

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

a score

b pairing numbers assigned to the players accordingly to the initial ranking list and subsequent modifications depending on possible late entries or rating adjustments

### A.3 **Score groups and pairing brackets**

A score group is normally composed of (all) the players with the same score. The only exception is the special "collapsed" score group defined in A.9.

A (pairing) bracket is a group of players to be paired. It is composed of players coming from one same score group (called resident players) and of players who remained unpaired after the pairing of the previous bracket.

A (pairing) bracket is homogeneous if all the players have the same score; otherwise it is heterogeneous.

A remainder (pairing bracket) is a sub-bracket of a heterogeneous bracket, containing some of its resident players (*see B.3 for further details*).

### A.4 **Floater and floats**

a A downfloater is a player who remains unpaired in a bracket, and is thus moved to the next bracket. In the destination bracket, such players are called "moved-down players" (MDPs for short).

b After two players with different scores have played each other in a round, the higher ranked player receives a downfloat, the lower one an upfloat.

A player who, for whatever reason, does not play in a round, also receives a downfloat.

### A.5 **Byes**

See C.04.1.c (*Should the number of players to be paired be odd, one player is unpaired. This player receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise*).

### A.6 **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.

The colour preference is the colour that a player should ideally receive for the next game. It 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 had the same colour in the two latest rounds he played. 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 (preference for black) or -1 (preference for white).

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 he played.

d. Players who did not play any games have no colour preference (the preference of their opponents is granted).

### A.7 **Top scorers**

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

#### A.8 **Pairing Score Difference (PSD)**

The pairing of a bracket is composed of pairs and downfloaters.

Its Pairing Score Difference is a list of score-differences (*SD*, see below), sorted from the highest to the lowest.

For each pair in a pairing, the SD is defined as the absolute value of the difference between the scores of the two players who constitute the pair.

For each downfloater, the SD is defined as the difference between the score of the downfloater, and an artificial value that is one point less than the score of the lowest ranked player of the current bracket (even when this yields a negative value).

*Note: The artificial value defined above was chosen in order to be strictly less than the lowest score of the bracket, and generic enough to work with different scoring-point systems and in presence of non-existent, empty or sparsely populated brackets that may follow the current one.*

PSD(s) are compared lexicographically (*i.e. their respective SD(s) are compared one by one from first to last - in the first corresponding SD(s) that are different, the smallest one defines the lower PSD*).

#### A.9 **Round-Pairing Outlook**

The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria C1-C3 have been complied with.

If it is impossible to complete a round-pairing, the arbiter shall decide what to do. Otherwise, the pairing process starts with the top score group, and continues bracket by bracket until all the score groups, in descending order, have been used and the round-pairing is complete.

However, if, during this process, the downfloaters (possibly none) produced by the bracket just paired, together with all the remaining players, do not allow the completion of the round-pairing, a different processing route is followed. The last paired bracket is called Penultimate Pairing Bracket (PPB). The score of its resident players is called the "collapsing" score. All the players with a score lower than the collapsing score constitute the special "collapsed" score group mentioned in A.3.

The pairing process resumes with the re-pairing of the PPB. Its downfloaters, together with the players of the collapsed score group, constitute the Collapsed Last Bracket (CLB), the pairing of which will complete the round-pairing.

*Note: Independently from the route followed, the assignment of the pairing-allocated bye (see C.2) is part of the pairing of the last bracket.*

Section B describes the pairing process of a single bracket.

Section C describes all the criteria that the pairing of a bracket has to satisfy.

Section E describes the colour allocation rules that determine which players will play with white.

### B **Pairing Process for a bracket**

#### B.1 **Parameters definitions**

- a M0 is the number of MDP(s) coming from the previous bracket. It may be zero.
- b MaxPairs is the maximum number of pairs that can be produced in the bracket under consideration (*see C.5*).

*Note: MaxPairs is usually equal to the number of players divided by two and rounded downwards. However, if, for instance, M0 is greater than the number of resident players, MaxPairs is at most equal to the number of resident players.*

- c M1 is the maximum number of MDP(s) that can be paired in the bracket (*see C.6*).

*Note: M1 is usually equal to the number of MDPs coming from the previous bracket, which may be zero. However, if, for instance, M0 is greater than the number of resident players, M1 is at most equal to the number of resident players.*

*Of course, M1 can never be greater than MaxPairs.*

## B.2 Subgroups (original composition)

To make the pairing, each bracket will be usually divided into two subgroups, called S1 and S2.

S1 initially contains the highest N1 players (sorted according to A.2), where N1 is either M1 (*in a heterogeneous bracket*) or MaxPairs (*otherwise*).

S2 initially contains all the remaining resident players.

When M1 is less than M0, some MDPs are not included in S1. The excluded MDPs (*in number of M0 - M1*), who are neither in S1 nor in S2, are said to be in a *Limbo*.

*Note: the players in the Limbo cannot be paired in the bracket, and are thus bound to double-float.*

## B.3 Preparation of the candidate

S1 players are tentatively paired with S2 players, the first one from S1 with the first one from S2, the second one from S1 with the second one from S2 and so on.

In a homogeneous bracket: the pairs formed as explained above and all the players who remain unpaired (bound to be downfloaters) constitute a candidate (pairing).

In a heterogeneous bracket: the pairs formed as explained above match M1 MDPs from S1 with M1 resident players from S2. This is called a MDP-Pairing. The remaining resident players (*if any*) give rise to the remainder (*see A.3*), which is then paired with the same rules used for a homogeneous bracket.

*Note : M1 may sometimes be zero. In this case, S1 will be empty and the MDP(s) will all be in the Limbo. Hence, the pairing of the heterogeneous bracket will proceed directly to the remainder.*

A candidate (pairing) for a heterogeneous bracket is composed by a MDP-Pairing and a candidate for the ensuing remainder. All players in the Limbo are bound to be downfloaters.

## B.4 Evaluation of the candidate

If the candidate built as shown in B.3 complies with all the absolute and completion criteria (*from C.1 to C.4*), and all the quality criteria from C.5 to C.19 are fulfilled, the candidate is called "perfect" and is (immediately) accepted. Otherwise, apply B.5 in order to find a perfect candidate; or, if no such candidate exists, apply B.8.

## B.5 Actions when the candidate is not perfect

The composition of S1, Limbo and S2 has to be altered in such a way that a different candidate can be produced.

The articles B.6 (for homogeneous brackets and remainders) and B.7 (for heterogeneous brackets) define the precise sequence in which the alterations must be applied.

After each alteration, a new candidate shall be built (*see B.3*) and evaluated (*see B.4*).

**B.6 Alterations in homogeneous brackets or remainders**

Alter the order of the players in S2 with a transposition (*see D.1*). If no more transpositions of S2 are available for the current S1, alter the original S1 and S2 (*see B.2*) applying an exchange of resident players between S1 and S2 (*see D.2*) and reordering the newly formed S1 and S2 according to A.2.

**B.7 Alterations in heterogeneous brackets**

Operate on the remainder with the same rules used for homogeneous brackets (*see B.6*).

*Note: The original subgroups of the remainder, which will be used throughout all the remainder pairing process, are the ones formed right after the MDP-Pairing. They are called S1R and S2R (to avoid any confusion with the subgroups S1 and S2 of the complete heterogeneous bracket).*

If no more transpositions and exchanges are available for S1R and S2R, alter the order of the players in S2 with a transposition (*see D.1*), forming a new MDP-Pairing and possibly a new remainder (to be processed as written above).

If no more transpositions are available for the current S1, alter, if possible (i.e. if there is a Limbo), the original S1 and Limbo (*see B.2*), applying an exchange of MDPs between S1 and the Limbo (*see D.3*), reordering the newly formed S1 according to A.2 and restoring S2 to its original composition.

**B.8 Actions when no perfect candidate exists**

Choose the best available candidate. In order to do so, consider that a candidate is better than another if it better satisfies a quality criterion (C5-C19) of higher priority; or, all quality criteria being equally satisfied, it is generated earlier than the other one in the sequence of the candidates (*see B.6 or B.7*).

**C Pairing Criteria**

**Absolute Criteria**

No pairing shall violate the following absolute criteria:

C.1 see C.04.1.b (*Two players shall not play against each other more than once*)

C.2 see C.04.1.d (*A player who has already received a pairing-allocated bye, or has already scored a (forfeit) win due to an opponent not appearing in time, shall not receive the pairing-allocated bye.*)

C.3 non-topscorers (*see A.7*) with the same absolute colour preference (*see A6.a*) shall not meet (*see C.04.1.f and C.04.1.g*).

**Completion Criterion**

C.4 if the current bracket is the PPB (*see A.9*): choose the set of downfloaters in order to complete the round-pairing.

### Quality Criteria

To obtain the best possible pairing for a bracket, comply as much as possible with the following criteria, given in descending priority:

- C.5 maximize the number of pairs (*equivalent to: minimize the number of downfloaters*).
- C.6 minimize the PSD (*This basically means: maximize the number of paired MDP(s); and, as far as possible, pair the ones with the highest scores*).
- C.7 if the current bracket is neither the PPB nor the CLB (*see A.9*): choose the set of downfloaters in order first to maximize the number of pairs and then to minimize the PSD (*see C.5 and C.6*) in the following bracket (*just in the following bracket*).
- C.8 minimize the number of top scorers or top scorers' opponents who get a colour difference higher than +2 or lower than -2.
- C.9 minimize the number of top scorers or top scorers' opponents who get the same colour three times in a row.
- C.10 minimize the number of players who do not get their colour preference.
- C.11 minimize the number of players who do not get their strong colour preference.
- C.12 minimize the number of players who receive the same downfloat as the previous round.
- C.13 minimize the number of players who receive the same upfloat as the previous round.
- C.14 minimize the number of players who receive the same downfloat as two rounds before.
- C.15 minimize the number of players who receive the same upfloat as two rounds before.
- C.16 minimize the score differences of players who receive the same downfloat as the previous round.
- C.17 minimize the score differences of players who receive the same upfloat as the previous round.
- C.18 minimize the score differences of players who receive the same downfloat as two rounds before.
- C.19 minimize the score differences of players who receive the same upfloat as two rounds before.

### D Rules for the sequential generation of the pairings

Before any transposition or exchange take place, all players in the bracket shall be tagged with consecutive in-bracket sequence-numbers (BSN for short) representing their respective ranking order (according to A.2) in the bracket (*i.e. 1, 2, 3, 4, ...*).

#### D.1 Transpositions in S2

A transposition is a change in the order of the BSNs (*all representing resident players*) in S2.

All the possible transpositions are sorted depending on the lexicographic value of their first N1 BSN(s), where N1 is the number of BSN(s) in S1 (*the remaining BSN(s) of S2 are ignored in this context, because they represent players bound to constitute the remainder in case of a heterogeneous bracket; or bound to downfloat in case of a homogeneous bracket - e.g. in a 11-player homogeneous bracket, it is 6-7-8-9-10, 6-7-8-9-11, 6-7-8-10-11, ..., 6-11-10-9-8, 7-6-8-9-10, ..., 11-10-9-8-7 (720 transpositions); if the bracket is heterogeneous with two MDPs, it is: 3-4, 3-5, 3-6, ..., 3-11, 4-3, 4-5, ..., 11-10 (72 transpositions)*).

#### D.2 Exchanges in homogeneous brackets or remainders (original S1 ↔ original S2)

An exchange in a homogeneous brackets (also called a resident-exchange) is a swap of two equally sized groups of BSN(s) (*all representing resident players*) between the original S1 and the original S2.

In order to sort all the possible resident-exchanges, apply the following comparison rules between two resident-exchanges in the specified order (*i.e. if a rule does not discriminate between two exchanges, move to the next one*).

The priority goes to the exchange having:

- a. the smallest number of exchanged BSN(s) (*e.g exchanging just one BSN is better than exchanging two of them*).
- b. the smallest difference between the sum of the BSN(s) moved from the original S2 to S1 and the sum of the BSN(s) moved from the original S1 to S2 (*e.g. in a bracket containing eleven players, exchanging 6 with 4 is better than exchanging 8 with 5; similarly exchanging 8+6 with 4+3 is better than exchanging 9+8 with 5+4; and so on*).
- c. the highest different BSN among those moved from the original S1 to S2 (*e.g. moving 5 from S1 to S2 is better than moving 4; similarly, 5-2 is better than 4-3; 5-4-1 is better than 5-3-2; and so on*).
- d. the lowest different BSN among those moved from the original S2 to S1 (*e.g. moving 6 from S2 to S1 is better than moving 7; similarly, 6-9 is better than 7-8; 6-7-10 is better than 6-8-9; and so on*).

### D.3 Exchanges in heterogeneous brackets (original S1 ↔ original Limbo)

An exchange in a heterogeneous bracket (also called a MDP-exchange) is a swap of two equally sized groups of BSN(s) (*all representing MDP(s)*) between the original S1 and the original Limbo.

In order to sort all the possible MDP-exchanges, apply the following comparison rules between two MDP-exchanges in the specified order (*i.e. if a rule does not discriminate between two exchanges, move to the next one*) to the players that are in the new S1 after the exchange.

The priority goes to the exchange that yields a S1 having:

- a. the highest different score among the players represented by their BSN (*this comes automatically in complying with the C.6 criterion, which says to minimize the PSD of a bracket*).
- b. the lowest lexicographic value of the BSN(s) (sorted in ascending order).

Any time a sorting has been established, any application of the corresponding D.1, D.2 or D.3 rule, will pick the next element in the sorting order.

## E Colour Allocation rules

### *Initial-colour*

It is the colour determined by drawing of lots before the pairing of the first round.

For each pair apply (with descending priority):

- E.1 Grant both colour preferences.
- E.2 Grant the stronger colour preference. If both are absolute (top scorers, see A.7) grant the wider colour difference (see A.6).
- E.3 Taking into account C.04.2.D.5, alternate the colours to the most recent time in which one player had white and the other black.
- E.4 Grant the colour preference of the higher ranked player.

E.5 If the higher ranked player has an odd pairing number, give him the initial-colour; otherwise give him the opposite colour.

*Note: Always consider sections C.04.2.B/C (Initial Order/Late Entries) for the proper management of the pairing numbers.*

## **CHAPTER 5: FIDE RATINGS**

### **FIDE Rating Regulations effective from 1 July 2017**

Effective from 1 July 2017

Approved by the 1982 General Assembly, amended by the General Assemblies of 1984 through 2016.

#### **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 by the General Assembly upon recommendation 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 organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of communicating the decision.

#### **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 game has a rating 2200 or higher, each player must have a minimum of 120 minutes.  
Where at least one of the players in the game has a rating 1600 or higher, each player must have a minimum of 90 minutes.  
Where both of the players in the game are rated below 1600, each player must have a minimum of 60 minutes.
- 1.2 Where a certain number of moves is specified in the first time control, it shall be 40 moves.
- 1.3 For a game to be rated on the Rapid list, each player must have more than ten minutes but less than sixty minutes.
- 1.4 For a game to be rated on the Blitz list, each player must have at least five but no more than ten minutes.

#### **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:
- 4.1.1 Leagues may be rated which last for a period greater than 90 days.
- 4.1.2 The QC may approve the rating of tournaments lasting more than 90 days.
- 4.1.3 For tournaments lasting more than 90 days, interim results must be reported on a monthly basis.

**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 in his first tournament, his score and that of his opponents against him are disregarded. Otherwise if an unrated player has played rated games, then this result is included in computing his overall rating.
- 6.2 In a round-robin tournament at least one-third of the players must be rated. Subject to this requirement,
- 6.2.1 If the tournament has less than 10 players, at least 4 must be rated.
- 6.2.2 In a double round-robin tournament with unrated participants, there must be at least 6 players, 4 of whom must be rated.
- 6.2.3 National Championships played as round-robin shall be rated if at least 3 players (or 2 women in events exclusively for women) had official FIDE Ratings before the start of the tournament.
- 6.3 In a Swiss or Team Tournament:
- 6.3.1 For an unrated player's first performance to count, he must score at least 1/2 point.
- 6.3.2 For rated players, only games against rated opponents are counted.
- 6.4 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 for a Swiss system tournament.
- 6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated.
- 6.6 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.
- 7.1.1 The rating period (for new players, see 7.14) is the period where a certain rating list is valid.
- 7.1.2 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, ID Number, Number of games rated in the rating period, Date of Birth, Gender and the current value of K for the player.
- 7.1.3 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list.  
Official FIDE events may be rated on the list even if they end on the last day before the list date.
- 7.1.4 A rating for a player new to the list shall be published only if it meets the following criteria:
- 7.1.4.a If based on results obtained under 6.3, a minimum of 5 games.
- 7.1.4.b If based on results obtained under 6.4, a minimum of 5 games played against rated opponents.

7.1.4.c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating.

7.1.4.d The rating is at least 1000.

7.1.4.e 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 5 games) by using all the rating data available.

7.2 Players who are not to be included on the list:

7.2.1 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.

7.2.2 Titled players who are unrated are published in a separate list concurrently with the list of rated players.

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

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

7.2.3.b 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 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'PD' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

8.1a The table of conversion from fractional score, p, into rating differences, dp

p	dp	p	dp	p	dp	p	dp	p	dp	p	dp
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		

8.1b Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

D		PD		D		PD		D		PD	
Rtg Dif	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 'Ru' in a given event of a previously unrated player.

8.2.1 If an unrated player scores zero in his first event his score is disregarded.

First determine the average rating of his competition 'Rc'.

(a) In a Swiss or Team tournament: this is simply the average rating of his 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 'Rc' is also the tournament average 'Ra' determined as follows:

(i) Determine the average rating of the rated players 'Rar'.

(ii) Determine p for each of the rated players against all their opponents.

Then determine dp for each of these players.

Then determine the average of these dp = 'dpa'.

(iii) 'n' is the number of opponents.

$Ra = Rar - dpa \times n/(n+1)$

8.2.2 If he scores 50%, then  $Ru = Ra$

8.2.3 If he scores more than 50%, then  $Ru = Ra + 20$  for each half point scored over 50%

8.2.4 If he scores less than 50% in a Swiss or team tournament:  $Ru = Ra + dp$

8.2.5 If he scores less than 50% in a round-robin:  $Ru = Ra + dp \times n/(n+1)$ .

8.3 The Rating  $Rn$  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. It is rounded to the nearest whole number.

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

8.5.1 For each game played against a rated player, determine the difference in rating between the player and his opponent, D.

- 8.5.2 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In other tournaments games against unrated opponents are not rated.
- 8.5.3 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.5.4 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.5.5 (a) Use table 8.1(b) to determine the player's score probability PD  
(b)  $\Delta R = \text{score} - PD$ . For each game, the score is 1, 0.5 or 0.  
(c)  $\Sigma \Delta R \times K = \text{the Rating Change for a given tournament, or Rating period.}$
- 8.5.6 K is the development coefficient.  
K = 40 for a player new to the rating list until he has completed events with at least 30 games.  
K = 20 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.  
K = 40 for all players until their 18th birthday, as long as their rating remains under 2300.  
If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that  $K \times n$  does not exceed 700.
- 8.57 The Rating Change is rounded to the nearest whole number. 0.5 is rounded up (whether the change is positive or negative).
- 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.
- 9.2 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.
- 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.

## **CHAPTER 6: FIDE RAPID AND BLITZ RATING REGULATIONS**

Effective from 1 July 2018

Approved by the 1982 General Assembly, amended by the General Assemblies and Executive Boards of 1984 through 2017

### **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 by the General Assembly upon recommendation 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 three days 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 three days 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 organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of communicating the decision.

### **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:
  - for a rapid game all the moves must be made in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is of more than 10 minutes but less than 60 minutes for each player;
  - for a blitz game all the moves must be made in a fixed time of more than 3 minutes but not more than 10 minutes for each player; or the time allotted + 60 times any increment is of more than 3 minutes but not more than 10 minutes for each player.

1.2 Games where both players have different playing times are not rated.

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

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

### **3. Number of rounds per Day**

- 3.1 The maximum number of rounds per day are:  
for rapid games 15 rounds per day  
for blitz 30 rounds per day.

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

- 4.1 For tournaments, a period not greater than 30 days, but the QC Chairman may give prior approval to tournaments of a longer duration.

### **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 point in his first tournament, his score and that of his opponents against him are disregarded. Otherwise if an unrated player has played rated games, then this result is included in computing his overall rating.
- 6.2 In a round-robin tournament at least one-third of the players must be rated. Subject to this requirement,
- 6.21 If the tournament has less than 10 players, at least 4 must be rated.
- 6.22 In a double round-robin tournament with unrated participants, there must be at least 6 players, 4 of whom must be rated.
- 6.3 In a Swiss or Team Tournament:
- 6.31 For an unrated player's first performance to count, he must score at least 1 point.
- 6.32 For rated players, only games against rated opponents are counted.
- 6.4 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 for a Swiss system tournament.
- 6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated, if the match was scheduled for more than 8 games.
- 6.6 Matches in which one or both of the players are unrated shall not be rated.

### **7. Official FIDE Rapid and Blitz Rating Lists**

- 7.1 On the first day of each month, the QC shall prepare lists which incorporates the rated play during the rating period into the previous lists. 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, 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; tournaments ending before or on that day may be rated on the list. Official FIDE events may be 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 6.2, a minimum of 5 games.
- 7.14b If based on results obtained under 6.3, a minimum of 5 games played against rated opponents.
- 7.14c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods of 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 5 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 in rapid list or in blitz list are listed on the next list as 'delisted' in that list. 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.
- 7.23a A player is considered to commence inactivity if he plays no rated games in a one year period. A player may be active in rapid or blitz list and inactive in the other list.
- 7.23b A player regains his activity for the respective list 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 for Rapid and Blitz ratings

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 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table

shows conversion of difference in rating 'D' into scoring probability 'PD' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

8.1 The table of conversion from fractional score, p, into rating differences, dp

a

p	dp	p	dp	p	dp	p	dp	p	dp	p	dp
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		

8.1 Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

b

D		PD		D		PD		D		PD		D		PD	
Rtg	Dif	H	L	Rtg	Dif	H	L	Rtg	Dif	H	L	Rtg	Dif	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 'Ru' in a given event of a previously unrated player.

- 8.21 If an unrated player scores zero in his first event his score is disregarded. First determine the average rating of his competition 'Rc'.

- (a) In a Swiss or Team tournament: this is simply the average rating of his 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 'Rc' is also the tournament average 'Ra' determined as follows:

- (i) Determine the average rating of the rated players 'Rar'.
- (ii) Determine p for each of the rated players against all their opponents.  
Then determine dp for each of these players.  
Then determine the average of these dp = 'dpa'.
- (iii) 'n' is the number of opponents.  
 $Ra = Rar - dpa \times n/(n+1)$

- 8.22 If an unrated player has a standard rating at the beginning of a rapid or blitz tournament, his standard rating is used for rating calculation. Such a player is considered to be rated.
  - 8.23 If he scores 50%, then  $Ru = Ra$
  - 8.24 If he scores more than 50%, then  $Ru = Ra + 10$  for each half point scored over 50%
  - 8.25 If he scores less than 50% in a Swiss or team tournament:  $Ru = Ra + dp$
  - 8.26 If he scores less than 50% in a round-robin:  $Ru = Ra + dp \times n/(n+1)$ .
- 8.3 The Rating  $R_n$  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. It is rounded to the nearest whole number.
- 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 other tournaments 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 735 points shall be counted for rating purposes as though it were a difference of 735 points.
  - 8.55 (a) Use table 8.1(b) to determine the player's score probability PD  
(b)  $\Delta R = \text{score} - PD$ . 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 = 20 for a player who played 35 or less rated games in a rating period.  
K =  $700/n$  for players who played more than 35 rated games in a rating period, where “n” is the number of games rated played by this player. K is always rounded down.
- 8.57 The Rating Change is rounded to the nearest whole number. 0.5 is rounded up (whether the change is positive or negative).
- 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.
- 9.2 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.
- 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.

## CHAPTER 7: TIEBREAK REGULATIONS

### 11.5 Tie-break system

11.5.1 The tie-break system shall be decided in advance and announced prior to the start of the tournament. The arbiter should be ready to clearly clarify the calculations rules of tie-break system to the children and spectators. If all tie-breaks fail, the tie shall be broken by drawing of lots.

11.5.2 A play-off is the best system, but it is not always appropriate, because it required the additional time. However It is recommended that play-offs be arranged in the case of the first place in the championship or qualifying places.

#### 11.5.3. The tie-break in Swiss Tournaments:

11.5.3.1 The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of the opponent)

11.5.3.2 The Buchholz System (the sum of the scores of each of the opponents of a player)

11.3.2.1 The greater number of wins.

11.3.2.2 The greater number of wins with Black (unplayed games shall be counted as played with White).

#### 11.5.4 The tie-break in Round-Robin Tournaments:

11.5.4.1 The greater number of wins.

11.5.4.2 Sonneborn-Berger (the sum of the scores of the opponents a player has defeated and half the scores of the players with whom he has drawn).

11.5.4.3 Koya System (the number of points achieved against all opponents who have achieved 50 % or more) 11.5.4.4. The greater number of wins with Black (unplayed games shall be counted as played with White)

### 13 Tie-break regulations

#### 13.1 Choice of Tie-Break System

13.1.1 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.

13.1.2. A play-off is the best system, but it is not always appropriate. For example, there may not be adequate time.

13.1.3. The list of all other commonly used tie-break systems is given in alphabetical order. The players shall be ranked in descending order of the respective system.

#### 13.2 Play-Off

13.2.1 Adequate time must be set aside for a conclusion to be reached.

13.2.2 The pairing system and rate of play must be determined in advance of the start of the event.

13.2.3 All eventualities must be covered in the regulations.

- 13.2.4 It is recommended that play-offs only be arranged for disposition of the first place, a championship or qualifying places.
- 13.2.5 Where subsidiary places are also being decided during the playoff, 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.
- 13.2.6 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. Players 3 and 4 knocked out in the semi-final shall share the 3rd and 4th prizes equally.
- 13.2.7 Where time is limited before a closing ceremony, games between players potentially involved in such ties in the last round may be scheduled to commence earlier than other games in the tournament.
- 13.2.8 If there is a play-off it shall commence after a break of at least 30 minutes after the conclusion of the last main game involving players in the play-off. Where there are further stages, there shall be a break of at least 10 minutes between each stage.
- 13.2.9 Each game shall be supervised by an arbiter. If there is a dispute, the matter shall be referred to the Chief Arbiter. His decision shall be final.
- 3.2.10 Initial colours shall be determined by lot in all cases below.
- 13.2.11 The following is an example where time for play-off is somewhat limited. (1) If two players have to play a tie-break match, they play a two game mini-match at the rate of all the moves in 3 minutes with 2 seconds added on for each move from move 1. If this match is tied, a new drawing of lots for colours shall take place. The winner shall be the first winner of a game. After each odd numbered game the colours shall be reversed. (2) If three players have to take part in a play-off, they play a one-game round robin at the rate P-3'+2". If all three players again tie, then the next tie-break shall be used (see the list of tie-breaks), and the lowest-placed player eliminated. The procedure is then as in (1). (3) If four players have to take part in a play-off they play a knockout. The pairings shall be determined by lot. There shall be two-game elimination matches at the rate as in (1). (4) If five or more players have to take part in a play-off, they are ranked by the next tie-break (the list of tie-breaks) and all but the top four are eliminated.
- 13.2.12 The right is reserved to make necessary changes.
- 13.2.13 Where only two players are involved in the play-off, they may play at a slower rate of play, if time permits, by agreement with the CA and CO.
- 13.3. **Average Rating of Opponents**
- 13.3.1 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.
- 13.3.2. 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.

13.4 **Buchholz System**

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

13.4.2. The Median Buchholz is the Buchholz reduced by the highest and the lowest scores of the opponents.

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

13.4.4. The Buchholz Cut 1 is the Buchholz score reduced by the lowest score of the opponents.

13.4.5 The Buchholz Cut 2 is the Buchholz score reduced by the two lowest scores of the opponents.

13.5. **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.

13.6 **Koya System for Round-Robin Tournaments**

13.6.1 This is the number of points achieved against all opponents who have achieved 50% or more (including wins by forfeit).

13.6.2 The Koya System Extended The Koya system may be extended, step by step, to include score groups with less than 50% (including wins by forfeit), or reduced, step by step, to exclude players who scored 50% (including wins by forfeit) and then higher scores.

13.7 Number of Games won with the Black Pieces

13.8 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).

13.9 **Sonneborn-Berger System (calculation)**

13.9.1 Sonneborn-Berger for Round Robin Individual Tournaments is the sum of the scores of the opponents a player has defeated (including wins by forfeit) and half the scores of the players with whom he has drawn.

13.9.2 Sonneborn-Berger for Double Round Robin Individual Tournaments is the sum of the products of the scores in two games (including wins by forfeit) against the opponent multiplied by the number of points achieved by this opponent.

13.9.3 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. Example: In Chess Olympiads the sum of Sonneborn-Berger points is calculated as follows: match points of each opponent, excluding the opponent who scored the lowest number of match points, multiplied by the number of game points achieved against this opponent.

13.10 **Tie-Break in Team Competitions**

13.10.1 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 and 0 points for a lost match.

- 13.10.2 Game points in team competitions that are decided by match points. The tie is broken by determining the total number of game points scored.
- 13.11 Tie-Break Systems using both the Player's and the Opponents' Results
  - 13.11.1 Sonneborn-Berger,
  - 13.11.2 The Koya System for Round-Robin Tournaments,
  - 13.11.3 The Koya System Extended, 13.11.4. Number of games won (including wins by forfeit),
  - 13.11.5 Number of games won with the Black Pieces,
  - 13.11.6 Direct encounter.
- 13.12 Tie-Break Systems using a Team's Own Results
  - 13.12.1 Match points in team competitions.
  - 13.12.2 Game points in team competitions that are decided by match points. The tie is broken by determining the total number of game points scored.
  - 13.12.3 Direct encounter.
- 13.13 Tie-Break Systems using the Opponent's Results
  - 13.13.1 Note that these scores are determined in each case after the application of the rule concerning unplayed games.
  - 13.13.2 Buchholz System
    - (2.1) Median Buchholz.
    - (2.2) Median Buchholz 2.
    - (2.3) Buchholz Cut 1.
    - (2.4) Buchholz Cut 2.
    - (2.5) Sum of Buchholz: the sum of the Buchholz scores of the opponents.
  - 13.13.3 Sonneborn-Berger System
    - (3.1) Sonneborn-Berger for Individual Tournaments
    - (3.2) 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
    - (3.3) 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
    - (3.4) 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
    - (3.5) 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.
- 13.14 Tie-Break Systems using Ratings in Individual Tournaments (where all the players are rated)

- 13.14.1 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. (1.1) ARO - See 13.3.1. (1.2) AROC - See 13.3.2.
- 13.14.2 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:

$$S_{von} = SPR + (1 - SfPR) + 0.5 * (n - R)$$

where for player P who did not play in round R: n = number of completed rounds S<sub>von</sub> = 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

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

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

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:

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

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

### **13.15 Recommended Tie-Break Systems**

- 13.15.1 For different types of tournaments the Tie-Break Rules are as listed below and are recommended to be applied in the listed order.
- 13.15.2 Individual Round-Robin Tournaments: Direct encounter The greater number of wins, including forfeits Sonneborn-Berger Koya System
- 13.15.3 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
- 13.15.4 Individual Swiss Tournaments where not all the ratings are consistent: Buchholz Cut 1 Buchholz Sonneborn-Berger Direct encounter The greater number of wins including forfeits The greater number of wins with Black pieces
- 13.15.5 Individual Swiss Tournaments where all the ratings are consistent: Buchholz Cut 1 Buchholz Direct encounter AROC The greater number of wins including forfeits The greater number of wins with Black pieces The greater number of games with Black (unplayed games shall be counted as played with White) Sonneborn-Berger 13.15.6. 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

- 13.16 Details of Berger table 13.16.1. Berger Tables for Round-Robin Tournaments Where there are an odd number of players, the highest number counts as a bye.

**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.

13.16.2. 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.

## **CHAPTER 8: TEAM COMPETITIONS & TEAM CAPTAIN'S ROLE**

### **12 Team Captain's Role in Team competitions**

A team competition is one where the results of individual games contribute equally to the final score of a defined group of players.

- 12.1 Depending on the rules 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 the pairings, to sign the protocol indicating the results in the match at the end of play.
- 12.2 A team captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.
- 12.3 The team captain must not stand behind the opposing team during play.
- 12.4 If the team captain wishes to speak to one of his players, he shall first approach the arbiter. The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain.
- 12.5 A team captain is entitled to advise the players of his team to make or accept an offer of a draw unless the regulations of the event stipulate otherwise. He shall not intervene in a game in any other way. He must not discuss any position on any board during play.
- 12.6 The team captain may delegate his functions to another person, provided he informs the CA of this in writing in advance.

## CHAPTER 9: REGULATIONS FOR THE TITLES OF ARBITERS

### B 06. Regulations for the Titles of Arbiters

As approved by GA 1982, amended by GA 1984 to 2016.

#### 1. Introduction

- 1.1 The following regulations can only be altered by the General Assembly following recommendation by the Arbiters' Commission.
- 1.1.1 Changes to the regulations shall only be made every four year, commencing from 2004 (unless the Commission agrees urgent action is required).
- 1.1.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly.
- 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.
- 1.1.6 The Arbiter Commission is appointed by the General Assembly for the same period of office as the FIDE President. The Commission shall include a Chairman, appointed by the FIDE President, a Secretary, appointed by the Chairman in consultation with the FIDE President and not more than 11 experts, maximum one per federation, who shall have voting rights in the Commission. No federation shall have more than one representative in the Commission.
- 1.1.7 The Presidential Board or Executive Board may confirm the titles under 1.1.3 in clear cases only, after consultation with the Arbiters Commission chairman.
- 1.1.8 The Commission usually makes its decisions in the sessions immediately preceding the opening of the General Assemblies.
- 1.1.9 In exceptional circumstances, the Commission may recommend a title by correspondence voting.
- 1.1.10 National federations may register their Arbiters of National level(s) with FIDE after approval by the FIDE Arbiters' Commission.

#### 2. General Regulations

- 2.1.1 Format: Swiss, Round Robin or other
- Level: World, Continental, National championships
- Type: Individual or 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
All kind	World	any kind	no limit	no limit
All kind	Continental	any kind	no limit	no limit
Swiss	International	any kind	1 per 50 players	no limit
Round Robin		International	any kind	maximum 2 no limit
Swiss	National Championships	Individual / Team (adult)	1 per 50 players	maximum 2
Round Robin	National Championship	Individual / Team (adult)	maximum 2	maximum 2
Rapid Chess	World / Continental	any kind	no limit	maximum 1

- 2.1.2 An arbiter 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 ten teams and six teams, in case of a Double Round Robin tournament;
  3. at least 60% of the players are FIDE rated;
  4. at least five rounds.
- 2.1.3 Two (2) different formats of tournaments shall be included as norms for the applications for both FA and IA title (i.e. Swiss or Round Robin or Team Tournaments). Only Swiss System Tournaments may be accepted in case that at least one (1) of them is an international FIDE rated chess event with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds.
- 2.1.4 Applicants for the title of IA/FA must be at least 21 years old.
- 2.1.5 Arbiters of national Level must be at least 16 years old.

### **3. Requirements for the title of FIDE Arbiter.**

All of the following:

- 3.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions and the Swiss Pairing Systems.
- 3.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 3.3 Sufficient knowledge of the at least one official FIDE language.
- 3.4 Skills to operate electronic clocks of different types and for different systems.
- 3.5 Experience as 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 up 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 the FIDE Arbiter for each of the IBCA, ICCD, 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 Arbiter in any FIDE rated Rapid or 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 passing an examination set by the Arbiters' Commission.

### **4. Requirements for the title of International Arbiter.**

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 clocks of different types and for different systems.
- 4.6 Experience as Arbiter in at least four (4) 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 seven 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, ICCD, 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 has been awarded.
- 4.11 At least two (2) of the submitted norms shall be signed by different Chief Arbiters.

## **5. Application Procedure**

- 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 For the FIDE Arbiter title the norms must include tournaments (according to 3.5) with at least seven (7) rounds. Only one (1) tournament with five (5) or six (6) rounds shall be accepted. For the International Arbiter title the norms must include tournaments (according to 4.6) with at least nine (9) rounds. Only one (1) tournament with seven (7) or eight (8) rounds shall be accepted.

In case of norms from Team Tournaments the number of rounds where the applicant was an Arbiter must be at least five (5) and it must be indicated in the FA1/IA1 form.

All the certificates have to be signed by the Chief Arbiter and the federation responsible for the tournament.

In case the applicant is the Chief Arbiter of the event, then the Organizer or the Federation Official may sign the certificate.

If the Chief Arbiter is Arbiter of National Level, he cannot sign any certificate for International Arbiter title.
- 5.3 All norms included in the applications must have been 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.
- 5.4 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The National federation is responsible for the fee. If the applicant's federation refuses to apply, the applicant can bring his case to the Arbiters' Commission, who will investigate it. If it is found that there is no sufficient reason for the refusal, the applicant can appeal to FIDE and apply (and pay) for the title himself.

5.5 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.

Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.

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

## **6. Arbiters' Licence.**

6.1 A titled active Arbiter (International Arbiter or FIDE Arbiter) and Arbiters of National levels working in a FIDE rated tournament shall be charged with a "license fee".

6.2.1 The license will be valid for life, on the condition the Arbiter remains an active arbiter, and will be in effect from the day after FIDE has received the fee.

6.2.2 The license fee for Arbiters of National levels is valid for life.

6.2.3 If an Arbiter of National level is awarded the title of "FIDE Arbiter" the license fee for this title has to be paid to FIDE.

6.2.4 If an Arbiter upgrades his/her category only the difference between the category fees has to be paid to FIDE.

6.2.5 If a "FIDE Arbiter" achieves the title of "International Arbiter", the fee for the new title has to be paid to FIDE.

6.3 The license fee will be:

- |  |           |
|--|-----------|
| a) for 'A' Category Arbiters (only IAs): | 300 €     |
| b) for 'B' Category Arbiters (only IAs): | 200 €     |
| c) for 'C' Category Arbiters:            | IAs 160 € |
|  | FAs 120 € |
| d) for 'D' Category Arbiters:            | IAs 100 € |
|  | FAs 80 €  |
| e) for Arbiters of National Levels (NA): | 20 €      |

6.4 Failure to pay the license fee will lead to exclusion from the FIDE Arbiters' list.

6.5 The Arbiters' license will come into effect from 01. 01. 2013.

6.6 From 01. 01. 2013 all arbiters of FIDE rated tournaments shall be licensed.

6.7.1 An arbiter who has become inactive (see annex 2, articles 1.3 and 1.4) is considered not to be licensed any more.

6.7.2 In order to be active again the arbiter has to pay for a new license, according to 6.3.

- 6.8 If the article 6.6 is not fulfilled, the tournaments shall not be rated and any Arbiters' norms shall not be accepted.
- 6.9 From 01. 01. 2013 the license fee will be charged together with the application fee for all awarded arbiter titles.

**7. List of Application Forms:**

- a. Tournament report form IT3.
- b. International Arbiter norm report form IA1.
- c. Application for award of the title of International Arbiter IA2.
- d. FIDE Arbiter norm report form FA1.
- e. Application for award of the title of FIDE Arbiter FA2.

## CHAPTER 10: REGULATIONS FOR HYBRID CHESS COMPETITIONS

### Article 16: General Provisions

16.1. The Chief Organiser designates the playing venues for the competition. Each playing venue is under the control of a Local Organiser.

16.2 Each Local Organiser is required to provide a playing venue suitable to host a hybrid chess competition. The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only players and arbiter are allowed access to the playing area.

16.3 Each playing venue must be monitored by cameras.

16.4 In each playing venue, the fair play measures should be applied in accordance with the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures. 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 or any contiguous area designated by the arbiter.

16.5 Each Local Organiser is responsible for providing an Internet connection in the playing venue. Players are not responsible for their connections to HIP and to a communication system (if required by the competition regulations), unless the competition regulations say otherwise.

16.6 In each venue, electronic devices used for conducting online games (playing devices) are provided by the Local Organiser, unless the competition regulations say otherwise.

16.7 During the game, each player shall have access on his/her playing device to a virtual chessboard and any software required for this purpose. No other website, application or software can be open on the playing device. The only exception may be a (video-) communication system, if required by competition regulations.

16.8 At least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Arbiter (LTA).

16.9 The total number of arbiters required in each playing venue will vary depending on the kind of event, on the system of the games, on the number of participants and on the importance of the event.

16.10 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.

16.11 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he/she arrives, unless the competition regulations specify or the arbiter decides otherwise.

16.12 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

### Article 17: Players' Conduct

17.1. The players shall take no action that will bring the game of chess into disrepute.

17.2 The players are not allowed to use their own playing devices in the playing venue, unless the competition regulations say otherwise.

17.3 During the game, the players are forbidden to have any electronic device not specifically approved by the arbiter. The arbiter may require the player to allow his/her clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.

17.4 The competition regulations may allow personal electronic devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with LCA.

17.5 During the game, the players are forbidden to use any notes, sources of information or receive advice.

17.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw, sending inappropriate messages or the introduction of a source of noise into the playing area.

17.7 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

17.8 The players shall follow the dress code of the competition, if any.

17.9 Infraction of any part of Articles 17.1 – 17.8 shall lead to penalties in accordance with Article 18.4.

17.10 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.

17.11 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter.

#### **Article 18: The Arbiter's Role**

18.1. The arbiters shall see that these Regulations are observed.

18.2 The arbiter shall:

18.2.1 ensure fair play,

18.2.2 act in the best interest of the competition,

18.2.3 ensure that a good playing environment is maintained,

18.2.4 ensure that the players are not disturbed,

18.2.5 supervise the progress of the competition,

18.2.6 take special measures in the interests of disabled players and those who need medical attention,

18.2.7 follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Article 16.4).

18.3 The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.

18.4 Options available to the arbiter concerning penalties:

18.4.1 warning,

18.4.2 increasing the remaining time of the opponent,

18.4.3 reducing the remaining time of the offending player,

18.4.4 increasing the points scored in the game by the opponent to the maximum available for that game,

18.4.5 reducing the points scored in the game by the offending person,

18.4.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),

18.4.7 a fine announced in advance,

18.4.8 exclusion from one or more rounds,

18.4.9 expulsion from the competition.

18.5 Before the beginning of each game, each LCA is responsible for checking that all the playing devices are in compliance with the requirement of Article 16.7.

18.6 Before the beginning of each game, each LCA is responsible for conducting the fair-play check of all the players.

18.7 Each LCA is responsible for monitoring the venue's camera recordings.

18.8 Each LTA is responsible for monitoring each player's connection to HIP and to a communication system (if required by the competition regulations) before and during each game.

18.9 Each LTA shall immediately report to the Chief Arbiter about each disconnection case. Once the connection is reset, relying on specific circumstances, the Chief Arbiter takes a decision including but not limited to:

- a) resumption of the game from the adjourned position,
- b) reducing remaining time of the disconnected player,
- c) restarting the game from the initial position with the same time limit,
- d) restarting the game from the initial position with a shorter time control.

**Article 19: Irregularities**

19.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If the player has no valid reason for doing so, he may be penalised in accordance with Article 18.4.

19.2 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.

19.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.

19.4 If a playing zone automatically declares a draw in contradiction with Article 4.5 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.

19.5 If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. He shall use his/her best judgement when determining the clock settings.

19.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

**Article 20: Use of Traditional Chess Sets at Hybrid Competitions**

*If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess sets (boards and pieces) for their convenience during the games. In this case, the following provisions apply:*

20.1. The virtual chessboard and virtual chessclock remain the definitive record of the game.

20.2. The specific competition regulations must specify the necessary number of arbiters.

20.3. Moves played on the virtual chessboard may be accompanied by a clearly audible sound signal (click) so that each player could be aware, without any delay, of the last move played by their opponent. This shall be implemented in a way which doesn't disturb other games.

20.4. Each player is responsible for moving pieces on his/her traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side.

20.5. No player is allowed to make his/her move on the virtual board (except the first White's move) before they have reproduced their own previous move on the traditional board. The position on the traditional chessboard must always remain the same as on the virtual one; the only allowed difference is the last move's delay.

20.6. In case of violation of Articles 20.4-20.5, the arbiter is entitled to intervene and the penalties described in Article 18.4 applies.

20.7. The specific competition regulations may impose mandatory use of scoresheets by the players.