FIDE ARBITERS' COMMISSION

ARBITERS' MANUAL

2022

FIDE

FIDE President's welcome

Dear chess friends,

The FIDE Arbiters' Commission represents one of the most numerous communities in the FIDE family, counting over 14,000 licensed arbiters, and plays an essential role in the development of chess all over the world.

In addition to the organization of seminars and workshops and to the regular publication on its website of guidelines and new content for all chess arbiters, an important achievement of the FIDE Arbiters' Commission is represented by the Arbiters' Manual. This document was created several years ago in the belief that it was important to have policies and procedures which could be easily accessible and of great assistance to the arbiters, the National Chess Federations, the players, and everyone who is involved in the organization of chess tournaments.

The Arbiters' Manual has now been updated, and the readers will find in this book the new regulations and all necessary documents for chess arbiters to be guided in their daily activities by a team of the most experienced experts in this field. I sincerely hope that this book will be an essential tool for the training of future arbiters and will contribute to increasing the number of qualified professional chess arbiters in the world and to further enrich their skills in order to allow them to exercise their duties in the best possible way.

I am proud to express my deepest gratitude to the FIDE Arbiters' Commission and to everyone who contributed to the creation of this new issue of the Arbiters' Manual.

Arkady Dvorkovich

FIDE President

INTRODUCTION

Dear fellow arbiters, dear friends,

This manual is yours!

Since the first edition published in 2013, the Arbiters' Manual has been a reference for thousands of chess arbiters worldwide. It has been evolving over time, adding regulations, sharing examples or comments, removing obsolete parts...

Year after year, it has been aggregating the experience of colleagues passionately investing their energy in making the manual better! More than a teamwork, our manual is a concrete illustration of the FIDE motto: Gens Una Sumus – we are one family. One family with other commissions who produce regulations that we have to apply in tournaments; and especially with arbiters sharing various views or feedback. Thank you all for your contribution in helping our sector to grow!

This new edition includes some important changes in regulations. Please get familiar with them:

- Chapter 10 is now called FIDE Regulations for arbiters, with new regulations on titles, training, classification and selection of arbiters in FIDE World Events.
- Chapters 6 and 7 reflect the recent changes in the regulations for ratings and titles. They are critical for our colleagues delivering player norms.

Our team also took some time to review some comments and the sample exam questions to adapt them to the recent changes, so that you don’t experience discrepancies between the official text and the concrete examples presented.

For all these reasons, the FIDE Arbiters' Commission is proud to release the Arbiter's Manual 2022!

Wishing you good reads and even better tournaments!

Laurent FREYD
Chairman
FIDE Arbiters’ Commission

Revisions list

Version Number	Date	Changes
03	01 July 2019	Some minor grammatical corrections
		General Rules and Technical Recommendations for Tournaments
		New General Regulations for Competitions
		Addition: Regulations for the classification of the Chess Arbiters
04	April 2020	Some minor grammatical corrections
		Reorder chapters
		Revise some of interpretations
		FIDE Rapid and Blitz Rating Regulations
		New Standards of Chess Equipment, Venue, for FIDE Tournaments, Rate of Play and Tie-break Regulations
		New General Rules and Technical Recommendations for Tournaments
05	March 2021	Addition: FIDE Online Regulations (Chapter 13)
		Notes by Professor Ken Regan on the application of Statistical Evidence
		Sample Exam Questions for FIDE Arbiters (Chapter 14)
		New comments and update previous interpretations.
06	February 2022	General update of comments & examples
		Schiller System in Type of Tournaments (Chapter 4)
		Updates: FIDE Rating Regulations (Chapter 6)
		FIDE Rapid and Blitz Rating Regulations (Chapter 6)
		FIDE Title Regulations (Chapter 7)
		FIDE Regulations for Arbiters (Chapter 10)
		Application Forms (Appendixes)

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IMPORTANT:
Throughout this manual, text which appears in a box such as this one is given as advice and is the opinion of a number of experienced arbiters. It does not form part of the Laws nor the Regulations in which it appears.

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
- 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: THE FIDE LAWS OF CHESS (E01)

A Brief History of the Laws of Chess

FIDE was founded in Paris on 20 July 1924 and one of its main objectives was to unify the rules of the game. The first official rules for chess were published in 1929 in French.

An update of the rules was published (once more in French) in 1952 with the amendments by the FIDE General Assembly.

There was another edition in 1966, with comments to the rules. Finally, in 1974 the Permanent Rules Commission published the first English edition with new interpretations and some amendments. In the following years the FIDE Rules Commission made some more changes, based on experience from competitions.

A major change was made in 1997, when the 'more or less' actual Laws of Chess were split into three parts: The Basic Rules of Play, the Competition Rules and Appendices.

In 2016 the Laws of Chess were split into 5 parts: The Basic Rules of Play, the Competition Rules, the Appendices, the Guidelines and the Glossary of terms of the Laws of Chess

In 2017, there were some significant changes to the Laws, especially regarding illegal moves, and new Laws resulting in draws. These changes were so challenging, that they had to be changed again, effective 1st January 2018

The first part - Articles 1 to 5 - is important for all people playing chess, including the basic rules that anyone who wants to play chess needs to know.

The second part – Articles 6 to 12 - mainly applies to chess tournaments.

The third part includes some appendices for Rapid games, Blitz games, the Algebraic notation of the games and the rules for play with blind and visually disabled players

The fourth part includes guidelines for adjourned games, for Chess 960 games and for games without increment, including Quick play finishes.

The fifth part includes a glossary of terms of the Laws of Chess.

Starting from 1997 the FIDE Rules Commission (RC) makes changes to the Laws of Chess only every four years which come into force on 1st July of the year following the decision. . [Exception 2014-2017-2018]

Let us finish the history with the prefaces of the 1958 and 1974 Rules of Chess:

1958

"GENERAL OBSERVATIONS. The Laws of Chess cannot, and should not, regulate all possible situations that may arise during a game, nor they can regulate all questions of organization. In most cases not precisely regulate by an Article of the Laws, one should be able to reach a correct judgment by applying analogous stipulations for situations of a similar character. As to the arbiters' tasks, in most cases one must presuppose that arbiters have the competence, sound of judgment, and absolute objectivity necessary. A regulation too detailed would deprive the arbiter of his freedom of judgment and might prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case, since one cannot foresee every possibility."

1974

"FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instructions concerning "how to act in such and such case". This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in it's entirely takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:

a) *they do not in any way conflict with the official FIDE rules of play;*
b) *they are limited to the territory of the federation in question; and*
c) *they are not valid for any FIDE tournament played in the territory of the federation in question."*

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 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.

This Preface to the Laws of Chess is very important. The Laws cannot cover every possible situation which may arise during a game. Where the Laws are specific on a situation an arbiter should ensure that they are followed. However, there are occasions when an arbiter must make a decision on a situation which is not covered, or not covered completely, by the Laws. When making such decisions the arbiter should consider similar situations which are covered. In all cases the decision should be based on common sense, logic, fairness and any special circumstances. Decisions can be made in consultation with other arbiters.
As it is always necessary for an arbiter to make decisions and to solve problems during a game, experience is important. More important, however, is an excellent knowledge of the current Laws and total objectivity at all times.

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).

If neither player can win then the game is automatically decided as a draw. The arbiter should therefore step in to declare this when:
(a) neither player has mating potential, or
(b) the position is such that neither player can get checkmate (known as a 'dead position').
The simplest example of (a) is K v K.
The following, where white has just played h5, is an example of a dead position.

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:

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

Chessboards can be made of different materials. The squares should be in contrasting dark (black or brown) and light (white or cream) squares. It is useful that it is not shiny to avoid reflections and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see FIDE Handbook C.02 Standard of Chess equipment and Tournament Venue for FIDE Tournaments).
It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. By doing this, an arbiter can avoid a lot of possible claims about the position of Kings and Queens or Knights and Bishops being reversed.
Sometimes, there is a disagreement between the players about the direction that the knights face. Each player has his own habits regarding this. The opponent should respect this and each player may place his own knights as he likes before the start of the game. A player can adjust pieces during a game only when it is his move, and only after he has informed his opponent that he is going to adjust them (See Article 4: “J’adoube” – “I adjust”).

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

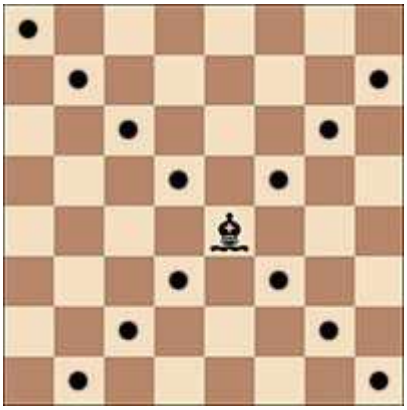
3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.

3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

3.1.3 A piece is considered to attack a square even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

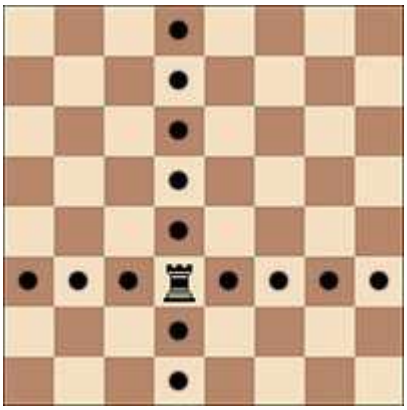
Being pinned against its own king does not stop a piece from attacking the squares it could otherwise move to. Even a pinned piece can 'check' the opponent's king.

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

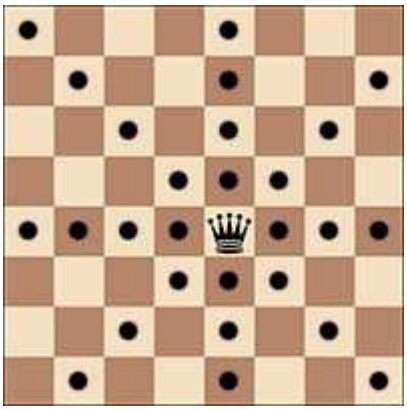


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two (or more) bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.5.1), or an illegal move was played.

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.



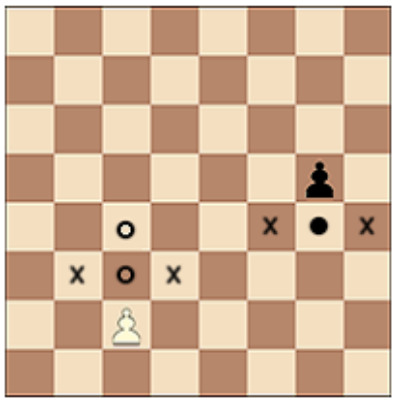
3.5 When making these moves, the bishop, rook or queen may not move over any intervening pieces.

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

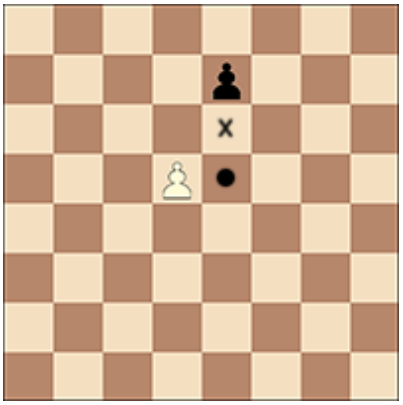
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

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'.

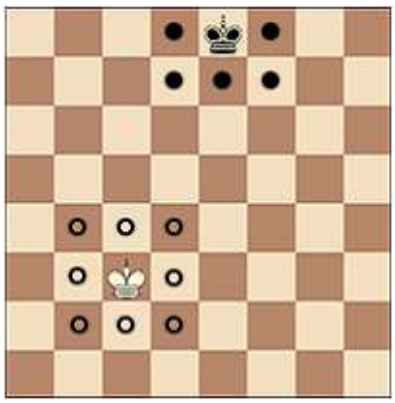
3.7.5.2 The player's choice is not restricted to pieces that have been captured previously.

3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

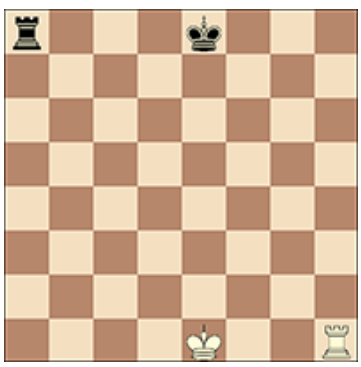
In case of a promotion-when the player cannot find the required piece, he has the right to stop the game immediately and ask the Arbiter to bring him the piece he wants. The arbiter should provide the requested piece and restart the clock. The player then continues to consider his move. He is not obliged to promote to the requested piece.

3.8 There are two different ways of moving the king:

3.8.1 by moving to an adjoining square

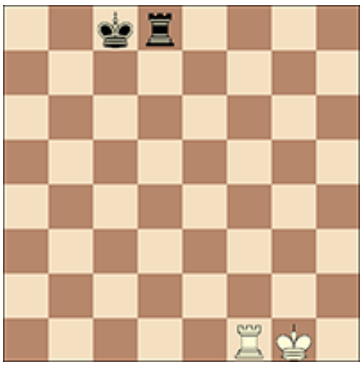


3.8.2 by ‘castling’. This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



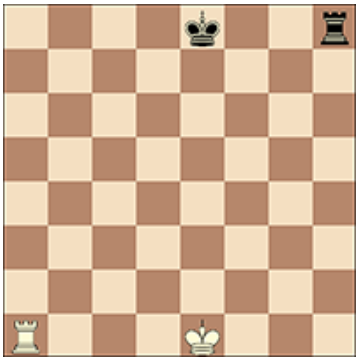
Before white kingside castling

Before black queenside castling



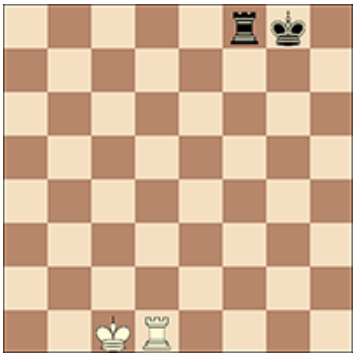
After white kingside castling

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.

Examples of illegal positions include:
a) Both kings are in check
b) A player has both bishops on the same coloured squares, and all 8 pawns are still on the board
In Standard chess, if an arbiter observes an illegal position, he must always intervene immediately.
In Rapid and Blitz chess the arbiter intervenes when an illegal position has occurred as a direct consequence of an illegal move which the arbiter has seen being played. Otherwise, the arbiter intervenes according to Article A.4.4 of Appendix A, or when a player submits a claim.

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").

Article 4.2.1 may only be used to correct displaced pieces. If the opponent is not present then an arbiter, if present, should be informed before any adjustment takes place. The player should always announce his intention to adjust a piece. If he does not do this then the normal touch move rules apply (see 4.3).

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

According to this rule, if a player has not said "I adjust" or something similar before touching a piece and touching the piece is not accidental, the touched piece must be moved. For example, if White played 1 Be2xg5 by lifting the bishop and then removing the Knight, the Bishop on e2 must be moved as it was touched intending to move.

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

In this case the player must move his rook, if possible. If no rook move is possible, he should move his king. (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.

Please note that castling is a king move. If a player tries to castle and it is found to be illegal, then the player must make a king move that is legal. If there is no legal move of the king the player is free to make any move – he is not obliged to move the rook (but see 4.4.2).

4.4.4 promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.

When a player places an inverted (upside – down) Rook on the promotion square and continues the game, the piece is considered as a Rook, even if he names it as a "Queen" or any other piece. If he moves the upside-down rook diagonally, it becomes an illegal move. On his own move the opponent may turn the rook the right way up. However, to avoid conflict, it is advisable that an arbiter is requested to do this.

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.

If an arbiter observes a violation of Article 4, he must always intervene immediately. He should not wait for a claim to be submitted by a player.

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.

A player may resign in a number of different ways:
- stopping the clock
- announcing his resignation
- knocking over his king
- reaching out his hand to the opponent
- signing the score sheets, and so on.

All of these possibilities are capable of being misinterpreted. Therefore, the situation has to be clarified.
At the end of a game the arbiter should ensure that both scoresheets show the same result.
A player who does not wish to continue a game and leaves without resigning – or notifying the arbiter – is being discourteous. He may be penalized, at the discretion of the Chief Arbiter, for poor sportsmanship.

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.

This rule is applicable, only if Article 9.1.1 (not to agree to a draw before a specified number of moves by each player) is not in effect.
The best way to conclude a game is to write down the result on the score sheet (if there is any, see Article 8) and for both players to sign it. This then forms a legal document, but even then, things can go wrong.

COMPETITION RULES

Article 6: The Chessclock

6.1 Chessclock' 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.

Some digital clocks show " – " instead of a flag.

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.

Normally, when the player forgets to press his clock after making his move, the opponent has the following possibilities:
(a) To wait for the player to press his clock. In this case there is a possibility to have a flag fall and the player to lose on time. Some may think that this is quite unfair, but the Arbiter cannot intervene and inform the player.
(b) To remind the player to press his clock. In this case the game will continue normally.
(c) To make his next move. In this case the player can also make his next move and press his clock. If the game is played with move counter active, then one move has been missed by both players.

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.

The following situation may happen:
A player makes a move, forgets to press the clock and leaves the table (for example to go to the toilet). After he returns he sees that his clock is running and believing that his opponent has completed his move he makes another move and presses the clock. In this situation the Arbiter must be summoned immediately to clarify the situation (did the opponent make a move or not?) and make the necessary corrections on the clock and the board.

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.

Sometimes the following happens:
A player displaces some pieces. The opponent keeps his finger on the clock button to prevent the player pressing his clock. This is forbidden according to this Article.

If a player makes a move with one hand and presses the clock with the other, it is not considered as an illegal move, but it is penalized according to article 12.9.

6.2.4 The players must handle the chessclock 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.

Where a player presses the clock without making a move, as mentioned in article 6.2.4, it is considered as an illegal move and it is penalized according to article 7.5.3.

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.

It is clear that the player himself has to provide an assistant. He has to introduce this assistant to the arbiter, in advance and not just before the start of the round.
It is usual that 10 minutes are deducted from the time of the player who needs an assistant. No deduction should be made in the case of a disabled player.

6.3.1 When using a chessclock, 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.

A game may have more than one period. The requirements of the subsequent total number of moves and the additional amount of time with each move for each period must be specified in advance. These parameters should not change during a tournament. A play-off may have different time controls.

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.

In the Laws of Chess Increment and Delay are treated in the same way. For example, when calculating the length of the playing session both are multiplied by 60 to find the total time.
INCREMENT – a specified amount of time added to the players main (thinking) time with each move played. The first increment is added at the start of the game. Often called Fischer Bonus and shown on some clocks as FISCH. If a player moves quickly their time can increase.
There are two types of delay, Bronstein and Simple (or US). With delay a player can never increase their time beyond the amount they had at the start of a move. If the clock is pressed before all of the bonus time has been used, the remaining bonus time is lost. Both delay methods have the same overall effect.
US DELAY: The clock shows the main time in the main display. Another display will show the countdown of the bonus time. Only when the bonus time has been exhausted will the main time start to decrease.
BRONSTEIN DELAY: With this mode the bonus is added to the main time and the clock starts countdown immediately.

6.4 Immediately after a flag falls, the requirements of Article 6.3.1 must be checked.

This means that the arbiter and/or the players have to check if the minimum numbers of moves have been completed.
Consider a game of 90 minutes for 30 moves and 30 minutes for the rest of the game. It is normal to investigate whether 30 moves have been completed by both players only after a flag has fallen.
If a move (push) counter is used in a digital clock, then it is possible to establish whether 30 moves have been made before a flag fall, as a "-" indication appears on the clock if the player does not complete the 30 moves before the allotted time.

Where electronic clocks are used and both clocks show 0.00, the Arbiter can usually establish which flag fell first, with the help of the "-" or any other flag indication. Where mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes is applied.

6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

In individual tournaments the chess-clock is normally placed on the right of the player who has the black pieces. The chess boards shall be placed so that the arbiter is able to check as many clocks as possible at the same time.
Where either player, through disability, would have difficulty with the position of the clock and would prefer the clock on his other side this should be accommodated by rotating the board rather than moving the clock.
In team competitions the members of the same team usually sit in a row. Then the pieces are set alternate black and white and the clocks all point the same way.
Be careful! It happens quite often in team competitions that a player presses the clock of his neighbour.

6.6 At the time determined for the start of the game White's clock is started.

In matches and smaller tournaments, where there are enough arbiters to do so, the clocks may be started by the arbiters.
In general, in tournaments with many players the arbiter announces the start of the round and states that White's clock is started. The arbiter then goes round the room checking that White's clock has been started on all boards.
Where the push counter is used to add time after the first time control (often 30 moves), it is desirable for arbiters to start all White's clocks.
In large tournaments where the push counter is used, the Chief Arbiter should decide whether the length of time needed to start all of the clocks justifies this being done by the arbiters rather than by the player. If the players start the clock, when the arbiters go around checking that the clocks have been started, they must also make sure that the clock correctly indicates which player is white.

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.

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter shall declare the game lost for the players who are not present at their boards. It is preferable to display a large digital countdown in the playing hall. For FIDE events with fewer than 30 players an announcement must be made five minutes before the round is due to start and again one minute before the start of the game.
Alternatively, a clock should be on the wall inside the playing hall and provide the official time of the tournament.

If the default time is not 0, it is advisable that the arbiter publicly announces the time of the start of the round and that he writes down the starting time.
If the default time is for example 30 minutes and the round was scheduled to start at 15.00, but actually started at 15.15, then players do not lose by default until 15.45.

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.

A flag is considered to have fallen when it is noticed or claimed, not when it physically happened. If a result is reached between a flag fall and the fall being noticed, the result is not changed. The arbiter should announce flag fall as soon as he notices it.

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.

Also in the case of articles 9.6.1 and 9.6.2, even if a player does not complete the prescribed number of moves in the allotted time, the game is drawn.

This means that a simple flag fall might not lead the Arbiter to declare the game lost for the player whose flag has fallen. The Arbiter has to check the final position on the chessboard and only if the opponent can checkmate the player's king by any possible series of legal moves, can he declare the game won by the opponent. Where there are forced moves that lead to a checkmate or to a stalemate by the player, then the result of the game is declared as a draw.
The table below shows a few situations with the corresponding results:

Player who runs out of time's material	Opponents Material	Result
K + Q	K + N or K + B	Draw
K + R	K + N	Win for opponent as a mate is possible
K + R	K + B	Draw
K + N	K + N	Win for opponent
K + N	K + B	Win for opponent
K + B	K + N	Win for opponent
K + B	K + B (opposite colours)	Win for opponent
K + B	K + B (same colours)	Draw
K + Q + P	K + N or K + B	Win for opponent. The pawn could be under promoted

6.10.1 Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock 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 chessclock.

It is desirable to check the clocks during the round, for instance every 30 minutes, and to record the times and the number of moves made, by using a time-control sheet (see at the end of the Manual).
This can be particularly valuable when an increment is used.
If a chess-clock must be replaced, it must be done as soon as possible and it is essential to mark it as defective and to separate it from the clocks that work correctly.

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 chessclock 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.

It is essential to write down the times shown on the two clocks and the number of moves made before making any adjustment.

6.11.1 If the game needs to be interrupted, the arbiter shall stop the chessclock.

For example, if a fire alarm goes off. Before asking the players to evacuate the building the arbiter should, if possible, ask those at their boards to pause the clocks.

6.11.2 A player may stop the chessclock 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 chessclock 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 chessclock, the player shall be penalised in accordance with Article 12.9.

Valid reasons for stopping the clock include:
An irregularity, such as an illegal move or position, being discovered
a player being disturbed by his opponent or by spectators;
Illness
A toilet break is not usually a valid reason but could be in the case of a disabled or unwell player.

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.

An arbiter or player must realise that the information displayed may be incorrect. If the number of moves already played has been established by the arbiter before he begins to count the clock counter may be used to confirm that 50/75 moves have been played.

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 chessclock. 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.

The error must be discovered before the end of the game otherwise the result will stand. If an electronic board shows this error or stops recording the moves, the operator should inform the arbiter. It is the arbiter's duty to check if such a situation has been caused by an irregularity in play.

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.

After Black has made move 10 the game shall continue, otherwise, a new game shall be played with the correct colours. It doesn't matter what the current position on the chessboard is and how many pieces or pawns have been captured.

If a game with reversed colours has ended by normal means (for example checkmate, resignation or draw by agreement), in less than ten (10) moves by both players, then the result stands.

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.

Player A's clock is running when Player B accidentally displaces a piece. Player A should not restart Player B's clock but should pause the clock and summon the arbiter. The arbiter may then either add time to A's clock or subtract time from B's clock. If A restarts B's clock this creates several problems with increments being wrongly added and the push counter affected.

Most problems happen in Rapid Chess or Blitz. The penalty should be according to Article 12.9. A player should not be forfeited immediately for accidentally displacing a piece. If he did it deliberately, perhaps in order to gain time, or does it several times, that is different.

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.

It is very important that the irregularity must be discovered during the game. After the players have signed the scoresheets or it is clear in another way that the game is over, corrections are not possible. The result stands.
When the irregularity is discovered during the game the game restarts from the restored position. The 'touch move' rule applies so the piece to be played should be, if possible, the one first touched, either the piece illegally moved or the piece captured.
If the irregularity was caused by a check being missed the touched piece should be used to block the check or capture the checking piece, if possible.

A move cannot be declared illegal until the player has completed his move by-pressing his clock. So, the player can correct his move without being penalized, even if he had already released the piece on the board, provided he hasn't pressed the clock. Of course, he must comply with the relevant parts of article 4.

If an arbiter observes an illegal move he must always intervene immediately. He should not wait for a claim to be submitted by a player.

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.

If a player restarts the opponent's clock instead of pausing it an arbiter may regard this as an accident and punish it less severely.
For example: Player B makes an illegal move. Player A, instead of pausing the clock, restarts the opponent's clock. Is this an infringement of Article 7.5.3?
In this case Player A had not deliberately started Player B's clock.
Where an opponent's clock may have been started in error the arbiter must decide if this action constitutes an illegal move or a distraction.

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.

It is not applicable if the game was ended before the clock was pressed.

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. 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.

The player is forfeited if he completes two (2) of ANY of the above illegal moves. However when there are two (2) illegal moves in one move (for example illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited, unless it is the second such transgression.

Capturing of the opponent's King is illegal and is penalized accordingly.

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.

It is advisable that the investigation to determine from which position the game shall be continued takes place by the two players and under the supervision of the arbiter.

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

Notice that it is normally forbidden to record the move before playing it. Only in the case of a draw claim (Article 9.2. and 9.3) and adjourning is it allowed to do so.
Even if an opponent has only one legal move, this must not be recorded by the player in advance.

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.

The scoresheet does not have to be visible to the opponent (except when the opponent needs it to bring his own scoresheet up to date e.g. to satisfy 8.5.2) but the arbiter must be able to see it and, most importantly, how many moves have been recorded. It is acceptable for a player to have a pen on his scoresheet but it should not obscure the last move from the arbiter.

8.3 The scoresheets are the property of the organiser of the competition.

A player is not allowed to keep the original scoresheet, unless the tournament regulations specify otherwise. It belongs to the Organisers. The player has to deliver it to the arbiter when the game is finished and should keep a copy (if any).

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 chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

It happens quite often that in this time trouble phase the player asks the arbiter how many moves are left until the time control. The arbiter must not answer this as it would be giving advice. Even if the required number of moves have been made the arbiter should not intervene until after a flag fall. At this point the arbiter should stop the chess-clock and request both players to update their scoresheets. When they are completed the arbiter will restart the clock of the player on the move. If a player delays updating his scoresheet, sometimes contemplating his next move, he should be warned.

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.

Notice that, in this situation, after a flag fall, the arbiter does not stop the clocks. If the opponent refuses to make his scoresheet available the arbiter can insist that he does so.

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.

The reconstruction should take place after both clocks have been stopped and should be done away from the other games, so as not to disturb them.

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.

It is very important for the Arbiter to record the correct result of the games. At the moment the Arbiter sees that a game has been finished, he should go to that board and check if the players have recorded the result of the game and signed both scoresheets. The arbiter should immediately check that both score sheets show the same result.

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.

If a competition applies this rule, then the required number of moves or the no agreement at all condition, should be communicated to the players in the invitation to the tournament. It is advisable for the Arbiter to repeat the rule before the start of the tournament. It is clear that the rule applies only for draw agreements. Articles 9.2, 9.3 and 9.6 still apply during the whole game and give the possibility to the players to draw in less than the specified number of moves, which must be accepted by the Arbiter. For example, if two players make a draw by three-fold occurrence after 20 moves, in a tournament where there is a draw restriction rule before 30 moves have been completed by both players, then the Arbiter must allow the draw. If neither player claims a draw by three-fold occurrence, and an Arbiter is aware that the same position (per 9.2.2) has occurred at least 5 times, then he must intervene, see Article 9.6.1.

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 (=).

This is a valuable rule for the arbiter and its use should be encouraged. If a player claims that he is being distracted by repeated draw offers then his scoresheet should be examined for evidence of this in the form of several (=) being displayed.

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.

The correct sequence of a draw offer is clear:
1. make a move
2. offer of a draw
3. press the clock.
If a player deviates from this order, the offer still stands though it has been offered in an incorrect manner.
The arbiter in this case has to penalise the player, according to Article 12.9.
No conditions can be attached to a draw offer.
Some examples of unacceptable conditions:
The player requires the opponent to accept the offer within 2 minutes.
In a team competition: a draw is offered under the condition that another game in the match shall be resigned or shall be drawn as well.
In both cases the offer of a draw is valid, but not the attached condition.
Regarding 9.1.2.3: If a player claims a draw, the opponent has the possibility to agree immediately to the draw. In this case the arbiter does not need to check the correctness of the claim. But be careful. If there is a draw restriction (for example: no draw offers are allowed before 30 moves have been completed by both players) and the claim has been submitted before that move (perhaps after 28 moves), then the claim has to be checked by the Arbiter, even if the opponent would agree to the 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.

Only the player whose move it is, and whose clock is running, is allowed to claim a draw in this way. If the procedure of a draw claim is correct, but the player forgets or doesn't know that he shall write his intended move, it is advisable that instead of rejecting the claim, the arbiter says "Make your claim legal", if the player asks how he can make his claim legal, the arbiter can, according to article 11.2, explains conditions of a correct claim.

The correctness of a claim must be checked in the presence of both players. It is also advisable to replay the game and not to decide by only using the score sheets. If electronic boards are used it is possible to check it on the computer.

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.

See comments to article 9.2.2

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.

The right to claim a draw is returned on the next move but cannot be made retrospectively.

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.

This claim is not treated as an illegal move but see below.

It is mentioned that the intended move must be played, but if the intended move is illegal, another move with this piece must be made. All the other details of Article 4 are also valid.

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.

In 9.6.1 case, the five times need not be consecutive.
In both 9.6.1 and 9.6.2 cases the Arbiter must intervene and stop the game, declaring it as a draw.

If a draw under either of the above conditions is not noticed during the game a player may appeal using the normal appeals procedure.

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 (½).

Another scoring system from time to time used is for a win 3 points, for a draw 1 point and for a lost game 0 points. The idea is to encourage more positive play.
Another is win 3 points, draw 2, loss 1 and forfeit 0. This is to discourage forfeits and may encourage children particularly as they gain a point despite losing.
Yet another is win 2, draw 1, loss 0. This avoids ½ on the results sheet.

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 ¾ - ¼ 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.

This is an Article which can be used for many infringements that are not specifically mentioned in the articles of the Laws of Chess.

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.

If possible, spectators should not enter the playing area. It is advisable to have all other rooms (smoking areas, toilets, refreshment areas, and so on) always under the control of the Arbiters or assistants.

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.

This article should not be confused with Articles 11.2.3.1 and 11.2.3.2. In 11.2.3.1 it is prohibited for any player to leave the playing venue without the permission of the arbiter and in 11.2.3.2 it is prohibited to leave the playing area for the player having the move. But in 11.2.4 it is possible to include, in the regulations, prohibition of the opponent leaving the playing area without the permission of the arbiter.

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.

The regulations about electronic devices are now very strict. No mobile phone is allowed in the playing venue and it makes no difference if it is switched on or off. If a mobile phone (even switched off) is found with a player, his game is immediately lost and the opponent shall win. The result shall be 1-0 or 0-1. It doesn't matter if, when the mobile phone is found, the opponent cannot checkmate the offending player by any series of legal moves: he wins the game. The opponent may have cheated earlier.
It is different if the game has not yet started. Suppose the following situation occurs: There is no zero-tolerance. Player A is in the playing hall at the start of the round. His opponent, Player B is absent. Immediately after player A made his first move his mobile rings. The arbiter declares the game lost for Player A. Some minutes later, but still on time, Player B arrives. The score is "-/+", it is not a "played" game and it cannot be rated.
However, there is the possibility for an arbiter or an organizer to specify in advance (in the regulations of the event) a less severe penalty for a violation of this article (perhaps a fine). They can also include in the regulations of the event the possibility of bringing such a device to the tournament provided that certain conditions are fulfilled: that it is completely switched off and stored in a separate bag, so that it is not in contact with the player and the player does not have access to the bag during the game, without the arbiter's permission (and he cannot take the bag with him to the toilet, and so on.).

A player who arrives after the start of a round should be given the opportunity to store his device before playing their first move, either with the organiser or placed in a bag, if this is allowed.

11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.

If possible, this smoking area should be close to the playing area and supervised by an Arbiter or an Assistant.

11.4 Players who have finished their games shall be considered to be spectators.

It means that the players, who finished their games, may have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards, making sure they do not disturb players still in play.

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.

Even if the draw offers or claims are quite reasonable, repeating them too often can annoy the opponent. The Arbiter must always intervene when the opponent is disturbed or distracted.

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.

It is very difficult to give a general guideline for the application of this Article, but if an arbiter has to warn the player for the third or fourth time, this is a good reason to declare the game lost. It is necessary to inform the player that Article 11.7 shall be applied at the next infringement.

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.

For example, players often ask if they can castle or capture 'en passant' in the position on their board. An arbiter must not answer 'yes' or 'no' but must inform them of the meaning of the appropriate Law. It is also common for a player to ask how to claim a draw (see comment under article 9.2.2.2).

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).

It is necessary to advise the player of his right to appeal, if he does not agree with the Arbiter's decision. If the appeal cannot be heard immediately, the game continues in the manner as decided by the Arbiter. If the player refuses to continue, then his clock is started and, in due course, he will lose on time.
There must always be a deadline for the submission of an appeal.
The details of the appeals procedure must be part of the regulations of the event.

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 the players, under supervision of the arbiter.

Both players should conduct the reconstruction, watched by the arbiter. The reconstruction should pause when it is thought we have the first occurrence, and then the second. This allows both players and the arbiter to confirm each occurrence. If a player refuses to participate then Article 12.9 is applied.

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

12.1 The arbiter shall see that the Laws of Chess are observed.

The Arbiter must be present and control the games.
If the arbiter observes any infringement, he must intervene. He must not wait for a claim from a player.
Example: A player touches a piece and makes a move with another one. The arbiter shall require the player to play the touched piece, if legal.

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

The Arbiter must take care to avoid any kind of cheating by the players.

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.

If a spectator sees a flag fall, or any other offence, they should tell the arbiter. They should not announce it.

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.

In general, nobody is allowed to use their mobiles in the playing hall or adjoining area during the games.

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.

These punishments are in approximate level of severity. For example, Article 12.9.8 may be used for a player who arrives under the influence of alcohol but is not disruptive. Article 12.9.9 may require agreement with the organiser of the event.

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.

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move. That is: for 60 moves we would get 30'+ (30"x 60) = 30' +30' = 60'. As according to Article A1 "A Rapid Chess" is a game where all moves must be completed in less than 60 minutes for each player, then such a game is considered to be standard chess.
Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get 10'+ (5" x 60) = 10' +5' = 15'. So according to Article A.1 such a game is considered to be Rapid Chess.
When doing these calculations games using delays are treated in the same way.

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.

Players are allowed to record the moves, but they may stop recording any time they wish.
Players may claim a draw without the support of a scoresheet when they are playing on electronic boards. The arbiter also has the right to accept or refuse a claim without scoresheet evidence based on his observations.

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.

If a player asks the Arbiter to show him the score sheet, the clock should not be stopped.

If the Competition Rules are used they must apply to every round. They cannot be introduced, for example, only for the final.

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.

This means that the player does not lose the game with the first illegal move, but only with the second, as it is in standard chess. The penalty is also the same as in standard chess.

A.4.3 To claim a win on time, the claimant may stop the chessclock 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.

If both clocks indicate 0.00, no claim for win on time can be submitted by the players, but the Arbiter shall decide the result of the game by the flag that is shown on one of the clocks. The player whose clock shows this indication loses the game.

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.

The arbiter arrives at a board where both Kings are in check. If that situation continues after the next move is played the arbiter shall declare the game drawn. If that move removes his own king from check but the opponent is still in check then the game continues as it is no longer an illegal position. If the second player remains in check after completing his next move the arbiter should declare an illegal move by that player.

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.

According to the Tournament Regulations of an event the time control is 5 minutes for the whole game and 5 seconds increment for each move
That is: for 60 moves we would get 5'+ (5'x60) = 5'+5' = 10'.
According to Art. B.1 we have a Blitz game.

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.

If the Competition Rules are used, they must apply to every round. They cannot be introduced, for example, only for the final.

In both Blitz and Rapid Chess, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped.

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. Score sheets using a notation system other than algebraic may not be used as evidence in cases where normally the score sheet 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.)

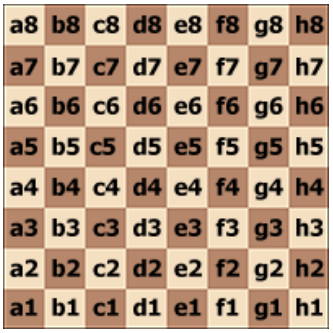
C.3 For the abbreviation of the name of the pieces, each player is free to use the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines is recommended.

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.



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.10.1.2 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 Ndxf3, 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

Guidelines I. Adjourned games

I.1.1 If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop the chessclock. Until he has stopped the chessclock the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his scoresheet as his sealed move.

I.1.2 A player having the move who adjourns the game before the end of the playing session shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.

I.2. The following shall be indicated upon the envelope:

I.2.1 the names of the players,

I.2.2 the position immediately before the sealed move,

I.2.3 the time used by each player,

I.2.4 the name of the player who has sealed the move,

I.2.5 the number of the sealed move,

I.2.6 the offer of a draw, if the proposal is current,

I.2.7 the date, time and venue of resumption of play.

I.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

I.4 If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.

I.5 Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.

I.6 If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

I.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

I.8 Except in the cases mentioned in Articles 5, 6.9, 9.6 and 9.7, the game is lost by a player whose recording of his sealed move:

I.8.1 is ambiguous, or

I.8.2 is recorded in such a way that its true significance is impossible to establish, or

I.8.3 is illegal.

I.9 If, at the agreed resumption time:

I.9.1 the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his clock is started,

I.9.2 the player having to reply to the sealed move is not present, his clock shall be started; on his arrival, he may stop his clock and summon the arbiter; the envelope is then opened and the sealed move is made on the chessboard; his clock is then restarted,

I.9.3 the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.

I.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.

I.11 If the regulations of an event specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise.

I.12.1 If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he states he sealed on the chessboard.

I.12.2 If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.

I.13 If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game shall continue without correction unless the arbiter decides otherwise.

I.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

Guidelines II. Chess960 Rules

II.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

II.2 Starting-position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

II.2.1 the king is placed somewhere between the two rooks, and

II.2.2 the bishops are placed on opposite-coloured squares, and

II.2.3 the black pieces are placed opposite the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

II.3 Chess960 castling rules

II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960.

II.3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods:

II.3.2.1 double-move castling: by making a move with the king and a move with the rook, or

II.3.2.2 transposition castling: by transposing the position of the king and the rook, or

II.3.2.3 king-move-only castling: by making only a move with the king, or

II.3.2.4 rook-move-only castling: by making only a move with the rook.

II.3.2.5 Recommendations:

II.3.2.5.1 When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.

II.3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

II.3.2.6 Clarification:

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

II.3.2.7 Notes

II.3.2.7.1 To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.3.2.7.2 In some starting positions, the king or rook (but not both) does not move during castling.

II.3.2.7.3 In some starting positions, castling can take place as early as the first move.

II.3.2.7.4 All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

II.3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

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.

Example 1: According to the Tournament Regulations of an event, the time control is 2 hours for 30 moves and then 1 hour for the end of the game. The last 1 hour will be played according to the rules of the Quickplay finish.
Example 2: According to the Tournament Regulations of an event, the time control is 2 hours for the whole game. It means that the whole game will be played according to the rules of the Quickplay finish.

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.

This means that the Arbiter may make a decision to declare a game as a draw, even after a flag fall has occurred.
This requires use of digital clocks. A time control with an increment is a much better way of concluding a game.

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.

Glossary of terms in the Laws of Chess

The number after the term refers to the first time it appears in the Laws.

adjourn: 8.1. Instead of playing the game in one session it is temporarily halted and then continued at a later time.

algebraic notation: 8.1. Recording the moves using a-h and 1-8 on the 8x8 board.

analyse: 11.3. Where one or more players make moves on a board to try to determine what is the best continuation.

appeal: 11.10. Normally a player has the right to appeal against a decision of the arbiter or organiser.

arbiter: Preface. The person(s) responsible for ensuring that the rules of a competition are followed.

arbiter's discretion: There are approximately 39 instances in the Laws where the arbiter must use his judgement.

assistant: 8.1. A person who may help the smooth running of the competition in various ways.

attack: 3.1. A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.

black: 2.1. 1. There are 16 dark-coloured pieces and 32 squares called black. Or 2. When capitalised, this also refers to the player of the black pieces.

blitz: B. A game where each player's thinking time is 10 minutes or less.

board: 2.4. Short for chessboard.

Bronstein mode: 6.3.2 See delay mode.

capture: 3.1. Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7.4.1 i 3.4.7.2.In notation x.

castling: 3.8.2 A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.

cellphone: See mobile phone.

check: 3.9. Where a king is attacked by one or more of the opponent's pieces. In notation +.

checkmate: 1.2. Where the king is attacked and cannot parry the threat. In notation ++ or #.

chessboard: 1.1. The 8x8 grid as in 2.1.

chessclock: 6.1. A clock with two time displays connected to each other.

chess set: The 32 pieces on the chessboard.

Chess960: A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions

claim: 6.8. The player may make a claim to the arbiter under various circumstances.

clock: 6.1. One of the two time displays.

completed move: 6.2.1 Where a player has made his move and then pressed his clock.

contiguous area: 12.8. An area touching but not actually part of the playing venue. For example, the area set aside for spectators.

cumulative (Fischer) mode: Where a player receives an extra amount of time (often 30 seconds) prior to each move.

dead position: 5.2.2 Where neither player can mate the opponent's king with any series of legal moves.

default time: 6.7. The specified time a player may be late without being forfeited.

delay (Bronstein) mode: 6.3.2Both 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.

demonstration board: 6.13. A display of the position on the board where the pieces are moved by hand.

diagonal: 2.4. A straightline of squares of the same colour, running from one edge of the board to an adjacent edge.

disability: 6.2.6 A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.

displaced: 7.4.1 to put or take pieces from their usual place. For example, a pawn from a2 to a4.5; a rook partway between d1 and e1; a piece lying on its side; a piece knocked onto the floor.

draw: 5.2. Where the game is concluded with neither side winning.

draw offer: 9.1.2 Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).

e-cigarette: device containing a liquid that is vaporised and inhaled orally to simulate the act of smoking tobacco.

en passant: 3.7.4.1 See that article for an explanation. In notation e.p.

exchange: 1. 3.7.5.3 Where a pawn is promoted. Or 2.Where a player captures a piece of the same value as his own and this piece is recaptured. Or 3. Where one player has lost a rook and the other has lost a bishop or knight.

explanation: 11.9. A player is entitled to have a Law explained.

fair play: 12.2.1 Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.

file: 2.4. A vertical column of eight squares on the chessboard.

Fischer mode: See cumulative mode.

flag: 6.1. The device that displays when a time period has expired.

flag-fall: 6.1. Where the allotted time of a player has expired.

forfeit: 4.8.1. To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.

handicap: See disability.

I adjust: See j'adoube.

illegal: 3.10.1. A position or move that is impossible because of the Laws of Chess.

impairment: See disability.

increment: 6.1. An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.

intervene: 12.7. To involve oneself in something that is happening in order to affect the outcome.

j'adoube: 4.2. Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.

kingside: 3.8.1. The vertical half of the board on which the king stands at the start of the game.

legal move: See Article 3.10a.

made: 1.1. A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.

mate: Abbreviation of checkmate.

minor piece. Bishop or knight.

mobile phone: 11.3.2. Cellphone.

This device cannot only receive spoken word and text messages but can have chess engines installed allowing players to analyse games. Other devices which can be used in cheating include smart watches, fitness monitoring (e.g.Fitbit) devices and even some pens.

monitor: 6.13. An electronic display of the position on the board.

move: 1.1.1. 40 moves in 90 minutes, refers to 40 moves by each player. Or 2. having the move refers to the player's right to play next. Or 3. White's best move refers to the single move by White.

According to Article 1.2 of the FIDE Rating Regulations: Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

move-counter: 6.10.2. A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.

normal means: G.5. Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.

organiser: 8.3. The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.

over-the-board: Introduction. The Laws cover only this type of chess, not internet, nor correspondence, and so on.

penalties: 12.3. The arbiter may apply penalties as listed in 12.9 in ascending order of severity.

piece: 2. 1. One of the 32 figurines on the board. Or 2. A queen, rook, bishop or knight.

playing area: 11.2. The place where the games of a competition are played.

playing venue: 11.2. The only place to which the players have access during play.

points: 10. Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.

press the clock: 6.2.1 The act of pushing the button or lever on a chessclock which stops the player's clock and starts that of his opponent.

promotion: 3.7.5.3 Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.

queen: As in queen a pawn, meaning to promote a pawn to a queen.

queenside: 3.8.1. The vertical half of the board on which the queen stands at the start of the game.

quickplay finish: G. The last part of a game where a player must complete an unlimited number of moves in a finite time.

rank: 2.4. A horizontal row of eight squares on the chessboard.

rapid chess: A. A game where each player's thinking time is more than 10 minutes, but less than 60.

repetition: 5.3.1. 1. A player may claim a draw if the same position occurs three times. 2. A game is drawn if the same position occurs five times.

resigns: 5.1.2 Where a player gives up, rather than play on until mated.

rest rooms: 11.2. Toilets, also the room set aside in World Championships where the players can relax.

result: 8.7. Usually the result is 1-0, 0-1 or ½-½. In exceptional circumstances both players may lose (Article 11.8), or one score ½ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).

regulations of an event: 6.7.1 At various points in the Laws there are options. The regulations of an event must state which have been chosen.

sealed move: E. Where a game is adjourned the player seals his next move in an envelope.

scoresheet: 8.1. A paper sheet with spaces for writing the moves. This can also be electronic.

screen: 6.13. An electronic display of the position on the board.

spectators: 11.4. People other than arbiters or players viewing the games. This includes players after their games have been concluded.

standard chess: G3. A game where each player's thinking time is at least 60 minutes.

stalemate: 5.2.1 Where the player has no legal move and his king is not in check.

square of promotion: 3.7.5.1 The square a pawn lands on when it reached the eighth rank.

supervise: 12.2.5 Inspect or control.

time control: 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1. Or 2. A player is said 'to have reached the time control', if, for example he has completed the 40 moves in less than 90 minutes.

According to Article 1.2 of the FIDE Rating Regulations: Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

time period: 8.6. A part of the game where the players must complete a number of moves or all the moves in a certain time.

touch move: 4.3. If a player touches a piece with the intention of moving it, he is obliged to move it.

vertical: 2.4. The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.

white: 2.2. 1. There are 16 light-coloured pieces and 32 squares called white. Or 2. When capitalised, this also refers to the player of the white pieces.

zero tolerance: 6.7.1. Where a player must arrive at the chessboard before the start of the session.

50-move rule: 5.3.2 A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.

75-move rule: 9.6.2 The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.

CHAPTER 3: ANTI-CHEATING GUIDELINE FOR ARBITERS

The FIDE Laws of Chess have introduced provisions against cheating. Specifically:

> *12.2 The arbiter shall:*
>
> *12.2.1 ensure fair play.*
>
> *12.2.7 follow the Anti-Cheating Rules or Guidelines*

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

The Laws also explicitly forbid electronic devices:

> *11.3.1 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.*

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

Recommendations for Arbiters

The adoption of ACC regulations will require a substantial effort to FIDE and its arbiters. In particular, the role of arbiters in chess will need to be rethought, and the resulting shall be the product of close interaction between the ACC and the Arbiters Commission.

a. Continuous Training

The ACC feels that Continuous Training is desirable for all FIDE-Titled arbiters. In the medium term, the ACC, together with the Arbiters' Commission, should organize special Anti-Cheating Training Sessions aimed at FIDE Arbiters. The ACC recommends that the Arbiters' Commission only raise the classification of Arbiters who have completed Anti-Cheating Training, as part of regular Arbiter Training or through special courses such training is vital for successful application of AC regulations.

b. Initial Recommendations

While waiting for the new training system to be developed, the ACC wishes to issue the following initial recommendations for arbiters It should be understood that if an arbiter feels a need for support from the ACC, he/she is strongly encouraged to contact the Commission to obtain consultancy about a particular situation.

1. How breaches of AC regulations may occur during the game:

- An arbiter should know how to recognize behaviors and devices involved in cases in the past. The definition of cheating according to Article 11.3.1 of the Laws of Chess includes i) accepting information by another person (spectator, captain, co-player, etc.); and ii) getting information from any source of information or communication (such as books, notes, etc., or any electronic device). It is the arbiter's duty to take care of situations that may yield suspicions of cheating during the entire duration of the round.

- The use of a mobile phone hidden in a pocket is forbidden according to Article 11.3.2 of the Laws of Chess. To find hidden mobile phones and other electronic devices the use of hand-held metal detectors and other equipment (see Annex D) 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/her belongings as described in Article 11.3.2 of the Laws of Chess.

2. Applicable precautions:

- The arbiter must have a discreet control of the players who are leaving the playing area very often, for their contact with other players, spectators and other persons, according to Article 11 of the Laws of Chess.

- The arbiter should be aware that in some cases a player can get information from 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 Finding that a player or spectator is using a chess program in the playing area calls for immediate action in conjunction with 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 PGN games, 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

It is intended that this screening tool will be available to all Chief Arbiters. This is not yet the situation but any CA with suspicions about a player should immediately contact the Fair Play Commission.

There have been instances where a player has been accused of getting external advice. In some of these cases rather than the player accused playing at a higher than expected level it has been the opponents playing below their best. Putting the games into a normal chess engine may determine if further investigation is necessary however might not be used as final conclusion for cheating.

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. As emphasized above, the screening test 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.

- However, in later rounds, a persistent outlier may be grounds for contacting ACC, calling for a full statistical test, and for "unobtrusive" actions such as increased watchfulness of the player See Appendix C for more on screening and full-test procedures and interpretation

4. How to deal with suspicious behavior:

- In case of a suspicious behavior, the Arbiter must always follow the player on his or her 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 external 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. In addition, the arbiter should consider implementing procedures described next in sub-head 5

Many tournaments will use hand scanners to test players returning from the toilets. This will find players who are carrying phones but will not catch a player who has hidden a phone. It is suspicious if players, on toilet visits, visit only the same cubicle. Such behaviour may be regarded as worth further investigation. If a player is frequently absent from the board the arbiter should note the move number. If the moves following an absence are then shown to have a high correlation with computer recommended moves this may help in building a case against the player.

5. How to deal with the new Article 11. 3. 3 of the Laws of Chess:

- 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.

Such searches are illegal in some countries. Arbiters should not engage in any fair play procedures which go against the laws of the country.

- Usually the arbiter will inspect a player as described in Article 11.3.3 of the Laws of Chess only in case of suspected breach of AC regulations or after receiving an official In-Tournament Complaint (see Section 3), but only after coming to the conclusion that the complaint is not evidently unfounded. If the arbiter decides to make an inspection on whatever grounds, it is not necessary to give the player a special reason. The arbiter, and any other person conducting the inspection, should be calm, polite and discreet. The inspection of a player should be carried out in a separate room, again 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 (of either gender). If there is no matter of urgency, the inspection of a player and his/her 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 electronic devices somewhere in or near to the playing venue, or to give them to a third party shortly before the end of the game The arbiter also has the right to check a player who has left the playing venue during a game, or upon request of a player who filed an In-Tournament Complaint, but only once during the round.

Only if the suspicion of cheating is overwhelming and/or there is a strong reason to believe that evidence will be destroyed before the end of the game should a player be searched during a game. If the player is innocent then the disturbance caused will have unsettled him and may affect his performance in the remainder of the game.

- If a player refuses to be inspected, it is advised that the arbiter shall explain the rules calmly. If the player still refuses, he/she shall get a warning. If the player still refuses to submit to an inspection, he/she shall lose the game and be precluded from further play in the tournament.

If a player refuses such a legitimate search this is not proof of cheating. The player should be removed from the tournament for refusing to follow the Laws and FIDE should be informed of the incident.

- 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 for handling accusations is described under Section 3, Part A. If any FIDE-identified person presents an accusation of breach of AC regulations, 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 an accusation of breach of AC regulations. In this case the accused player shall not be informed by the arbiter. An arbiter who receives an In-Tournament Complaint may inform the accused player after the end of his/her game, and ask him/her for comment.

Any accusation made should be treated seriously and investigated fully.

The player making the complaint should be told not to tell anyone else of his suspicions as that could contaminate any evidence e.g. word could get back to the suspect that he was being watched.

It is acceptable for an arbiter to ask players if they have seen anything that concerns them. It is NOT acceptable for the arbiter to ask players if they have seen Player X do anything suspicious. Any questions put to other players should not identify the suspect.

- The arbiter should describe in the tournament report any In-Tournament Complaints and inspections, stating 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/her according to Article 12. 2 of the Laws of Chess. For further procedures, see Section 3, Part A.

If a player has genuine concerns about another competitor, and does not share that opinion with other players, then no action should be taken against the player making the accusation. Where the accusation is malicious or is shared with other players, especially when it starts a vendetta, the player making the accusations should be punished severely and reported to FIDE.

Notes by Professor Ken Regan on the application of Statistical Evidence

This section doesn't form a part of FIDE Handbook. It applies for both Over the Board (OTB) and online events.

The following relates to this part of the outline:

Use of statistics

1. Private hint to the arbiter
2. Support physical evidence
3. Applying sanctions for unexplainable deviations (1 in 60 years)

I. Purposes of Statistical Results

The committee proposes that statistical analysis of moves in games will be applied in three different ways:

1. During competitions, when tests indicate a potential anomaly, it can give a hint to arbiters to watch certain players more closely.
2. During or after competitions, it can support physical or observational evidence accompanying a complaint.
3. Only with very high results, it can be primary evidence---for consideration and possible judgment by a central office after the event.

II. Statistical Tests

Several quantities can be tested: agreement with a computer's first move (called MM for move-matching), average error per move (AE), and variants that count moves tied for top as matched (TT) or those in the top 3 moves (T3). There are two kinds of statistical game-analysis tests, and they give different kinds of results.

1. A "quick test" runs an entire file of games to look for potential anomalies. Any strong engine can be used for this test. By current procedures, a standard 16-core web server can process on average 5--7 games per processor core per hour. Thus using 2 cores (of server or laptop), one can process 100--140 games in 10 hours. However, quick-test results can only be used for purpose I.1, that is, giving hints.
2. A "full test" uses Multi-PV mode to obtain reliable values for all available moves in a position, and its results can be used for all purposes. Currently it takes 4—8 hours per core per game, however. The committee is evaluating possibilities that may make this possible in real time at least for top boards while a competition is ongoing. For purpose I.3, however, the committee considers that a second, independent test must be done after the competition.

   A full-test result is expressed as a *z-score*, which is a multiple of a standard "normal" deviation. Some simpler chess-specific thresholds such as "70% matching" have been suggested but they do not work. A z-score corresponds to

odds against a deviation of that or higher magnitude occurring "by chance." By common civil convention the minimum z-score considered "significant" is 2.00, which corresponds to 43—1 odds.

III. Types of Arbiter Actions

Statistical results can help arbiters decide which actions to take, and not to take, before the event of a formal complaint.

1. *Unobtrusive actions* are those which ideally are not noticed by players, or any specific player. They may include stepped up watch (where it is not obvious that a particular player is being watched), the use of silent EF-detection equipment, monitoring a camera, and so on. Consultation in private and referring games for a full test also count as unobtrusive.
2. *"Orange Alert" actions* are still not revealing a specific player as target, but put the whole tournament on a heightened alert. These can include introducing a screening check at the entrance for a particular round, delaying transmission of moves for that round, increased "random" spot-checks, restricting spectators and player movements, and general increased surveillance that is obvious.
3. *Obtrusive actions* include requests to interview or search specific players, or surveillance obviously singling them out, or actions against specific spectators.

IV. Instructions for Using Statistical Evidence

If there is a formal complaint against a specific player, then this is already an "obtrusive" situation. And if there is already physical or observational evidence of someone cheating, then this is the same kind of situation. So this section deals with cases where the only information is statistical. The main principles are:

1. Any obtrusive action requires having a full test with a z-score.
2. If all players were equal before the tournament, then the z-score should be at least 3.00 to warrant an obtrusive action.
3. If a player was knowingly singled out before the tournament, then the standard civil significance threshold of 2.00 can apply, only for this player.
4. Quick-test results may be used for unobtrusive and "orange alert" actions.
5. In no case is 3.00 being used as a sole basis for judgment against a player---as detailed below that should require at least 4.50, perhaps safer 4.75 or 5.00. Nor is it a "prosecution"---it is merely a "warrant" for further action at the event site.

We do not have a quantitative rule for quick-test results; the examples below and general awareness of deviations ("Littlewood's Law") can inform the common sense of the arbiter. A reasonable idea is to use 70% matching for 2800 and subtract 1.5% for every 100 Elo, so that for instance 64% matching might be considered unusual for a 2400 player, 61% for 2200, and so on. (These numbers add 12% to a linear fit of actual matching percentages shown in the paper by Regan-Haworth at the AAAI 2011

conference.) However, the player's games may vary in "forcing" quality, so that the true nature of the deviation is shown only by the full test.

The z = 3.00 threshold is appropriate for tournaments of about 50—150 players, which covers the majority of Opens. For more players there should be a somewhat higher threshold, such as 3.30 (which is 2,000—1 odds) for up to 400 players, so that the odds are no less than 5x the number of players.

An example of how this procedure can unfold is:

1. Quick-test indicates a potential anomaly after 2 or 3 rounds.
2. Full test gives z-scores above 2.00 from round 4, climbing to 3.00 by round 6 or 7.
3. Higher steps taken unobtrusively from round 4, then obtrusively in round 6 or 7.
4. The obtrusive action may yield physical or observational evidence, which in turn makes z = 3.00 sufficient to count as strong supporting evidence for judgment.

V. Process Apart From Observational Evidence

When there is no observational evidence, even after obtrusive actions, the Committee recommends that:

1. A z-score under 4.00 should be ignored. Such a deviation would expect to happen naturally more than once every six months. You may suppose yours to be the tournament at which it happened.
2. A score over 4.00 can be grounds for follow up queries and possible private investigation.
3. A score over 4.50, which is expected just once in six years, can be grounds for a public process. This threshold may be more conservatively placed at 4.75 (once in 20 years) or 5.00 (once in 70 years).

   Point 3 is still under debate. In a larger sense, the Committee recognizes that no system is perfect, and catching 99 percent may entail error in 1 percent, but the high cost in human dignity is a greater factor when the only evidence is statistical. However, in the past with such high z-scores and even lower ones, other players or third parties have invariably noticed and aired comments in public anyway, so the situation becomes tantamount to having a complaint.

VI. Instructions for Considering Complaints

The attitude is that imposing a high standard for a would-be complainant will both educate the public about "normal" deviations and forestall cases of witch-hunting.

1. The arbiter shall not entertain a complaint unless and until it is made in writing, signed by the complainant, and complies with the next point if it applies.

2. If a complaint mentions move-matching to an engine, then there are several further requirements on the filer.
    a. The filer must specify the procedure used to obtain the move-matching results, including the engine version used, the engine settings including hash-table size, the number of PVs, and the GUI and platform used.
    b. The procedure for analyzing moves must be *regular*, so that others can carry out the same tests.
    c. The filer must give the ranges of moves tested for each game, the rationale for the range (e.g. moves since novelty until overwhelming advantage, or a critical phase in the game), and the number of matches obtained. A claim such as "matched 10 moves in a row" must specify which moves.

If the arbiter receives a complaint submitted in private that does not meet these requirements, then the arbiter may inform the person of these requirements and invite a revision and re-submission. This shall not be considered a breach on the part of the person complaining. It shall, however, be considered a violation to release in public a complaint that does not meet these requirements.

VII. Instructions for Evaluating Complaints

A complaint shall be evaluated the same way whether it

- Is made by an opponent of the accused player, say after testing their game;
- Is made by a third party---another player or an observer;
- Is filed by the arbiter (or the Commission) based on procedures above.

The third bullet makes clear that the criteria for acting on and evaluating the complaint should be the same as outlined above:

- If the complaint has evidence from analysis of moves only, then it can be grounds for doing a full test of the games. No obtrusive action should be taken from such a complaint, however, without the z-score from the full test. As above, the z-score should be at least 3.00 if the accused player was not distinguished before the start of the event, and at least 2.00 in all cases.
- If it includes observational evidence, then it can be grounds for obtrusive action, with support from statistical results taken into consideration.

A complaint should be *dismissed* if it does not meet the above criteria. There are also two ways a complaint *may* be dismissed even if it includes observational evidence:

- The z-scores of all tests are below 2.00.
- The "Intrinsic Performance Rating" (IPR) computed by the full test is not appreciably higher than the player's rating.

The latter has been instrumental for several "statistical exonerations" which have led to the awarding of delayed prizes. In another case, the IPR of a person who tied for first was 70 Elo *lower* than his rating, while the IPR of his opponents' moves was several hundred points lower. The logic is that even if such a player were cheating on (say)

2—3 moves per game, getting Elo 3000+ value on those moves, the IPR on all other moves would then have to be *a hundred points lower still*, which makes no sense. In such a case the arbiter should be more critical of the behavioral claims made in the complaint---for instance, the player may just have been going out to smoke.

VIII. On-Site Judgments and Further Steps

1. *Under no circumstances shall a disqualification be made on-site based on statistical evidence alone.* As noted above, extreme z-scores in absence of observational evidence must be referred to the central committee for independent testing; this also reflects the principle of separating judgment from prosecution.
2. The purpose of obtrusive action taken on-site is to *determine whether a law of chess has been violated*. That, and only that, can be grounds for disqualification while a tournament is in progress.
3. If a violation is established during *or after* a tournament, the case may be referred to the Ethics Committee for further review and possible sanction.

   [This is still leaving some "grey", such as credible complaints that are not resolved on-site, but those things may just be "grey".]

CHAPTER 4: TYPES OF TOURNAMENTS

This chapter does not form part of FIDE Handbook.

To establish the pairings for a chess tournament the following systems may be used:

1. Round Robin System

In a Round Robin Tournament all the players play each other. Therefore, the number of rounds is the number of participants minus one, in the case of an even number of players. If there is an odd number of participants, the number of rounds is equal to the number of players.

Usually the Berger Tables are used to establish the pairings and the colours of each round.

If the number of players is odd, then the player who was supposed to play against the last player has a free day in every round.

Example: In a 9-player tournament the 10 player Berger table is used with the number 10 not allocated. Players who would play 10 are effectively given a 0-point bye in that round. Berger tables are constructed in this way to ensure that players will have an equal number of whites and blacks. When there is an even number of players the first half (1-5 in this case) get an additional white over the second half players (6-10). This is one reason why a Round Robin should NOT have the players arranged in rating order.

The best system for players is a Double Round Robin Tournament, because in such a system all players have to play two games against each opponent, one with white pieces and another one with black pieces. But mainly there is not time enough for it and other systems have to be used.

An example of a cross table of the final ranking of a Round Robin Tournament:

2009 China (Nanjing) Pearl Spring Chess Tournament

Final Ranking crosstable after 10 Rounds

Rk.		Name	Rtg	FED	1	2	3	4	5	6	Pts.	TB1	TB2	TB3
1	GM	CARLSEN MAGNUS	2772	NOR	***	1 ½	½ 1	1 1	1 ½	1 ½	8	6	0	35
2	GM	TOPALOV VESELIN	2813	BUL	0 ½	***	½ ½	½ 1	½ ½	½ 1	6	2	0	24,5
3	GM	WANG YUE	2736	CHN	½ 0	½ ½	***	½ ½	½ ½	½ ½	5	0	0	21,5
4	GM	JAKOVENKO DMITRY	2742	RUS	0 0	½ 0	½ ½	***	½ 1	½ ½	4	1	0	17,3
5	GM	RADJABOV TEIMOUR	2757	AZE	0 ½	½ ½	½ ½	½ 0	***	½ ½	4	0	1	20
6	GM	LEKO PETER	2762	HUN	0 ½	½ 0	½ ½	½ ½	½ ½	***	4	0	1	19,3

2. Swiss Systems

In FIDE, there are five different Swiss systems to be used for pairings:

a. The FIDE (Dutch) System

It is the usual Swiss system for open tournaments well known by players and organiz Grant the stronger colour preference ers, and will be described in detail later (see paragraph 8: “Annotated rules for the FIDE (Dutch) Swiss System”);

Use of the systems listed below is deprecated unless for a system there is a FIDE endorsed program (see, in Appendix C.04.A, the Annex-3 "List of FIDE Endorsed Programs") with a free pairing-checker able to verify tournaments run with this system.

b. The Lim System

The pairings are made from to top score group down before the middle group, then from the bottom score group to the middle group and finally the middle score group;

c. The Dubov System

The objective of this system is to equalize the rating average (ARO) of all players. Therefore, in a score group, the white-seeking players are sorted according to their ARO, the black-seeking players according to their rating. Then, the white-seeking player with the highest ARO is paired against the black-seeking player with the lowest rating;

d. The Burstein System,

The players in a score group are sorted according to their Sonneborn-Berger points (then Buchholz, then Median) and then the top ranked player is paired against the last ranked player, the second ranked player against the last but one, and so on, with floaters coming from the middle.

It was used to pair teams in the Olympiad before 2006;

e. The Olympiad Pairing System used in Olympiad since 2006

This system is similar to the Lim system for individual tournaments with only small amendments (reduced requirements for colour preference and floating) for team pairings.

An example of a cross table of the final ranking of a Swiss Tournament:

Final ranking

Rank	SNo.		Name	IRtg	FED	1.Rd.	2.Rd.	3.Rd.	4.Rd.	5.Rd.	6.Rd.	7.Rd.	8.Rd.	9.Rd.	Pts	Res.	BH.	BH.	BL	Vict	Rtg+/-	Ra	Rp
1	6	IM	J. Thybo	2466	DEN	30 b 1	6 w 0	54 b 1	18 w 1	8 b 1	24 w 1	4 b ½	7 b ½	13 w 1	7	0	46½	50½	5	6	13,6	2371	2591
2	9	IM	J. Plenca	2440	CRO	33 w 1	37 b ½	27 w ½	59 b 1	15 w ½	25 b ½	53 w 1	16 b 1	7 w 1	7	0	40½	44	4	5	13,0	2336	2556
3	2	GM	B. Deac	2559	ROU	11 b ½	38 w 1	22 b 1	16 b 1	9 w ½	12 b 1	7 w ½	5 w ½	4 b ½	6½	0	48	52½	5	4	1,2	2387	2551
4	7	IM	L. Livaic	2461	CRO	66 w 1	32 b 1	21 w 1	14 b ½	7 w 0	29 b 1	1 w ½	24 b 1	3 w ½	6½	0	45	48½	4	5	14,4	2415	2581
5	3	IM	M. Santos Ruiz	2505	ESP	46 w 1	24 b ½	17 w ½	37 b 1	10 w 1	16 b ½	14 w ½	3 b ½	20 w 1	6½	0	44	48½	4	4	3,2	2357	2523
6	33		J. Radovic	2330	SRB	68 w 1	1 b 1	14 w 0	53 b 1	29 w ½	26 b ½	12 w 1	10 b ½	15 w 1	6½	0	44	47½	4	5	30,1	2377	2543
7	1	IM	H. Martirosyan	2570	ARM	25 w 0	60 b 1	46 w 1	48 b 1	4 b 1	9 w 1	3 b ½	1 w ½	2 b 0	6	0	47	51	5	5	-5,1	2390	2510
8	39		I. Akhvlediani	2303	GEO	77 w 1	12 b 1	9 w ½	15 b ½	1 w 0	23 b ½	48 w 1	31 b 1	10 w ½	6	0	45½	48	4	4	25,3	2343	2464
9	8	IM	N. Morozov	2461	MDA	62 b 1	56 w 1	8 b ½	20 w 1	3 b ½	7 b 0	15 w ½	18 w ½	25 b 1	6	0	44	48	5	4	5,9	2385	2510
10	17	FM	B. Haldorsen	2397	NOR	57 w 1	55 b ½	25 w ½	27 b 1	5 b 0	38 w 1	11 b 1	6 w ½	8 b ½	6	0	43½	47½	5	4	4,1	2307	2432
11	45	FM	M. Askerov	2281	RUS	3 w ½	17 b 0	73 w 1	43 b 1	21 w 1	19 b ½	10 w 0	53 b 1	26 w 1	6	0	42½	45½	4	5	32,2	2373	2498
12	12	FM	I. Janik	2418	POL	79 b 1	8 w 0	40 b 1	41 w 1	28 b 1	3 w 0	6 b 0	54 w 1	24 w 1	6	0	42	44½	4	6	3,9	2326	2451
13	11	IM	M. Costachi	2418	ROU	72 w ½	40 b ½	66 w 1	21 b ½	37 w 1	15 b ½	17 w 1	14 b 1	1 b 0	6	0	41½	44½	5	4	6,8	2350	2475
14	4	FM	A. Sorokin	2486	RUS	67 b 1	44 w 1	6 b 1	4 w ½	24 b 0	20 w 1	5 b ½	13 w 0	17 b ½	5½	0	46	49½	5	4	-3,2	2375	2455
15	18	FM	S. Tica	2389	CRO	64 b 1	54 w 1	28 b ½	8 w ½	2 b ½	13 w ½	9 b ½	39 w 1	6 b 0	5½	0	45	49	5	3	1,7	2318	2398
16	63		K. Yayloyan	2142	ARM	53 w 1	59 b 1	41 b 1	3 w 0	19 b 1	5 w ½	24 b ½	2 w 0	18 b ½	5½	0	44½	48	5	4	61,6	2410	2492
17	32	FM	D. Tokranovs	2334	LAT	49 b ½	11 w 1	5 b ½	19 w 0	79 b 1	28 w 1	13 b 0	38 w 1	14 w ½	5½	0	43½	46	4	4	10,1	2321	2401
18	23	FM	J. Haug	2379	NOR	60 w ½	45 b ½	39 w 1	1 b 0	66 w 1	33 b 1	26 w ½	9 b ½	16 w ½	5½	0	41½	45	4	3	-0,9	2283	2363
19	15	FM	M. Warmerdam	2399	NED	39 w ½	72 b ½	23 w 1	17 b 1	16 w 0	11 w ½	56 b 1	25 w ½	22 b ½	5½	0	41½	44½	4	3	-4,8	2275	2355
20	21	IM	A. Sousa	2386	POR	63 w 1	25 b ½	55 w 1	9 b 0	57 w 1	14 b 0	27 w 1	34 w 1	5 b 0	5½	0	41	45	4	5	6,2	2351	2431
21	30	FM	R. Lagunow	2357	GER	75 b 1	76 w 1	4 b 0	13 w ½	11 b 0	30 w ½	62 b 1	28 w ½	39 b 1	5½	0	39½	42	5	4	-2,2	2247	2327
22	28	IM	A. Perez Garcia	2361	ESP	78 b 1	58 w ½	3 w 0	57 b 0	63 w 1	45 b 1	23 w 1	26 b ½	19 w ½	5½	0	39	42	4	4	-1,1	2263	2343
23	56	FM	M. Jogstad	2259	SWE	31 b 0	80 w 1	19 b 0	76 w 1	35 b 1	8 w ½	22 b 0	47 w 1	42 b 1	5½	0	38½	40½	5	5	15,1	2262	2329
24	36		G. Kouskoutis	2314	GRE	70 b 1	5 w ½	34 b 1	26 b 1	14 w 1	1 b 0	16 w ½	4 w 0	12 b 0	5	0	47	50½	5	4	14,7	2368	2409
25	44	FM	T. Lazov	2289	MKD	7 b 1	20 w ½	10 b ½	42 w ½	44 b 1	2 w ½	31 w ½	19 b ½	9 w 0	5	0	45½	50	4	2	25,7	2423	2466
26	10	FM	J. Vykouk	2440	CZE	38 b ½	49 w 1	47 b 1	24 w 0	56 b 1	6 w ½	18 b ½	22 w ½	11 b 0	5	0	42	46	5	3	-12,2	2287	2330
27	40	FM	I. Lopez Mulet	2302	ESP	80 b 1	31 w ½	2 b ½	10 w 0	36 b 1	42 w ½	20 b 0	68 w 1	34 b ½	5	0	41½	43½	5	3	6,3	2294	2319
28	57	FM	V. Sevgi	2240	TUR	50 w 1	43 b 1	15 w ½	29 b ½	12 w 0	17 b 0	46 w 1	21 b ½	32 w ½	5	0	41	45½	4	3	26,6	2362	2405
29	16	FM	R. Haria	2398	ENG	36 b 1	47 w ½	58 b 1	28 w ½	6 b ½	4 w 0	39 b 0	40 w ½	54 b 1	5	0	40½	44½	5	3	-9,4	2276	2319
30	49	FM	C. Meunier	2270	FRA	1 w 0	68 b 1	50 w 1	31 b 0	48 w ½	21 b ½	41 b 1	42 w ½	35 b ½	5	0	40½	44	5	3	18,9	2349	2392
31	13		S. Drygalov	2415	RUS	23 w 1	27 b ½	37 w 0	30 w 1	55 b ½	62 w 1	25 b ½	8 w 0	33 b ½	5	0	40	44	4	3	-10,8	2285	2328
32	37		K. Nowak	2314	POL	86 - +	4 w 0	81 b ½	36 w ½	39 b ½	58 w 1	42 b ½	35 w ½	28 b ½	5	0	38½	40	4	2	-8,4	2244	2192
33	52	FM	K. Karayev	2266	AZE	2 b 0	74 w ½	49 b ½	75 w 1	41 b 1	18 w 0	47 b ½	56 w 1	31 w ½	5	0	37½	40	4	3	4,8	2244	2287
34	5	IM	V. Dragnev	2483	AUT	40 w ½	61 b 1	24 w 0	55 b 0	72 w 1	37 b 1	44 w 1	20 b 0	27 w ½	5	0	37	40	4	4	-17,0	2287	2330
35	29		V. Lukiyanchuk	2358	UKR	61 w 0	52 b 1	57 w ½	45 b ½	23 w 0	60 b 1	66 w 1	32 b ½	30 w ½	5	0	36	39½	4	3	-14,7	2197	2240
36	59	FM	C. Patrascu	2227	ROU	29 w 0	83 b 1	43 w ½	32 b ½	27 w 0	59 b 1	50 w ½	44 b ½	53 w 1	5	0	35½	37	4	3	20,1	2302	2329
37	38	FM	K. Koziol	2313	POL	74 b 1	2 w ½	31 b 1	5 w 0	13 b 0	34 w 0	58 b ½	62 w 1	41 b ½	4½	0	42	44½	5	3	3,0	2326	2321
38	53		M. Friedland	2264	ISR	26 w ½	3 b 0	69 w 1	51 w 1	42 b ½	10 b 0	55 w 1	17 b 0	43 w ½	4½	0	40½	44	4	3	14,2	2357	2357
39	58		J. Thorgeirsson	2232	ISL	19 b ½	42 w ½	18 b 0	82 w 1	32 w ½	51 b 1	29 w 1	15 b 0	21 w 0	4½	0	40½	42	4	3	14,1	2314	2285
40	48	FM	S. Tifferet	2273	ISR	34 b ½	13 w ½	12 w 0	73 b 1	53 w 0	61 b 1	43 w ½	29 b ½	48 w ½	4½	0	39	42	4	2	10,3	2340	2340

In the above table the opponent's number in each round refers to the current position and not the initial PIN allocated.

3. Scheveningen System

The Scheveningen system is mainly used for teams.

In such a team competition, each player of one team meets each player of the opposing team. The number of rounds therefore is equal to the number of players in a team.

In a Semi-Scheveningen system, the players of first half of one team meet all players of the first half of the opposing team and players of the second half of one team play against players of the second half of the other team. Example: Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8. Finally four rounds are necessary

Standard Tables

Match on 2 Boards

Round 1 A1-B1 A2-B2

Round 2 B2-A1 B1-A2

Match on 3 Boards

Round 1 A1-B1 A2-B2 B3-A3

Round 2 B2-A1 A2-B3 B1-A3

Round 3 A1-B3 B1-A2 A3-B2

Match on 4 Boards

Round 1 A1-B1 A2-B2 B3-A3 B4-A4

Round 2 B2-A1 B1-A2 A3-B4 A4-B3

Round 3 A1-B3 A2-B4 B1-A3 B2-A4

Round 4 B4-A1 B3-A2 A3-B2 A4-B1

Match on 5 Boards

Round 1 A1-B1 A2-B2 A3-B3 B4-A4 B5-A5

Round 2 B2-A1 B3-A2 B4-A3 A4-B5 A5-B1

Round 3 A1-B3 A2-B4 B5-A3 B1-A4 A5-B2

Round 4 B4-A1 B5-A2 A3-B1 A4-B2 B3-A5

Round 5 A1-B5 B1-A2 B2-A3 A4-B3 A5-B4

Match on 6 Boards

Round 1 B1-A1 B5-A2 A3-B4 A4-B2 A5-B3 B6-A6

Round 2 B2-A1 A2-B1 B3-A3 B4-A4 A5-B6 A6-B5

Round 3 A1-B3 A2-B2 B1-A3 B6-A4 B5-A5 A6-B4

Round 4 A1-B4 B6-A2 A3-B5 A4-B1 B2-A5 B3-A6

Round 5 B5-A1 B4-A2 A3-B6 B3-A4 A5-B1 A6-B2

Round 6 A1-B6 A2-B3 B2-A3 A4-B5 B4-A5 B1-A6

Match on 7 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7

Round 2 B2-A1 B3-A2 B4-A3 A4-B5 A5-B6 A6-B7 B1-A7

Round 3 A1-B3 A2-B4 A3-B5 B6-A4 B7-A5 B1-A6 A7-B2

Round 4 B4-A1 B5-A2 A3-B6 A4-B7 A5-B1 B2-A6 B3-A7

Round 5 A1-B5 A2-B6 B7-A3 B1-A4 B2-A5 A6-B3 A7-B4

Round 6 B6-A1 A2-B7 A3-B1 A4-B2 B3-A5 B4-A6 B5-A7

Round 7 A1-B7 B1-A2 B2-A3 B3-A4 A5-B4 A6-B5 A7-B6

Match on 8 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7 B8-A8

Round 2 B2-A1 B3-A2 B4-A3 B1-A4 A5-B6 A6-B7 A7-B8 A8-B5

Round 3 A1-B3 A2-B4 A3-B1 A4-B2 B7-A5 B8-A6 B5-A7 B6-A8

Round 4 B4-A1 B1-A2 B2-A3 B3-A4 A5-B8 A6-B5 A7-B6 A8-B7

Round 5 A1-B5 A2-B6 A3-B7 A4-B8 B1-A5 B2-A6 B3-A7 B4-A8

Round 6 B6-A1 B7-A2 B8-A3 B5-A4 A5-B2 A6-B3 A7-B4 A8-B1

Round 7 A1-B7 A2-B8 A3-B5 A4-B6 B3-A5 B4-A6 B1-A7 B2-A8

Round 8 B8-A1 B5-A2 B6-A3 B7-A4 A5-B4 A6-B1 A7-B2 A8-B3

Match on 9 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 A5-B5 B6-A6 B7-A7 B8-A8 B9-A9

Round 2 B2-A1 B3-A2 B4-A3 B5-A4 A5-B6 A6-B7 A7-B8 A8-B9 B1-A9

Round 3 A1-B3 A2-B4 A3-B5 A4-B6 B7-A5 B8-A6 B9-A7 B1-A8 A9-B2

Round 4 B4-A1 B5-A2 B6-A3 A4-B7 A5-B8 A6-B9 A7-B1 B2-A8 B3-A9

Round 5 A1-B5 A2-B6 A3-B7 B8-A4 B9-A5 B1-A6 B2-A7 A8-B3 A9-B4

Round 6 B6-A1 B7-A2 A3-B8 A4-B9 A5-B1 A6-B2 B3-A7 B4-A8 B5-A9

Round 7 A1-B7 A2-B8 B9-A3 B1-A4 B2-A5 B3-A6 A7-B4 A8-B5 A9-B6

Round 8 B8-A1 A2-B9 A3-B1 A4-B2 A5-B3 B4-A6 B5-A7 B6-A8 B7-A9

Round 9 A1-B9 B1-A2 B2-A3 B3-A4 B4-A5 A6-B5 A7-B6 A8-B7 A9-B8

Match on 10 Boards

Round 1 A1-B1 A2-B2 A3-B8 B9-A4 B5-A5 A6-B3 A7-B4 B6-A8 B7-A9 B10-A10

Round 2 B2-A1 B1-A2 B4-A3 A4-B7 A5-B10 B8-A6 B3-A7 A8-B5 A9-B6 A10-B9

Round 3 A1-B3 A2-B8 A3-B1 B2-A4 B6-A5 A6-B4 A7-B10 B7-A8 B9-A9 B5-A10

Round 4 B4-A1 B3-A2 A3-B9 B1-A4 A5-B7 B10-A6 A7-B6 B8-A8 A9-B5 A10-B2

Round 5 A1-B5 A2-B4 B2-A3 A4-B3 B1-A5 B9-A6 B7-A7 A8-B10 B8-A9 A10-B6

Round 6 B6-A1 A2-B7 B5-A3 B4-A4 A5-B8 A6-B1 A7-B9 A8-B2 B10-A9 B3-A10

Round 7 A1-B7 B5-A2 A3-B10 A4-B6 B4-A5 B2-A6 B1-A7 B9-A8 A9-B3 A10-B8

Round 8 B8-A1 B6-A2 B3-A3 B10-A4 A5-B9 A6-B5 A7-B2 A8-B1 A9-B4 B7-A10

Round 9 A1-B9 A2-B10 A3-B6 A4-B8 B2-A5 A6-B7 B5-A7 B3-A8 B1-A9 B4-A10

Round 10 B10-A1 B9-A2 B7-A3 A4-B5 A5-B3 B6-A6 B8-A7 A8-B4 A9-B2 A10-B1

5. Schiller System

A team tournament where each member of a team plays every member of the opposing teams, but not their own team mates. It is an equivalent of Scheveningen for multiple teams.

This can have title norm possibilities. For example, for WGM or WIM norms, if there are four teams comprising of three players and one team consists only of WGMs, with the other teams having one WFM each, then every non-WGM can meet the combination of players (subject to satisfying the number of foreign players' requirement) needed to satisfy norm regulations in the nine games that they will play. (Higher titles can be substituted if appropriate.)

6. Skalitzka System

When using a Round Robin system for three teams it is necessary to organize three rounds and in each round one team is without an opponent.

Skalitzka system gives a possibility to find a ranking for three teams by playing only two rounds and to avoid that a team has no opponent.

Each team has to be composed of an even number of players, all of them ranked in a fixed board order. Before the pairing is made one team is marked by capital letters, then second one by small letters and the third one by figures.
Then the pairings are:

round 1	round 2
A - a	1 - A
b - 1	a - 2
2 - B	B - b
C - c	3 - C
d - 3	c - 4
4 - D	D - d
E - e	5 - E
f - 5	e - 6
6 – F	F- f

Six blacks against one team and 6 whites against another is a disadvantage of the system. With 6 boards it is impossible to balance colours and floats but with a multiple of 4 it should be by repeating boards 1-6 but reversing colours.

1	A1 - B1	B1 - C1
2	C1 - A2	C2 - A1
3	B2 - C2	A2 - B2
4	B3 - A3	C3 - B3
5	A4 - C3	A3 - C4
6	C4 - B4	B4 - A4
7	A5 - B5	B5 - C5
8	C5 - A6	C6 - A5
9	B6 - C6	A6 - B6

7. Other systems

7.1 Matches

Most matches between two players are played over a restricted number of games. Matches may be rated by FIDE if they are registered in advance with FIDE and if both players are rated before the match. After one player has won the match all subsequent games are not rated.

Normally a match ends when the winner is known and the remaining games are abandoned, or sometimes played in a different format. However, if the match continues the games played after the match has been decided are not rated.

7.2 Knock-out

The main advantage of a knock-out system is to create a big final match. The whole schedule is known in advance.

Mostly a knock-out match consists of two games. As it is necessary to have a clear winner of each round another day for the tie-break games has to be foreseen. Such tie-break games usually are organized with two rapid games followed by two or four blitz games. If still the tie is unbroken, one final "sudden death match" shall be played. The playing time should be 5 minutes for White and 4 minutes for Black, or a similar playing time. White has to win the game, for Black a draw is sufficient to win the match. See chapter "Tie-break Systems".

It is now more usual for a sudden death match to have the suggested time control but with a two second increment starting after move 60.

CHAPTER 5: FIDE SWISS RULES (C04)

Basic rules for Swiss Systems (C04.1)

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 against each other more than once.

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 rules 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 between 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 shall 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 the colour with which he played less games.

   2. If colours are already balanced, then, in general, the player is given the colour that alternates from the last one with which he played.

i. The pairing rules must be such transparent that the person who is in charge for the pairing can explain them.

General handling rules for Swiss Tournaments (C.04.2)

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).

FIDE (Dutch) System (C04.3)

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 Goynuk 2017.

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 Scoregroups and pairing brackets

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

A (pairing) bracket is a group of players to be paired. It is composed of players coming from one same scoregroup (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 Floaters 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 Topscorers

Topscorers 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 scoregroup, and continues bracket by bracket until all the scoregroups, 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" scoregroup mentioned in A.3.

The pairing process resumes with the re-pairing of the PPB. Its downfloaters, together with the players of the collapsed scoregroup, 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 topscorers or topscorers' opponents who get a colour difference higher than +2 or lower than -2.

C.9 minimize the number of topscorers or topscorers' 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.

FIDE-approved Accelerated Systems (C04.5)

In Swiss tournaments with a wide range of (mostly reliable) playing strengths, the results of the first round(s) are usually quite predictable. In the first round, only a few percent of the games have a result other than "win to the stronger part". The same may happen again in round two. It can be shown that, in title tournaments, this can prevent players from achieving norms.

An accelerated pairing is a variation of Swiss pairings in which the first rounds are modified in such a way as to overcome the aforementioned weaknesses of the Swiss system, without compromising the reliability of the final rankings.

It is not appropriate to design an entirely new pairing system for acceleration, but rather design a system that works together with existing FIDE-defined pairing systems. This result is normally achieved by rearranging score brackets in some way that is not only dependent on the points that the players have scored. For instance, one of the possible methods is to add so-called "virtual points" to the score of some higher rated players (who are supposedly stronger) and henceforth build the score brackets based on the total score (real score + virtual points).

The following chapters will describe the methods that were statistically proven to accomplish the aforementioned goals. The Baku Acceleration Method is presented first, because it was the first that, through statistical analysis, was proven to be good and stable (and is also easy to explain).

Other accelerated methods may be added, as long as they can be proven, through statistical analysis, to get better results than already described methods or, if their effectiveness is comparable, to be simpler.

Unless explicitly specified otherwise, each described acceleration method is applicable to any Swiss Pairing System.

Baku Acceleration

1. Premise

The Baku Acceleration Method is applicable in any tournament where the standard scoring point system (one point for a win, half point for a draw) is used.

2. Initial Groups Division

Before the first round, the list of players to be paired (properly sorted) shall be split in two groups, GA and GB. The first group (GA) shall contain the first half of the players, rounded up to the nearest even number. The second group (GB) shall contain all the remaining players.

*Note: for instance, if there are 161 players in the tournament, the nearest even number that comprises the first half of the players (i.e. 80.5) is 82. The formula 2 * Q (2 times Q), where Q is the number of players divided by 4 and rounded upwards, may be helpful in computing such number - that, besides being the number of GA-players, is also the pairing number of the last GA-player.*

3. Late entries

If there are entries after the first round, those players shall be accommodated in the pairing list according to C.04.2.B/C (Initial Order/Late Entries).
The last GA-player shall be the same as in the previous round.

Note 1: In such circumstances, the pairing number of the last GA-player may be different by the one set accordingly to Rule 2.

Note 2: After the first round, GA may contain an odd number of players.

4. Virtual points

Before pairing the first three rounds, all the players in GA are assigned a number of points (called virtual points) equal to 1.
Such virtual points are reduced to 0.5 before pairing the fourth and the fifth round.

Note: Consequently, no virtual points are given to players in GB or to any player after the fifth round has been played.

5. Pairing score

The pairing score of a player (i.e. the value used to define the scoregroups and internally sort them) is given by the sum of his standings points and the virtual points assigned to him.

CHAPTER 6: FIDE RATINGS REGULATIONS (B02)

FIDE Rating Regulations (B02)

Applied from 1 January 2022

0. Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

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.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of the communication of the decision.

1. Rate of Play

1.1 For a game to be rated each player must at the start of the tournament 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 of 2400 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the game has a rating 1800 or higher, each player must have a minimum of 90 minutes.

Where both of the players in the game are rated below 1800, 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 at least 30 moves.

2. Laws to be Followed

2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Hours of Play

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. Reporting Frequency

4.1 For tournaments lasting more than 30 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. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

6. Matches

6.1 Matches in which one player is unrated shall not be rated.

6.2 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

7. Official FIDE Rating List

7.1 On the first day of each month, FIDE shall prepare a list which incorporates all 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 7.1.4) is the period where a certain rating list is valid.

The Rating List now appears on the last day of the previous month. It does not, however, take effect until its given date e.g. a tournament starting on 31 January cannot use the February list.

7.1.2 The following data will be published 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, Year 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 when it is based on 5 games against rated opponents. This 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. The rating must be at least 1000.

7.2 Players who are not to be included on the list or to be shown as inactive:

7.2.1 Players whose ratings drop below 1000 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

7.2.2 Players listed as active:

a) A player is considered to commence inactivity if they play no rated games in a one-year period.

b) A player regains their activity if they play at least one rated game in a period. They are then listed as active 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 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.

8.1.1 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		

8.1.2 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		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 initial rating 'Ru' of a player.

8.2.1 If an unrated player scores zero in their first event this score is disregarded. Otherwise, their rating is calculated using all their results as in 7.1.4.

8.2.2 Ra is the average rating of the player's rated opponents.

8.2.3 If the player scores 50%, then Ru = Ra.

If they score more than 50%, then Ru = Ra + 20 for each half point scored over 50%.

If they score less than 50%, then Ru = Ra + dp

Ru is rounded to the nearest whole number.

8.2.4 If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

8.3 Determining the rating change for a rated player

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

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points. In any tournament, a player may benefit from only one upgrade under this rule, for the game in which the rating difference is greatest.

8.3.2 a) Use table 8.1.2 to determine the player's score probability PD for each game.

b) Delta R = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

d) Sigma Delta R x K = the Rating Change for a tournament or Rating Period.

8.3.3 K is the development coefficient.

K = 40 for a player new to the rating list until they have 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 the end of the year of 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 x n does not exceed 700.

8.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

9. Reporting Procedures

9.1 The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

9.2 The regulations of a rated event must make clear that it will be rated.

9.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

9.4 For Hybrid events, full pgn files must be submitted with the tournament report.

10. Inclusion in the Rating list

10.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

10.2 It is the responsibility of the federation to report deaths of their players to FIDE.

A tournament submitted to FIDE which has a player without a FIN will not be rated by FIDE.

FIDE Rapid and Blitz Rating Regulations (B02)

Applied from 1 January 2022

0. Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

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.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of the communication of the decision.

1. Rate of Play

1.1 For a game to be rated each player must have the following periods in which to complete all the moves:

1.1.1 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 must be more than 10 minutes but less than 60 minutes for each player;

1.1.2 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 must be more than 3 minutes but not more than 10 minutes for each player.

A game played with a fixed time of 6 minutes and an increment of 5 seconds is a Rapid game (6 mins + 60 x 5 sec = 6 + 5 mins = 11 mins) as it is more than 10 minutes but less than 60.
A game played with a fixed time of 25 minutes and an increment of 10 seconds is a Rapid game (25 + 10 = 35) as it is more than 10 minutes but less than 60.
A game played with a fixed time of 40 minutes and an increment of 20 seconds is a Standard game (40 + 20 = 60) as it is 60 minutes and too long for Rapid.
A game played with a fixed time of 7 minutes and an increment of 3 seconds is a Blitz game (7 + 3 = 10) as it is the maximum time allowed of 10 minutes.

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

An Armageddon game cannot be rated as each player has a different time for the game. Games with a time handicap for either player cannot be rated either.

2. Laws to be Followed

2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Number of Rounds per Day

3.1 The maximum number of rounds per day are:

3.1.1 For Rapid games, 15 rounds per day

3.1.2 For Blitz games, 30 rounds per day

4. Unplayed Games

4.1 Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

5. Matches

5.1 Matches in which one player is unrated shall not be rated.

5.2 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

6. Official FIDE Rapid and Blitz Rating Lists

6.1 On the first day of each month, FIDE shall prepare a list which incorporates all rated play during the rating period into the previous list. This shall be done using the rating system formula.

6.1.1 The rating period (for new players, see 6.1.4) is the period where a certain rating list is valid.

6.1.2 The following data will be published 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, Year of Birth, Gender and the current value of K for the player.

6.1.3 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.

6.1.4 A rating for a player new to the list shall be published when it is based on 5 games against rated opponents. This 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. The rating must be at least 1000.

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

6.2.1 Players whose ratings drop below 1000 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

6.2.2 Players listed as active:

a) A player is considered to commence inactivity if they play no rated games in a one-year period.

b) A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

7. 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 measurement information of the best statistical quality.

7.1 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.

7.1.1 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		

7.1.2 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		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			

7.2 Determining the initial rating 'Ru' of a player.

7.2.1 If an unrated player has a standard rating at the beginning of a rapid or blitz tournament, their standard rating is used for rating calculation. Such a player is considered to be rated, and 7.2.2 to 7.2.5 below do not apply.

7.2.2 If an unrated player scores zero in their first event this score is disregarded. Otherwise, their rating is calculated using all their results as in 6.1.4.

7.2.3 Ra is the average rating of the player's rated opponents.

7.2.4 If the player scores 50%, then Ru = Ra.

If they score more than 50%, then Ru = Ra + 20 for each half point scored over 50%.

If they score less than 50%, then Ru = Ra + dp

Ru is rounded to the nearest whole number.

7.2.5 If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

7.3 Determining the rating change for a rated player

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

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points. In any tournament, a player may benefit from only one upgrade under this rule, for the game in which the rating difference is greatest.

7.3.2 a) Use table 8.1.2 to determine the player's score probability PD for each game.

b) Delta R = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

d) Sigma Delta R x K = the Rating Change for a tournament or Rating Period.

7.3.3 K is the development coefficient.

K = 20 in all cases, except that if the number of games (n) for a player on any list for a rating period exceeds 35, then K shall be the largest whole number such that n x K does not exceed 700.

7.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

8. Reporting Procedures

8.1 The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the

tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

8.2 The regulations of a rated event must make clear that it will be rated.

8.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

8.4 For Hybrid events, full pgn files must be submitted with the tournament report.

9. Inclusion in the Rating list

9.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

9.2 It is the responsibility of the federation to report deaths of their players to FIDE.

CHAPTER 7: FIDE TITLE REGULATIONS (B01)

Applied from 1 January 2022

0. Introduction

0.1 Only the titles as in 0.3 are acknowledged by FIDE.

0.2 The following regulations can only be altered by the FIDE Council following recommendation by the Qualification Commission (QC). For tournaments, such changes shall apply to those starting on or after the date on which they become effective.

0.3 FIDE titles for players are administered by the Qualification Commission, which is the final judging unit. The titles are for over-the-board standard chess (as defined in the Laws of Chess).

Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM), Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).

0.4 The titles are valid for life from the date confirmed.

0.4.1 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of his title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.

0.4.2 A title can be used for results of opponents only in tournaments starting after its confirmation. (Exception: see 1.1.4).

0.4.3 In terms of the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.

0.4.4 In case it is found after a title has been awarded that the player was in breach of the Fair Play Regulations in one or more of the tournaments on which the title application was based, then the title may be removed by the Qualification Commission. The player or their federation may appeal this decision to FIDE Council within 30 days after they had been informed in writing.

0.5 Definitions

In the following text some special terms are used.

Rating performance is based on the player's result and average rating of opponents (see 1.4.6 to 1.4.8).

Title performance is a result that gives a performance rating as defined in 1.46 to 1.49 against the minimum average of the opponents, for that title.

GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380.

IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230.

WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180.

WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030.

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.42 to 1.45.

Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.6.1 Titles may be awarded for specific results in specific Championship events, or are awarded on achieving a rating as laid down in these regulations. Such titles are confirmed by the QC Chairman on advice from the FIDE Office. They are then awarded by FIDE.

0.6.2 For a direct title to be awarded immediately an applicant has to have achieved at some time a minimum rating as follows:

GM	2300	WGM	2100
IM	2200	WIM	2000
FM	2100	WFM	1900
CM	2000	WCM	1800

If an applicant is rated lower the title is awarded conditionally and will be awarded finally on request by the respective federation as soon as the minimum rating is achieved. Any player with a conditional title may take a lower title when they reach the required rating for that lower title.

0.6.3 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the FIDE Council on recommendation by the QC.

1.0 Requirements for titles designated in 0.3

1.1 Administration

1.1.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations). Any change to the format of the tournament after it has started requires the approval of the QC Chairman. Tournaments where players have different conditions in terms of rounds and pairing are not valid. Unless

with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.

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

1.1.3 No more than 2 rounds shall be played on any one day.

Each player must have at least two hours in which to complete all the moves, assuming the game lasts 60 moves.

a) In the application for the GM or WGM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

b) In any title tournament the time controls and clock settings for all games must be identical, except as defined in Guidelines III of the Laws of Chess or in the event of a re-pairing in the case of a default, with the agreement of both players. If the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay. There can be no mixed use of clock settings (increment, delay, none at all).

1.1.4 In tournaments which last longer than 30 days, the opponents' ratings and titles used shall be those applying when the games were played.

1.1.5 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). An IA or FA must always be in the playing venue.

1.1.6 No appointed arbiter may play in a title tournament even just as a filler.

It is also not expected for an appointed arbiter to play in a FIDE rated tournament even just as a filler.

1.2 Titles achieved from International Championships:

1.2.1 As described below, a player may gain a title directly from some events, or a single title norm. The requirements in 1.4.2 - 1.4.9 do not apply.

1.2.2 The minimum score is 35 % for all titles and norms. The result shown is the minimum required.

1.2.3 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if

at least one third or five of the appropriate member federations – whichever is lower – participate in the event.

The minimum number of participants in the event is ten. The minimum number of rounds is nine.

The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.

a) If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least 5 federations) in 1.2.3 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 6 participants from at least 3 federations and the player scores a minimum of 50% in played games over the full number of rounds.

1.2.4 Terms used in Tables for Direct Titles:

Gold = first after tiebreak

1st equal = best 3 players after tiebreak

norm = 9 games

Continental and Regional = Continental and a maximum 3 regional events per continent, and include Arab Youth.

As above, each Continent is allowed to designate a maximum of 3 regional youth events for direct titles. The Continent must inform QC of any change in the composition of these regions before the beginning of each year.

Sub-Continentals - include Zonals, Sub-Zonals and Arab adult.

Zonals and Sub-Zonals are accepted for direct titles only if they establish qualifiers to the World Cup or World Championship.

1.3 Titles may be gained by achieving a published or interim rating at some time (see 1.53a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:

1.3.1 FIDE Master ≥2300

1.3.2 Candidate Master ≥2200

1.3.3 Women FIDE Master ≥2100

1.3.4 Women Candidate Master ≥2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in FIDE rated tournaments played according to the following regulations.

1.4.1 The number of games

a) The player must play at least 9 games, however

b) only 7 games are required for 7 round World Team or Club and Continental Team or Club Championships ,

only 7 games are required for 8 or 9 round World Team or Club and Continental Team or Club Championships ,

only 8 games are required for the World Cup or Women`s World Cup, where these 8 game norms count as 9 games.

c) For a 9 round tournament, if a player has just 8 games because of a win by forfeit or a pairing allocated bye, but they have met the correct mix of opponents in those games, then if they have a title result in 8 games, it counts as a 9 game norm. Only one such norm is allowed in any title application.

This concession does not apply if the player himself forfeits the game or requests a bye.

d) Where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

e) In tournaments with pre-determined pairings, a norm must be based on all scheduled rounds.

In other tournaments, a player who has achieved a title result at any time before the last round may ignore all games played subsequently, provided

(1) they have met the required mix of opponents, and

(2) this leaves them with at least the minimum number of games as in 1.4.1,

f) A player may ignore his game(s) against any opponents he has defeated, provided they have met the required mix of opponents, and provided that this leaves them with at least the minimum number of games as in 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted.

1.4.2 The following are not included:

a) Games against opponents who do not belong to FIDE federations. Players with federation “FID” are accepted, but do not count as a foreign player.

b) Games against unrated players who score zero against rated opponents in round robin tournaments.

c) Games which are decided by forfeit, adjudication or any means other than over the board play. Other games, once

started, shall be included. In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.

d) Tournaments in which changes are made which have the effect of benefitting one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event).

e) The following formats may be used in title tournaments, whether for individuals or teams.

Swiss
Round Robin
Double Round Robin
Scheveningen
Schiller
Knockout
Other formats require the prior approval of the QC Chairman.

1.4.3 Federations of opponents

At least two federations other than that of the title applicant must be included, except 1.4.3a - 1.4.3d shall be exempt. Nevertheless, 1.43e shall apply.

a) The final stage of the national men's (or open) championship and also national women's championships. In the year when the Zonal or Sub-zonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.

b) National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.

c) Zonal and Sub-zonal tournaments.

d) Swiss System tournaments in which participants include in every round at least 20 FIDE rated players, not from the host federation, from at least 3 different federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes). Otherwise, 1.4.4 applies.

For this waiver to apply these conditions must be met in every round. E.g. if in one round only 19 rated players not from the host federation actually play, this exemption will NOT apply, regardless of how many such players are registered for the event.

e) At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)

1.4.4 A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.7.2.

Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).

1.4.5 Titles of opponents

a) At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.

b) For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.

c) For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.

d) For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.

e) For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.

f) Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.4.5b-e shall be counted only once.

1.4.6 Rating of opponents

a) The Rating List in effect at the start of the tournament shall be used, see exception 1.1.4. The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.

b) For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster norm	2200
International Master norm	2050
Woman Grandmaster norm	2000
Woman International Master norm	1850

c) No more than one opponent shall have their rating raised to this adjusted rating floor. Where more than one opponent is below the floor, the rating of the lowest rated opponent shall be raised.

d) Unrated opponents not covered by 1.4.6b shall be considered to be rated 1000.

1.4.7 Rating average of opponents

a) This is the total of the opponents' ratings divided by the number of opponents taking 1.4.6 into account.

b) Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.4.8 Performance Rating (Rp)

In order to achieve a norm, a player must perform at a level at least of that shown below:

	Minimum level prior to rounding	Minimum leve after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (Rp):

Ra = rating average of opponents (see 1.4.7)

dp = rating difference from 1.4.9 below

Rp = Ra + dp

a) The minimum average ratings Ra of the opponents are as follows:

GM 2380; IM 2230; WGM 2180; WIM 2030

b) The minimum score is 35% for all norms.

1.4.9 Table

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		

All percentages are rounded to the nearest whole number. 0.5% is rounded up.

1.5 Requirements for award of the title, having achieved norms

1.5.1 Norms in events covering at least 27 games.

1.5.2 If a norm is sufficient for more than one title, then it may be used as part of the application for both.

1.5.3 To have achieved at some time a rating as follows:

GM ≥ 2500

IM ≥ 2400

WGM ≥ 2300

WIM ≥ 2200

a) Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However, the burden of proof then rests with the federation of the title applicant. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the

middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

1.5.4 A title result shall be valid if it was obtained in accordance with the FIDE Title Regulations prevailing at the time of the tournament when the norm was obtained.

1.5.5 Title norms gained before 01/07/2005 must have been registered with FIDE before 31/07/2013 or they will be considered to have expired.

1.5.6 Any title application containing a norm not achieved before 30/06/2022 must include at least one norm from an individual Swiss tournament with every round containing at least forty participants whose average rating is at least 2000.

For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes).

1.6 Summary of Title Tournaments Requirements

In the case of any discrepancy, the regulations above shall take precedence.

		Notes
Number of Games per Day	Not more than 2	1.1.3
Rate of Play	Minimum requirements	1.1.3
Period for the whole tournament	Within 90 days, with exceptions	1.1.4
Administrator in charge	International Arbiter or FIDE Arbiter	1.1.5
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.4.1a-d
Type of Tournament		1.4.2e

		Notes
Number of GMs, for GM norm	1/3 of opponents, minimum 3 GMs	1.4.5b
Number of IMs, for IM norm	1/3 of opponents, minimum 3 IMs	1.4.5c
Number of WGMs, for WGM norm	1/3 of opponents, minimum 3 WGMs	1.4.5d
Number of WIMs, for WIM norm	1/3 of opponents, minimum 3 WIMs	1.4.5e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.4.8
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.4.8a
Minimum score	35% 1.4.8b	1.2.2

1.7 Summary of Requirements for the Number of Opponents

Determining whether a result is adequate for a norm is dependent on the average rating of the opponents. Tables in the Annex show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.8 Title Tournament Certificates

The Chief Arbiter must prepare and sign a certificate of title results achieved, and send it to the Rating Officer of the Organising Federation. The Rating Officer or the President, having satisfied themselves that all of the information on the certificate is correct, shall countersign the certificate on behalf of the Organising Federation, and send fully signed copies to the player's Federation and to the FIDE Office and the Chief Arbiter.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in Rating Regulation 0.2.

1.9.1 Reports must include a PGN file containing:

- for Swiss and team tournaments, at least those games played by players who achieved title results,
- for other tournaments, all games.

1.10 Application Procedure for Players' Titles

1.10.1 Registration of Direct Titles

The Chief Arbiter sends a report to the FIDE Office containing a list of direct titles earned. These include titles conditional on rating. Following review by QC, the federations concerned are informed by the FIDE Office.

1.10.2 Registration of Titles by Rating

The Rating Officer of the player's federation sends a request to the FIDE Office, who confirm whether or not the title can be awarded.

1.10.3 Titles by application

The application must be sent and signed by the Rating Officer or President of the player's federation.

All the certificates have to be signed by the Chief Arbiter of the tournament and by the Rating Officer or President of the federation responsible for the tournament.

1.10.4 If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title.

2. Application Forms for titles are annexed hereto

2.1 Applications for these titles must be prepared on these forms and all the information required supplied together with the application:

GM; IM; WGM; WIM - IT2, IT1s

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

2.3 Title applications should be submitted at least 30 days before the meeting at which they are to be considered. There is a 50% surcharge for applications to be considered in a shorter time-scale than this.

2.4 All applications together with full details must be posted on the FIDE website for a minimum of 30 days prior to finalisation. This is in order for any objections to be lodged.

3. List of Application Forms

Link to Certificate of title result IT1.

Link to Title Application form IT2.

Annex

In the case of any discrepancy, the regulations above shall take precedence.

N.B. for the "Different MO" lines (as per article 1.4.5 above):
IM column: the opponents can be GM or IM
WGM column: the opponents can be GM, IM, or WGM
WIM column: the opponents can be GM, IM, WGM, or WIM

Available only for 7 to 9 round Continental and World Team Championships

7 rounds	**GM**	**IM**	**WGM**	**WIM**
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
5½	2380-2441	2230-2291	2180-2241	2030-2091
5	2442-2497	2292-2347	2242-2297	2092-2147
4½	2498-2549	2348-2399	2298-2349	2148-2199
4	2550-2599	2400-2449	2350-2399	2200-2249
3½	2600-2649	2450-2499	2400-2449	2250-2299
3	2650-2701	2500-2551	2450-2501	2300-2351
2½	≥2702	≥2552	≥2502	≥2352

Available only for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

8 rounds	**GM**	**IM**	**WGM**	**WIM**
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206
4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

The material following refers to 9-19 rounds:
The exemptions described in 1.4.3 apply.

9 rounds	**GM**	**IM**	**WGM**	**WIM**
Different MO	3 GM	3 IM	3 WGM	3 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	5	5	5	5
Max. number unrated	2	2	2	2
Max. from 1 fed.	6	6	6	6
Max. from own fed.	5	5	5	5
7	2380-2433	2230-2283	2180-2233	2030-2083
6½	2434-2474	2284-2324	2234-2274	2084-2124
6	2475-2519	2325-2369	2275-2319	2125-2169
5½	2520-2556	2370-2406	2320-2356	2170-2206
5	2557-2599	2407-2449	2357-2399	2207-2249
4½	2600-2642	2450-2492	2400-2442	2250-2292
4	2643-2679	2493-2529	2443-2479	2293-2329
3½	≥2680	≥2530	≥2480	≥2330

For 10 rounds or more it is possible that deleting a game that has been won could be advantageous.

SR refers to single round and **DR** to double round events.

10 rounds	**GM**		**IM**		**WGM**		**WIM**	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3
Max. number unrated	2	1	2	1	2	1	2	1
Max. from 1 fed.	6	3	6	3	6	3	6	3
Max. from own fed.	6	3#	6	3#	6	3#	6	3#
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

11 rounds	**GM**	**IM**	**WGM**	**WIM**
Different MO	4 GM	4 IM	4 WGM	4 WIM
Min. Other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	6	6	6	6
Max. number unrated	2	2	2	2
Max. from 1 fed.	7	7	7	7
Max. from own fed.	6	6	6	6
9	2380-2388	2230-2238	2180-2188	2030-2038
8½	2389-2424	2239-2274	2189-2224	2039-2074
8	2425-2466	2275-2316	2225-2266	2075-2116
7½	2467-2497	2317-2347	2267-2297	2117-2147
7	2498-2534	2348-2384	2298-2334	2148-2184
6½	2535-2563	2385-2413	2335-2363	2185-2213
6	2564-2599	2414-2449	2364-2399	2214-2249
5½	2600-2635	2450-2485	2400-2435	2250-2285
5	2636-2664	2486-2514	2436-2464	2286-2314
4½	2665-2701	2515-2551	2465-2501	2315-2351
4	≥2702	≥2552	≥2502	≥2352

SR refers to single round and **DR** to double round events.

12 rounds	**GM**		**IM**		**WGM**		**WIM**	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	6	3	6	3	6	3	6	3
Max. number unrated	2	1	2	1	2	1	2	1
Max. from 1 fed.	8	4	8	4	8	4	8	4
Max. from own fed.	7	3#	7	3#	7	3#	7	3#
9½	2380-2406		2230-2256		2180-2206		2030-2056	
9	2407-2441		2257-2291		2207-2241		2057-2091	
8½	2442-2474		2292-2324		2242-2274		2092-2124	
8	2475-2504		2325-2354		2275-2304		2125-2154	
7½	2505-2542		2355-2392		2305-2342		2155-2192	
7	2543-2570		2393-2420		2343-2370		2193-2220	
6½	2571-2599		2421-2449		2371-2399		2221-2249	
6	2600-2628		2450-2478		2400-2428		2250-2278	
5½	2629-2656		2479-2506		2429-2456		2279-2306	
5	2657-2686		2507-2536		2457-2486		2307-2336	
4½	≥2687		≥2537		≥2487		≥2337	

13 rounds	**GM**	**IM**	**WGM**	**WIM**
Different MO	5 GM	5 IM	5 WGM	5 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	7	7	7	7
Max. number unrated	2	2	2	2
Max. from 1 fed.	8	8	8	8
Max. from own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162
8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

14 rounds counts as 13 rounds	**GM**		**IM**		**WGM**		**WIM**	
Different MO	5 GM		5 IM		5 WGM		5 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	7	4	7	4	7	4	7	4
Max unrated	3	1	3	1	3	1	3	1
Max. from 1 fed.	9	4	9	4	9	4	9	4
Max. from own fed.	8	4#	8	4#	8	4#	8	4#
11	2380-2406		2230-2256		2180-2206		2030-2056	
10½	2407-2441		2257-2291		2207-2241		2057-2091	
10	2442-2466		2292-2316		2242-2266		2092-2116	
9½	2467-2497		2317-2347		2267-2297		2117-2147	
9	2498-2519		2348-2369		2298-2319		2148-2169	
8½	2520-2549		2370-2399		2320-2349		2170-2199	
8	2550-2570		2400-2420		2350-2370		2200-2220	
7½	2571-2599		2421-2449		2371-2399		2221-2249	
7	2600-2628		2450-2478		2400-2428		2250-2278	
6½	2629-2649		2479-2499		2429-2449		2279-2299	
6	2650-2679		2500-2529		2450-2479		2300-2329	
5½	2680-2701		2530-2551		2480-2501		2330-2351	
5	≥2702		≥2552		≥2502		≥2352	

15 Rds counts as 13 Rds	**GM**	**IM**	**WGM**	**WIM**
Different MO	5 GM	5 IM	5 WGM	5 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	8	8	8	8
max unrated	3	3	3	3
Max. from 1 fed.	10	10	10	10
Max. from own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228
8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 Rds counts as 13 Rds	**GM**		**IM**		**WGM**		**WIM**	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	8	4	8	4	8	4	8	4
Max unrated	3	1	3	1	3	1	3	1
Max. from 1 fed.	10	5	10	5	10	5	10	5
Max. from own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	
7½	2621-2642		2471-2492		2421-2442		2271-2292	
7	2643-2664		2493-2514		2443-2464		2293-2314	
6½	2665-2686		2515-2536		2465-2486		2315-2336	
6	≥2687		≥2537		≥2487		≥2337	

17 Rds counts as 13 Rds	**GM**	**IM**	**WGM**	**WIM**
Different MO	6 GM	6 IM	6 WGM	6 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	9	9	9	9
Max unrated	3	3	3	3
Max. from 1 fed.	11	11	11	11
Max. from own fed.	10	10	10	10
13½	2380-2397	2230-2247	2180-2197	2030-2047
13	2398-2415	2248-2265	2198-2215	2048-2065
12½	2416-2441	2266-2291	2216-2241	2066-2091
12	2442-2466	2292-2316	2242-2266	2092-2116
11½	2467-2489	2317-2339	2267-2289	2117-2139
11	2490-2512	2340-2362	2290-2312	2140-2162
10½	2513-2534	2363-2384	2313-2334	2163-2184
10	2535-2556	2385 2406	2335-2356	2185-2206
9½	2557-2578	2407-2428	2357-2378	2207-2228
9	2579-2599	2429-2449	2379-2399	2229-2249
8½	2600-2620	2450-2470	2400-2420	2250-2270
8	2621-2642	2471-2492	2421-2442	2271-2292
7½	2643-2664	2493-2514	2443-2464	2293-2314
7	2665-2686	2515-2536	2465-2486	2315-2336
6½	≥2687	≥2537	≥2487	≥2337

18 Rds counts as 13 Rds	**GM**		**IM**		**WGM**		**WIM**	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
Max unrated	3	1	3	1	3	1	3	1
Max. from 1 fed.	12	6	12	6	12	6	12	6
Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 Rds counts as 13 Rds	**GM**	**IM**	**WGM**	**WIM**
Different MO	7 GM	7 IM	7 WGM	7 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	10	10	10	10
Max unrated	4	4	4	4
Max. from 1 fed.	12	12	12	12
Max. from own fed.	11	11	11	11
15	2380-2397	2230-2247	2180-2197	2030-2047
14½	2398-2415	2248-2265	2198-2215	2048-2065
14	2416-2441	2266-2291	2216-2241	2066-2091
13½	2442-2466	2292-2316	2242-2266	2092-2116
13	2467-2482	2317-2332	2267-2282	2117-2132
12½	2483-2504	2333-2354	2283-2304	2133-2154
12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

CHAPTER 8: STANDARDS OF CHESS EQUIPMENT, VENUE FOR FIDE TOURNAMENTS, RATE OF PLAY AND TIE-BREAK REGULATIONS (C02)

Approved by the 2018 FIDE General Assembly taking effect from 1 July 2019

Introduction

This document defines the general standards for chess equipment and conditions of play, rate of play and tie-break regulations to be used in FIDE competitions.

1. Chess Equipment

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

1.1.1. It is recommended, that the chess pieces, boards and clocks, used in the World or Continental top level competitions be approved by participating players. Their approval shall be obtained for other equipment the table, chairs etc. In case either side disagrees, the equipment to be used shall be decided by the Chief Organiser or the Chief Arbiter of the event, bearing in mind the standards for its size and form as mentioned below.

1.1.2. It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

2. Chess Pieces

2.1. Material

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

2.2. Height, weight, proportions

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

Recommended height of the pieces is as follows: King – 9.5 cm, Queen – 8.5 cm, Bishop – 7 cm, Knight – 6 cm, Rook – 5.5 cm and Pawn – 5 cm. The diameter of the piece's base should measure 40- 50% of its height. These dimensions may differ up to 10% from the above recommendation, but the order (e.g. King is higher than Queen etc.) must be kept.

2.3. Form, style of pieces

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

Examples of chess pieces:

Original Staunton chess pieces, left to right: pawn, rook, knight, bishop, queen, and king

A modern Staunton set, in wood

World Chess set approved by FIDE for the 2013 Candidate Tournament in London

2.4. Colour of the pieces

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

2.5. The initial position of the pieces – see FIDE Laws of Chess art.2

3. Chess boards

3.1. Material and colour

For the World or Continental top level competitions wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chess Organiser and Chief Arbiter find it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak,

beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours.

3.2. Size of the square and the board

The side of the square should measure 5 to 6 cm. Referring to 2.2 the side of a square should be at least twice the diameter of a pawn's base (it means four paws on one square). A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.

4. Chess tables

For all official FIDE tournaments the length of the table is 110 cm (with 15% tolerance). The width is 85 cm (for each player at least 15 cm). The height of the table is 74 cm. The chairs should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.

5. Chess clocks

5.1. For the FIDE World or Continental Championships and Olympiads electronic chess clocks must be used. For other FIDE registered tournaments organizers are allowed to use also mechanical chess clocks.

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

5.3. The same type of clocks should be used throughout the tournament.

5.4. Requirements for electronic chess clocks

5.4.1. In approved clocks, when one clock reaches zero in an increment mode time control, the other clock does not run further and retains its last display. For Rapid and Blitz tournaments, when one of the clocks reaches zero, the other clock may be set to continue to run until it also reaches zero.

5.4.2. In approved clocks, when both flags fall down must be seen which flag fell first.

5.4.3. When the approved clocks are used, the player whose flag falls first has a disadvantage and the other player, who has some time left on his clock, has a definite advantage. This is a disparity to the players.

5.4.3.1. Clocks must function in full accordance with the FIDE laws of chess.

5.4.3.2. The display at all times should show the time available to complete a player's next move (preferable to display seconds also from beginning).

5.4.3.3. The displays must be legible from a distance of at least 3 metres.

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

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

5.4.3.6. For battery powered clocks, a low-battery indication is required.

5.4.3.7. In case of a low-battery indication the clock must continue to function flawless for at least 10 hours.

5.4.3.8. Special attention should be given to the correct announcement of passing time controls.

5.4.3.9. In case of cumulative or delay timing systems, the clock should not add any additional time if a player passes the last time control.

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

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

5.4.3.12. Clocks must have a brief user manual for the clock.

5.4.3.13. All official time control (actual rate of play) should be mentioned in the procedure of testing clocks.

5.4.3.14. Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

5.5. The electronic chess clocks endorsed by FIDE

5.5.1. DGT XL (year 2007)

5.5.2. DGT 2010 (year 2010)

5.5.3. Silver Timer (year 2007)

5.5.4. Sistemco (year 2009)

5.5.5. DGT 3000 (year 2014)

5.5.6. CE Clock (year 2017)

5.5.7. LEAP clock KK9908 (year 2017)

6. Electronic score sheets

6.1. General remarks

6.1.1. An electronic score sheet is a replacement for the current used paper versions within tournaments and matches. It makes it easier to reconstruct games for publication in situations where no other means of move registration is used.

6.1.2. An electronic score sheet is a device where a player can notate his and his opponent's moves during a game with an electronic registration of the game played.

6.1.3. Basic rules for this electronic score sheet (device):

6.1.3.1. The device is dedicated for notating chess games (not a multipurpose computer).

6.1.3.2. The device fully complies with FIDE rules.

6.1.3.3. The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.

6.1.3.4. The device can be linked to the owner or player through some unique identification of the device.

6.1.3.5. The device logs user actions during game mode to prevent or detect foul play.

6.1.3.6. It is foreseen that both players and tournament organizations will buy and use their own devices.

6.1.3.7. The device should have approximately the size of A5-A6 (paper size).

6.2. Game mode

6.2.1. This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organization or arbiter.

6.2.2. The following rules apply to the electronic score sheet in game mode:

6.2.2.1. During the game it is not possible to switch to any other mode.

6.2.2.2. The game notation is clearly visible for the arbiter, with the restriction that not all moves need to be visible.

6.2.2.3. The state of the device being in game mode is clearly visible for everyone.

6.2.2.4. It is not allowed to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter. This is also clearly visible to all parties.

6.2.2.5. If the battery has low power this must be signalled. When this is signalled, the battery must hold out at least 8 hours to make it possible to notate a complete game.

6.2.2.6. A minimum of 7 moves must be visible in a move list.

6.2.2.7. Graphical input through a chess board with figurines is allowed.

6.2.2.8. Scrolling through the move list is allowed, as is correcting of incorrect entered moves.

6.2.2.9. A game finishes when a result is noted and both players signed the score sheet. The arbiter signature is optional.

6.2.2.10. The players are obliged to submit the text of their game to the Organizer with reference to article 8.3 of the Laws of Chess.

6.2.2.11. On entering moves:

- It is allowed to enter an illegal move;
- It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of Chess. Input of clock times should be possible using a figurine notation;
- It is allowed to enter only moves of white or black during time trouble;
- It is allowed to enter a dash for a move during time trouble;
- The device is not allowed to correct or signalling illegal moves automatically;
- If a stalemate or checkmate is missed or an illegal move is made by the player, the device must be able to record following moves.
- An automatic move counter should be available

6.2.2.12. The device must be able to restart the notation.

6.3. Arbiter mode

6.3.1. The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job.

6.3.2. If there is an arbiter mode available, the following rules apply:

6.3.2.1. Only the arbiter (or a representative of the tournament organization) is allowed to enter this mode during a game.

6.3.2.2. In this mode legality checks may be done on the moves played in the game:

- Threefold repetition of a position (fivefold repetition)
- 50 moves rule (75 moves rule)
- Detection of stalemate or checkmate.
- The arbiter can take moves back in case an illegal move is detected.

Some devices will also indicate to the arbiter if moves have been changed. This can be used to see if a player was using the device to analyse during play.

6.4. Owner mode

6.4.1. The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for creating an attractive product for their customers.

6.4.2. If there is owner mode available the following rules apply:

6.4.2.1. The identification of the owner shall be possible in owner's mode.

6.4.2.2. This mode is only allowed when not playing a game. Otherwise it is completely locked out.

6.4.2.3. No chess program is allowed i.e. this is not a chess computer.

6.4.2.4. No other then chess related activities are allowed.

6.4.2.5. For anybody it is easy to see that the device is in owner mode.

7. Testing Clocks and equipment

The section on testing clocks can be found in the FIDE Handbook.

8. Tournament halls for the FIDE World or Continental Championships and Olympiads

8.1. Inspection and preparation of the Playing Hall

8.1.1. All areas to which players have access during play should be inspected carefully and repeatedly by the Chief Organiser and the Chief Arbiter.

8.1.2. Space for spectators must be prepared. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.

8.1.3. Lighting of a standard similar to that used for examinations should be about 800 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play.

For a high-level tournaments the organizer should have the possibility (the device) to adjust the light in the hall - quality of lighting covering a larger area to the same level of flux requires a greater number of lumens.

8.1.4. It is highly recommended that the hall be carpeted. The noise made by moving chairs must be avoided.

8.1.5. The extraneous noise levels close to the tournament hall must be checked too.

8.2. Space for players and arbiters

8.2.1. It is recommended that the minimal space of 4 square meters be available for each player in individual matches and round robin tournaments. For other tournaments 2 square meters may be adequate. (Please refer to Diagram-A)

Some definitions and recommendations regarding sizes

L : Length of the table.

L = 110 cm, tolerances: +20 cm, -10 cm

W : Width of the table.

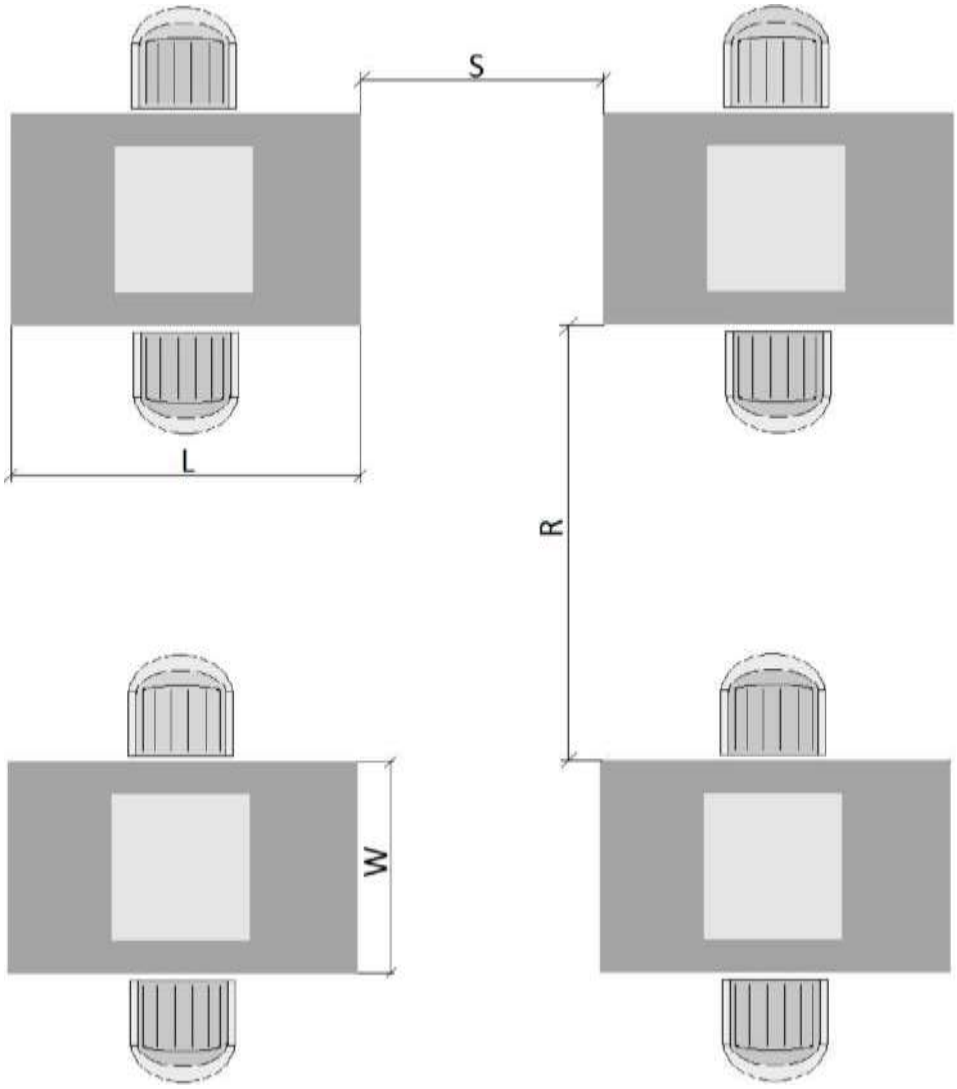
W = 85 cm, tolerances: +5 cm, -5 cm.

S : Horizontal space between table rows.

S = 3m, tolerances: +1.5 m, -0.5 m.

R : Vertical space between table rows.

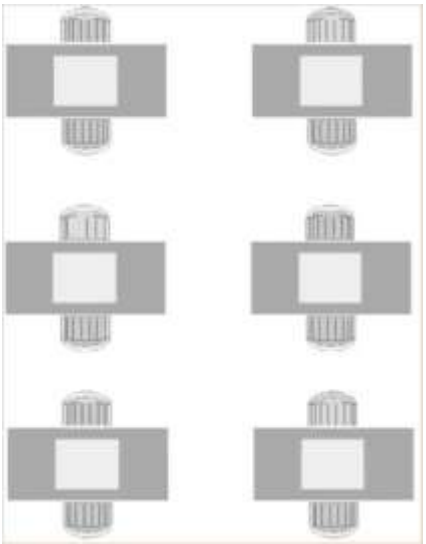
R = 3m, tolerances: +1.5 m, -0.5 m.



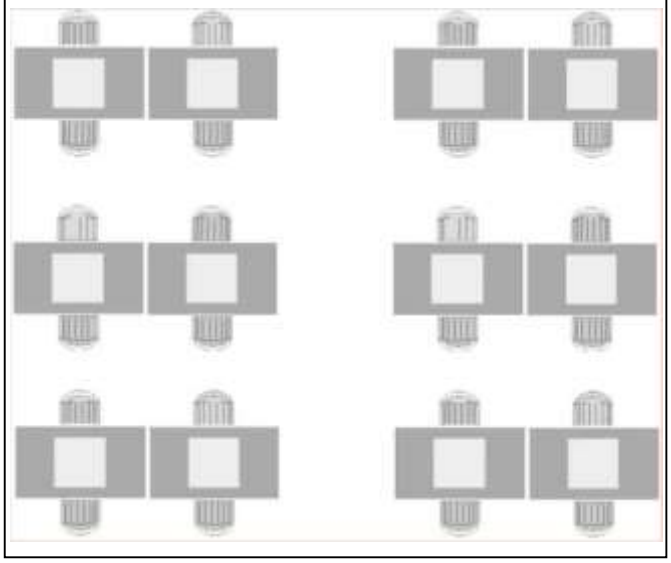
8.2.2. There should be a minimum of 2.5 meters between rows of players. It is best not to have long, unbroken rows. Where possible, players should play on individual tables at least for top boards or top matches in the events. (Please refer to Diagram-B)

Diagram B
Basic tournament hall placement styles

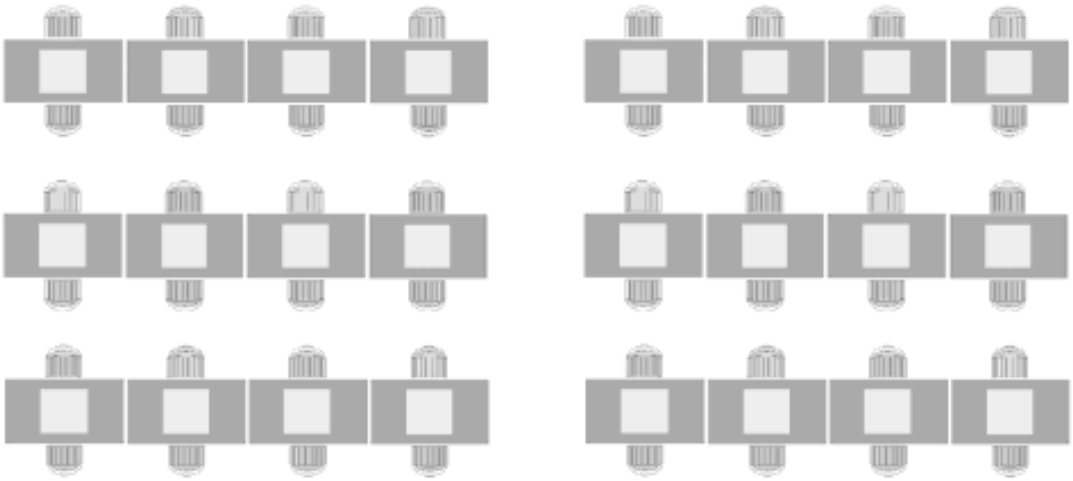
Single Row
Preferable style for individual competitions



Dual Row
For large events (open tournaments, youth chp. etc)
An arbiter may check two table in the same time



Multi Row
For team competitions (should be avoided for individual events as much as



8.2.3. Special tables with the connection to the Internet for arbiters should be arranged too.

8.2.4. Games should not be placed too close to doors.

8.2.5. Playing conditions for all players in the event (especially for both players in a game) should be equalled as much as possible. Exceptions are mentioned in (b).

Playing conditions should, as far as possible, be the same for all players in the event. In particular this should apply to a player and his opponent.

9. Broadcasting

9.1. All official FIDE events must be broadcast on the Internet

9.1.1. All games from World Championship Matches, World Cup, Olympiad, World Team Championship and GP FIDE.

9.1.2. At least 10 games from each age category of World Youth and Cadet Championships.

9.1.3. As many games as possible from all other championships, but at least 30 games.

9.1.4. Delay of broadcasting should be decided by the Chief Organiser and Chief Arbiter.

10. Requirements on treatment of disabled chess players

10.1. General remarks

10.1.1. These guidelines will be used for all FIDE rated events.

10.1.2. No one has the right to refuse to meet a disabled player against whom he has been correctly paired.

10.1.3. All chess venues must either be accessible to all, or an acceptable alternative venue with full supervision shall be available to those who cannot access the nominated venue.

10.1.4. A circular shall be sent out when all competitors are known. This circular contains an entry form with the usual points and questions, asking whether any potential competitor has an impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances at least 20 days before the start of the event.

10.1.5. No disabled player shall be "penalised" in accordance with the Articles 6.7 and 8.1.6 of the Laws of Chess because of disability.

It refers to current Articles 6.2.6 and 8.1.6

10.1.6. It is recommended, that in all events there should be a tournament physician. The Chief Organiser and the Chief Arbiter shall know the phone number of the local hospital and physician.

10.1.7. It is recommended that each national chess federation appoints an officer for matters regarding disabilities.

10.1.8. It is strongly recommended that all organisers of chess events adopt these guidelines.

10.2. Special arrangements for participants

10.2.1 Any impaired competitor who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so, provided that this does not disadvantage his opponent or other competitors. The event organizer has to ensure that the needs of both players are catered for.

10.2.2. All relevant information shall be displayed before the start of the event, including maps of the venue showing the location of toilets, refreshments and emergency exits.

10.2.3. If a competitor cannot access the refreshments, arrangements should be made for their needs to be met.

10.2.4. If a competitor cannot press his own clock or move his own pieces, an assistant shall be available unless the opponent is willing to do so. If the opponent is acting as an assistant the Chief Arbiter may decide to give him extra thinking time.

10.2.5. If a player has made a prior request, copies of all notices should be available in large print. If a player is unable to read large print, then the notices must be read to him.

10.2.6. It is recommended that all team events have the rule that if a visiting team indicates that it has a player with an impairment coming with them, giving sufficient notice, that the home team does everything which is reasonable to ensure that that player can participate.

10.3. Organisation of the tournament hall

10.3.1. Only one game per table: in case an assistant is needed the tables should be larger (2 m width in order to place the assistants for the disabled) and should be placed separately.

10.3.2. The corridors between rows of tables should be twice as large (wheel chairs)

10.3.3. The arbiters should be clearly accessible to all players.

10.3.4. Foresee additional contact points for electricity: some visually disabled players use a lamp for their chess board. This lamp should not disturb the opponent.

10.3.5. Put the blind chess players at the same place as much as possible (they will know the way to the rest room and back in very short time!) and give them the same assistant during the whole tournament.

10.4. Assistants

10.4.1. The assistants should have a minimum knowledge of chess; the language is less important since most of the handicapped players only speak their mother tongue.

The English used here is not as clear as it should be. It is preferable to have an assistant who understands enough about chess to be able to carry out the tasks required than to have someone who shares a language with the disabled player but does not have a basic knowledge of chess.

10.4.2. Assistants for blind players should know the name of the pieces in their language

It is useful if the arbiter/organiser has prepared a list of the names of pieces and other chess terms in appropriate languages. A copy of this list should be given to the assistant.

10.4.3. Assistants for blind players should inform the player when they are leaving the chess board temporarily.

10.4.4. The assistant should always write the moves: this is an important help for the arbiter.

10.5. Tournament organisation and Chief Arbiter

10.5.1. Organise a players' meeting for all players before the first round, preferably in the tournament hall.

10.5.2. If possible, only one round per day should be played.

10.5.3. After making the pairings the chief arbiter should decide manually on which board everyone should play: some players (visually handicapped) should always play at the same board whereas the largest space should be foreseen for wheelchair players.

10.5.4. Draw proposals or claims can easily go via the assistant. All players push the clock themselves, except the players who are physically unable to do so.

10.5.5. In the case there is a time trouble situation with visually disabled players the arbiter should bear in mind that the (not visually disabled) opponent can reply almost immediately. The tournament regulations should therefore release the visually disabled player from the obligation to record the moves during the last five minutes, even when the game is played with an increment of at least 30 seconds. The visually handicapped player should then update his score sheet after the time trouble.

11. Requirements on treatment of school tournaments

11.1. General remarks

11.1.1. These guidelines shall be observed for all school tournaments played under FIDE auspices or that are to be FIDE rated and ideally should also be followed by national and regional school tournaments, especially those that may be nationally rated.

These guidelines may also be useful indications for ordinary school chess which is often described as "non-competitive" (games are usually played without clocks and not usually notated) in cases where the organizer is trying to introduce players to the world of "competitive" chess.

11.1.2. Every player should have the accompanying person who will be an attendant.

11.1.3. The attendant may help the player to find the table.

11.1.4. During a game all attendants, parents, coaches are treated as spectators. They should stay in the place for spectators and cannot interfere with a game in progress. In case of questionable situation may contact only the arbiter or the organizer.

11.1.5. Attendants can't use any mobile phone or electronic device in the playing hall.

11.1.6. Using cameras with flash is restricted to the first five minutes of each round.

The General Regulations for Competitions 11.2 (Media) allows flash for 10 minutes in round 1.

11.2. Organisers and their duties

11.2.1 Organisers are obliged to prepare the invitation and the regulation that shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the participants:

- name, address (including e-mail, fax and telephone numbers) of the organizers,
- date and venue of the event,
- the hotel(s) where the players are to stay (including e-mail and telephone numbers), also regarding provided the board and lodging,
- requirements for the participants (e.g. registration date),
- tournament schedule (with the annotation of players confirmation, approximate game-time and estimated time of awards ceremony),
- the rate of play and tie-break system,
- the default-time,
- the prizes, gifts, diploma and important diploma for the participation.

For juniors from some countries it is vital that they receive a certificate of participation.

11.2.2. The chief organiser should be present in the playing hall during the tournament. He is responsible for preparing the playing hall, opening ceremony and awards ceremony.

11.2.3. It is recommended to ensure one arbiter for every 30 players.

11.2.4. Before the first round the organiser is obliged to explain to players the tournament regulations and remind them some basic rules:

- finding the table (numbered), chessboard and the proper colour of the pieces,
- announce that players who lose their game play the next round (unless the rules of a competition specify otherwise),
- touch move rule,
- castling (the first king, later rook, using one hand),
- using the chess clock (start and stop),
- illegal move and its consequence,
- mobile phone and its consequence,
- the way of claiming (stop the clock and ask the arbiter),
- the way of announcing the result.
- announce, that the arbiter will collect the result at the table of player. He will also check the names of the players before writing the result.

Note: Some children run to their parents very fast and forget to report the result. Sometimes they give false results when coming to the arbiters' place or they change the colour. After that the arbiter has less time to intervene or check who won the game.

Players, especially young children, may have a short attention period. It is advisable that opening announcements are kept short and contain only the most important information.

11.3. Tournament conditions

11.3.1. If it is possible, all of the games should be played in one playing hall, e.g. in the school gym. The minimal space of two square meters should be available for each player.

11.3.2. In other cases each playing hall should have at least one arbiter.

11.3.3. The tables and chairs should be adjusted to the children's height and to the chessboard size. An example see below [dimension in cm].

Size no	0	1	2	3	4	5	6	7
Color	white	orange	purple	yellow	red	green	blue	brown
Height (without shoes)	80-95	93-116	108-121	119-142	133-159	146-176	159-188	174-207
Popliteal height	20-25	25-28	28-31	31-35	35-40	40-43	43-48	48+
Seat height	21	26	31	35	38	43	46	51
Table height	40	46	53	59	64	71	76	82
Average age	5-6 lat		7-12 lat			13-15 at		

11.3.4. It is highly recommended that the chess equipment used in a competition is the same for all participants and all games.

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

11.3.6. Pieces for FIDE Tournaments should be used. If the organizer has difficulties to prepare this kind of equipment, he can use the chessboard with the minimum square size of 55 mm and king's height 90 mm (Staunton no 5). The chessboard

with the square size 38 mm and king's height 75 mm (Staunton no 4) is also acceptable in the school tournaments.

11.3.7. It is necessary to prepare additional chess sets, pieces and chess clocks because they not once are damaged during school tournaments.

11.3.8. Each chessboard should have coordinates.

11.3.9. The playing hall should be good marked with the sign indicating the playing area, the spectators' area, arbiters and organizers tables as well as rest rooms etc.

11.3.10. If players are taking part in a few groups, it is recommended to indicate the name of the group using different colours and other characters. The same colour can be used for marking the pairings, results etc. It is easier for children to remember colours and find the right group.

11.3.11. Space for spectators must be prepared and clearly marked. It can be another room or the separated place in the playing hall. The distance between the chessboards and the spectators should not be less than one metre. The rope barrier is requested.

11.3.12. It is not allowed for the spectators to walk between the chessboard or stay vis-a-vis a supporting player.

Arbiters should ensure that spectators stay behind the players that they are supporting.

11.3.13. Players become spectators when their game finishes. Players are not allowed to play skittles games in the playing hall.

11.3.14. The advertising board should be prepared to display the start lists, pairings, results and other tournament information.

11.3.15. No food or drink, except for bottled water, will be permitted in the competition area. Bottled water cannot be placed on the table.

11.4. Rate of play and results

11.4.1. There must be no more than 5-6 hours play for all rounds in one day. Examples: one day 6 round G=15' and 5 rounds G-30' or three days with two rounds G-60'. It could be connected with the possibility of achieving the local chess category.

11.4.2. Tournaments without chess clocks. After 20 minutes the arbiters give the clock to the players with e.g. 5 minutes for each player to complete the game.

11.4.3. 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 (½).

Other scoring systems are allowed.

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:

See also the Section on Tie-Breaks

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)

11.5.3.3. The greater number of wins.

11.5.3.4. 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:

See also the Section on Tie-Breaks

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)

12. Rate of play - time controls

The following time controls are approved for FIDE World Events:

According to Article 1.2 of the FIDE Rating Regulations: Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

No	EVENT	TIME CONTROL
1	World Championship Match	100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1
2	Candidates Tournament	100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1
3	World Cup	90'/40+30'/end with incr. 30"/move, starting from move 1
4	Grand Prix	100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1
5	Women's World Championship Match	90'/40+30'/end with incr. 30"/move, starting from move 1
6	Chess Olympiad	90'/40+30'/end with incr. 30"/move, starting from move 1
7	World Team Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
8	Women's World Team Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
9	Women's Grand Prix	90'/40+30'/end with incr. 30"/move, starting from move 1
10	World Senior Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
11	World Senior Team Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
12	World Juniors and Girls U-20 Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
13	Continental Individual Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
14	Continental Team Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
15	World Youth 14-16-18 Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
16	World Cadets 08-10-12 Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
17	World Schools Individual Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
18	World Schools Team Championships	90'/40+30'/end with incr. 30"/move, starting from move 1
19	World Amateur Championship	90'/40+30'/end with incr. 30"/move, starting from move 1
20	World Olympiad U-16	90'/40+30'/end with incr. 30"/move, starting from move 1
21	World Rapid Championships	15' with incr. 10" per move, starting from move 1
22	World Blitz Championships	3' with incr. 2" per move, starting from move 1

Remarks:

A. The rate of play for the title tournaments
– see International Title Regulations (Qualification Commission)

B. The rate of play for the rated tournaments
- see FIDE Rating Regulations (Qualification Commission)

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

Fundamentally, this is the fairest way to decide the final ranking of players having equal scores at the end of a tournament. The major problem is that there will not be enough time to organise tie-break matches with a similar playing time as the main tournament. Therefore, tie-break matches with very short playing times, mainly rapid or blitz are organised, and this is a different type of tournament. That's one of the reasons why some players are not happy with playoffs.

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 play-off, each position shall be determined in accordance with the play-off. For example, three players tie: number 1 wins the play-off, number 2 comes second and number 3 third. Number 2 shall receive the second prize.

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.

13.2.10 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 (see 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. All forfeits and byes are to be cut from the calculation of AROC.

13.3.3. Average Rating of Opponents Cut 1 (AROC 1) The Average Rating of Opponents Cut 1 (AROC 1) is the Average Rating of Opponents, excluding the lowest-rated opponent.

13.3.3.1. All forfeits and byes are to be cut from the calculation of AROC 1. If a player has one or more forfeits or byes, then no additional results are to be cut from the calculation of AROC 1.

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. Cumulative system

13.10.1. Sum of Progressive Scores: After each round a player has a certain tournament score. These scores are added to determine the total Sum of Progressive Score.

13.10.2. Sum of Progressive Score Cuts: The Sum of Progressive Score reduced by the tournament score of one or more rounds, starting with the first round.

13.11 Tie-Breaks in Team Competitions

13.11.1. 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.

13.11.2. 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

13.12.1. Sonneborn-Berger,

13.12.2. The Koya System for Round-Robin Tournaments,

13.12.3. The Koya System Extended,

13.12.4. Number of games won (including wins by forfeit),

13.12.5. Number of games won with the Black Pieces,

13.12.6. Direct encounter

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

13.13.1. Match points in team competitions

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

13.13.3. Direct encounter

13.14. Tie-Break Systems using the Opponent's Results

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

13.14.2. 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

13.14.3. 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

(3.6) Sonneborn-Berger for Team Tournaments Cut 1 A: the sum of the products of the match points made by each opposing team and the match points made against that team, excluding the opposing team who scored the lowest number of match points, or

(3.7) Sonneborn-Berger for Team Tournaments Cut 1 B: the sum of the products of the match points made by each opposing team and the game points made against that team, excluding the opposing team who scored the lowest number of match points, or

(3.8) Sonneborn-Berger for Team Tournaments Cut 1 C: the sum of the products of the game points made by each opposing team and the match points made against that team, excluding the opposing team who scored the lowest number of game points, or

(3.9) Sonneborn-Berger for Team Tournaments Cut 1 D: the sum of the products of the game points made by each opposing team and the game points made against that team, excluding the opposing team who scored the lowest number of game points.

13.15. Tie-Break Systems using Ratings in Individual (where all the players are rated)

13.15.1. 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.

This applies when a player has missed more than two games because of requested byes and games he has defaulted.

13.15.2. 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:

Svon = SPR + (1 – SfPR) + 0.5 * (n – R)

where for player P who did not play in round R:
n = number of completed rounds
Svon = score of virtual opponent after round n
SPR = score of P before round R
SfPR = forfeit score of P in round R

Example 1:

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

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

Svon = 1.5 + (1 – 0) + 0.5 * (3 – 3) = 2.5 after round 3

Svon = 1.5 + (1 – 0) + 0.5 * (9 – 3) = 5.5 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:

Svon = 3.5 + (1 – 1) + 0.5 * (6 – 6) = 3.5 after round 6

Svon = 3.5 + (1 – 1) + 0.5 * (9 – 6) = 5.0 at the end of the tournament

Examples to explain the virtual opponent system - we are in round 5 of a 11 round tournament

(a) in case of a bye or "+/-"

	Player "A"	*Virtual opponent*
points before the round	*2*	*2*
result of the round	*1*	*0*
points after the round	*3*	*2*
points for the subsequent rounds	*?*	*3*
points at the end of the tournament	*?*	***5***

(b) in case of a ½ point bye

	Player "A"	*Virtual opponent*
points before the round	*2*	*2*
result of the round	*0,5*	*0,5*
points after the round	*2,5*	*2,5*
points for the subsequent rounds	*?*	*3*
points at the end of the tournament	*?*	***5,5***

(c) in case of "-/+"

	Player "A"	*Virtual opponent*
points before the round	*2*	*2*
result of the round	*0*	*1*
points after the round	*2*	*3*
points for the subsequent rounds	*?*	*3*
points at the end of the tournament	*?*	***6***

If the tie-break system is not fixed in the existing tournament regulations, it is up to the organiser to decide the system. The type of the tournament has to be taken into account (Round Robin, Swiss System, Team Tournament, and so on) and the structure of the expected participants (such as juniors, seniors, rated or unrated players). Whatever system is used, it must be announced by the organiser in advance or by the Chief Arbiter before the start of the first round.

13.16. Recommended Tie-Break Systems

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

13.16.2. Individual Round-Robin Tournaments:

Direct encounter

The greater number of wins, including forfeits

Sonneborn-Berger

Koya System

Remark: *Don't use Buchholz systems for Round Robin tournaments*

13.16.3. 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

13.16.4. Individual Swiss Tournaments where not all the ratings are consistent:

Buchholz Cut 1

Buchholz

Sonneborn-Berger

Cumulative system - Sum of Progressive Scores

Direct encounter

The greater number of wins including forfeits

The greater number of wins with Black pieces

13.16.5. 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

13.16.6. 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

13.17. Details of Berger table

13.17.1. Berger Tables for Round-Robin Tournaments

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

3 or 4 players:

Rd 1: 1-4, 2-3.

Rd 2: 4-3, 1-2.

Rd 3: 2-4, 3-1.

5 or 6 players:

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

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

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

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

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

7 or 8 players:

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

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

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

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

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

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

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

9 or 10 players:

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

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

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

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

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

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

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

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

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

11 or 12 players:

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

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

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

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

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

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

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

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

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

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

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

13 or 14 players:

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

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

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

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

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

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

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

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

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

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

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

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

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

15 or 16 players:

Rd 1: 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.

Rd 2: 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.

Rd 3: 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.

Rd 4: 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.

Rd 5: 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.

Rd 6: 16-11, 12-10, 13-9, 14-8, 15-7, 1-6, 2-5, 3-4.

Rd 7: 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.

Rd 8: 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.

Rd 9: 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.

Rd 10: 16-13, 14-12, 15-11, 1-10, 2-9, 3-8, 4-7, 5-6.

Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.

Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.

Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.

Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.

Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

13.17.2. 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.

13.18 Details of Varma Tables

13.18.1. Directions for “restricted” drawing of tournament numbers:

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

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

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

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

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

- 9/10 players: A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- 11/12 players: A: (4, 5, 9, 10); B: (1, 2, 7); C: (6, 8, 12); D: (3, 11)
- 13/14 players: A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- 15/16 players: A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)
- 17/18 players: A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12); C: (9, 13, 17); D: (4, 18)
- 19/20 players: A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14); C: (5, 10, 19); D: (4, 20)
- 21/22 players: A: (6, 7, 8, 9, 10, 17, 18, 19, 20); B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
- 23/24 players: A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22); B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)

CHAPTER 9: GENERAL REGULATIONS FOR COMPETITIONS (C05)

Approved by the 1986 General Assembly, 2007 PB

Amended by the 1989, 1992, 1993, 1994, 1998, 2006, 2010, 2014, 2018 General Assemblies and 2011 Executive Board.

Preface

All chess competitions shall be played according to the FIDE Laws of Chess (E.I.01A). The FIDE General Regulations for the Competitions shall be used in conjunction with the Laws of Chess and shall apply to all official FIDE competitions. These Rules shall also be applied to all FIDE-rated competitions, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these Rules before the start of the competition. In these Rules the words 'he', 'him' and 'his' shall be considered to include 'she' and 'her'.

National Laws of the hosting country take precedence over FIDE Rules.

Arbiters when officiating in another country must be aware that they could be, for example, committing a criminal act in that nation if they search a player. Organisers should warn arbiters when certain Laws cannot be enforced.

1. Scope

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

1.2 These Rules apply to the following levels of competition.

L1 – Official FIDE events – see FIDE Handbook, Section D, Regulations for Specific Competitions (World Championships, Chess Olympiad, Continental Championships and so on)

L2: Competitions where FIDE titles and title norms can be earned, according to FIDE Handbook B.01 (FIDE Title Regulations)

L3: FIDE Rated Competitions, according to FIDE Handbook B.02 (FIDE Rating Regulations)

1.3 These competition rules may contain regulations defined by other FIDE Commissions, which are listed in the FIDE Handbook. Where possible, references to these external regulations shall be shown.

2. The Chief Organiser (CO)

2.1 The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a CO. He, together with the federation or organising body, may appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

Other rules hereunder may apply also to the role of the CO. He and the Chief Arbiter (see 3) must work closely together in order to ensure the smooth running of an event.

2.2 The CO is responsible in particular for:

(1) preparation of the Regulations of the Event - see Guidelines for the Organisers published on the RC website (rules.fide.com)

(2) anti-cheating staff and equipment - see FIDE Handbook A.10 - Anti-cheating Guidelines,

(3) dress-code regulations for the event - see FIDE Handbook A.08 - Code of Ethics

(4) appropriate registration of the tournament in advance – see FIDE Handbook B.02 – Rating Regulations

(5) Media regulations – see FIDE Handbook C.09 – Media Regulations

(6) supervising the work of the technical staff of the competition.

3. The Chief Arbiter (CA)

3.1 The duties of the CA are as specified in particular by the Laws of Chess, General Regulations for Competitions, Anti-cheating Guidelines and so on.

During the event he also:

(1) has to keep the record of each round

(2) to oversee the proper course of the competition

(3) to ensure order in the playing venue

(4) to ensure players' comfort during play

3.2 Prior to the start of the competition:

(1) he may draw up additional rules in consultation with the CO;

(2) he shall check all the conditions for play, including the playing venue, playing area, lighting, heating, air conditioning, ventilation, noise, security and so on.;

(3) he must acquire through the CO all the necessary equipment, ensure a sufficient number of arbiters, auxiliary technical staff and assistants are engaged and ensure that conditions for the arbiters are satisfactory. Whether the playing conditions meet the requirements of these FIDE Rules is his final decision.

3.3 In case of different opinion between CA and CO regarding interpretation of the Laws of Chess, it is assumed that opinion of CA takes priority.

3.4 At the conclusion of the event the CA shall report as appropriate.

4. Preparation of the Playing Hall and Chess Equipment

According to the FIDE Handbook C.02 Standards of Chess Equipment and tournament venue for FIDE Tournaments

4.1 If possible, a separate area outside the playing area shall be provided where smoking is permitted. This shall be easily accessible from the playing area. If local ordinances totally prohibit smoking on the premises, the players and officials shall be given easy access to the outside.

If possible, a further additional area could be provided for e-cigarette users. This would prevent those trying to give up smoking from having to use the same area as those smoking.

4.2 If smoking is completely prohibited, it shall be announced in the regulation of the event in advance.

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

4.4 For FIDE events (L1) with 30 players or more, at any stage, a large digital timer or clock shall be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement shall be made five minutes before the game is due to start and again one minute before the start of the game.

5. Pairings

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

5.2 If the pairings are to be restricted in any way - for example, players from the same federation shall, if possible, not meet in the last rounds - this shall be communicated to the players as soon as possible, but not later than the start of the first round.

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

5.4 For the pairings of a Swiss-system competition the pre-announced pairing system shall apply. (C.04)

6. Drawing of lots and withdrawals

6.1 Responsibility for the drawing of lots and the actual pairings rests with the CA.

6.2 The drawing of lots for the first round of a round-robin competition shall be arranged by the CO, to be open to the players.

6.3 In L1, L2: round robin competitions and preferable Swisses, the drawing of lots shall take place at least 12 hours before the start of the first round. In L1 all participants shall attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first-round pairings shall be announced as soon as possible thereafter.

See also 6.7 and Berger and Varma Tables in this section and also Types of Tournament

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

6.5 A player who is absent without notifying the arbiter shall be considered as withdrawn (to have withdrawn), unless the absence is explained, with acceptable reasons, before the next pairing is published. The rules of the competition may specify otherwise.

6.6 Round robins

(1) Each player has entered into a contract to play throughout the tournament.

(2) When a player withdraws or is expelled from a tournament, the effect shall be as follows:

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

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

N.B. article 6.6 should also be applicable for team events.

6.7 Swisses

(1) If a player withdraws, the results shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated

(2) If a player cannot play a particular round it is essential to inform the Pairings Officer and CA before the pairings for that round are made.

Unless the rules of a competition specify otherwise:

(3) In an L2 or L3 tournament: If, after the round has started two players do not have a game, then they can be paired against each other. This is only allowed when the arbiter and both players agree and they have not already played in this tournament. The arbiter shall adjust the clock times in an equitable manner.

(4) In an L2 or L3 tournament the rules may permit a player to take a half point bye in a given round. It is only allowed once during the tournament, if adequate notice has been given and is agreed to by the arbiter.

Such permission might not be granted to a player who receives conditions, or who has been given a free entry to the tournament.

Normally such ½ point byes may be given to players who cannot be present in the first and in the second round of the tournament. It is advisable not to give them in later rounds, especially in the last round, because they can affect the final standings and thus the prize distribution.
In any case, the possibilities of ½ point byes shall be clearly described and advertised in the regulations of the tournament.

N.B. article 6.7 should also be applicable for team events.

7. Team competitions & Team Captain's Role

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

7.1 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, If the list is not delivered by the appointed time, the team list for that round shall be the first named players in the list submitted by the required time before the start of the event. The captain shall communicate to his players the pairings.

7.2 In L1 tournaments, at the start of any round a participating team has to be present with more than 50% players. If 50% or less of the players are present at the start of any round the players present are not allowed to start their games. For other levels this is not obligatory, but recommended.

If the default time is zero a team with 50% or fewer players present automatically loses the match. Otherwise the arbiter should start the clocks.

7.3 The captain shall sign the protocol indicating the results in the match at the end of play.

7.4 A team captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.

If a captain is not present when the final game ends, then the player of the team should sign instead.

7.5 The team captain (as well as players) must not stand behind the opposing team during play.

7.6 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.

7.7 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. The player can also ask his captain if he may offer or accept a draw.

7.8 The team captain may delegate his functions to another person, provided he informs the CA of this in writing in advance.

In the regulations of a Team Tournament, details about the Team Compositions should be included.
Normally the following may be applied:
A fixed board order (it might be according to the FIDE rating of the players; the highest rating gets no 1. Some events allow the captain full discretion, others do not permit a player to play on a board higher than a team mate who is 100 Rating points higher. The team list must be submitted before the first round at a time stipulated by the regulations. The order shall not be changed during the whole tournament.
If a team has reserve(s): then for every round, each team must submit its composition (for example, if the team consists of 4 players and one reserve, the team composition may be: 1, 2, 3, 4, or 1, 2, 4, 5, or 1, 3, 4, 5, or 1, 2, 3, 5 or 2, 3, 4, 5,), provided a given deadline before the start of the round.
Where the captain does not submit any composition by the deadline, its composition shall be: 1, 2, 3, 4. No player with higher number in the fixed board order is allowed to play above a player with lower number. The reserve player must always play board 4. Other permutations are not allowed.
Where players play on the wrong boards, the result of the game counts for the rating, but not for the final score in the match. They will be forfeited (+/- or -/+).

Example:

A team -		*B team*	
1A	*1-0*	*2B: correct board*	
2A	*0-1*	*4B: wrong board (it should be 3B)*	*+ - : corrected result*
3A	*½*	*3B: wrong board (it should be 4B)*	*+ - : corrected result*
5A	*0-1*	*5B: correct board*	

Initial Match Result: 1.5-2.5 (valid only for ratings) Corrected result of the Match: 3.0-1.0(valid for standings and future pairings).

Each Team Captain is responsible for the submission of the compositions of their team to the appropriate officer.

The Arbiters of a Team Tournament, in cooperation with the Team Captains, MUST CHECK the Teams Compositions for every round, in order to avoid incorrect board order.

8. Tie-breaks and unplayed games

See FIDE Handbook C.02 - Standards of Chess Equipment and tournament venue for FIDE Tournaments.

9. Conduct of the Players

9.1 Once a player has formally accepted an invitation, he must play except in exceptional circumstances (force majeure), such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or for withdrawing.

9.2 All the participants should be dressed in a suitable manner. In case of violation of the dress code regulations, they may be penalised – see FIDE Handbook A.09 – Code of Ethics article 3.2

The Chief Arbiter is responsible for ensuring that the dress code is observed. The board arbiter on observing a violation of the dress code should inform a more senior arbiter.

9.3 A player who does not wish to continue a game but leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.4 Where it is clear that results have been arranged– see FIDE Handbook E.01 – Laws of Chess article 11.1, the CA shall impose suitable penalties– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.5 The players should not eat at the chessboard during the game.

10. Appeals procedure

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

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

10.3 A player or a registered official representing a player or team may appeal against any ruling made by the CA or CO or one of their assistants. Such an official

may include the player's team captain, head of delegation or other person as defined in the rules of the event.

10.4 An appeal shall be accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the AC shall be final. The fee is returnable if the appeal is successful. The fee (or part of it) may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

11. Media

11.1 Television cameras that are noiseless and unobtrusive are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.

11.2 Only authorised photographers may take photographs in the playing venue. Use of flash in the playing area is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

The Regulations of an event may include other rules due to the peculiarities of the event. The authorised photographers may take photographs without flash during the rest of the round in the playing area, only with the permission of the CA

12. Invitation, Registration and Functions for L1 tournaments

12.1 Invitations to an official FIDE competition shall be issued as soon as feasible.

12.2 The CO shall send, through the respective national federations, invitations to all participants qualified for the competition. The invitation letter shall first be approved by the President of FIDE for World Championship competitions, and by the Continental President for Continental Championship competitions.

12.3 The invitation shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the player. The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

1. The dates and site of the Competition

2. A reference to the FIDE Regulations

3. The hotel(s) where the players are to stay with the contact details

4. The Competition schedule: dates, times of play and places of: arrival, the opening ceremony, technical meeting, drawing of lots, play, special events, the closing ceremony, departure.

5. The rate of play and the type of clocks to be used in the Competition.

6. The pairing system for the event and the tie-break system to be used.

7. The default-time

8. The specific rules for draw agreements if there is any restriction.

9. For Rapid Chess and Blitz competitions, whether Article A3 or A4, or B3 or B4 applies.

10. The travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals;

11. The entry fee, full details of the prize fund, including special prizes, pocket money, points money; the currency in which money shall be disbursed; method and terms of payment; tax liability;

12. Visas information and how to obtain them.

13. How to get to the playing venue and arrangements for transportation.

14. The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).

15. The website of the event, contact details of the organisers including the name of the CO.

16. The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.

17. Dress code, if any

18. Any smoking restrictions shall be mentioned in the invitation.

19. Security Arrangements.

20. Special medical considerations such as vaccinations recommended or required in advance.

21. Arrangements for: tourism, special events, internet access, and so on.

22. The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival.

23. In his reply a player may mention pre-existing medical conditions and special dietary and/or religious requirements.

24. If the organiser has to take special measures due to a disability of the player, the player shall notify the organiser in his reply.

12.4 Once an invitation has been issued to a player, it must not be withdrawn, provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.

12.5 The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials and shall insure said people against accidents and the need for medical services, including medicine, surgical procedures, and so on, but shall have no responsibility where there is a chronic condition. The official medical staff shall be appointed for the duration of the competition.

12.6 The same protocol as in 12.3, 12.4 and 12.5 shall be followed for L2 or L3 competitions, amended where appropriate.

13. Appointments of CA for L1 tournaments

13.1 (1) The CA of an official World Event shall be nominated by the President of FIDE in consultation with the CO. The CA of a Continental Championship competition shall be nominated by the Continental President, in consultation with the CO. The CA shall have the title of International Arbiter classified "A" or "B" (see FIDE Handbook B.06, Annex 2, Regulations for the Classification of the Chess Arbiters) and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations.

(2) FIDE and/or the Organising Committee shall nominate, in consultation with Chief Arbiter, the other arbiters and other staff.

CHAPTER 10: FIDE REGULATIONS FOR ARBITERS (B06)

B06.1 – FIDE Regulations for the Titles of Arbiters

1. General provisions

1.1 The titles for award are:

1.1.1 FIDE Arbiter (FA): the entry level of international title for arbiters.

1.1.2 International Arbiter (IA): the advanced level of international title for arbiters.

1.2 These regulations describe the qualifications required and the process by which a title can be awarded.

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

1.4 The judging unit is the FIDE Arbiters' Commission.

1.5 The Council may confirm titles under 1.1 after consultation with the Arbiters' Commission chairman.

1.6 The Commission may recommend a title by correspondence or online voting.

2. Arbiter Norms

2.1 A certificate evaluating an arbiter's performance may be obtained from a FIDE rated event. Such a document is named an "Arbiter Norm".

A certificate evaluating an arbiter's performance may be obtained from a FIDE rated event. Such a document is named an "Arbiter Norm. In principle, the arbiter who wishes to receive a norm is expected to be present throughout the entire tournament unless explicitly stated otherwise in the regulations.

2.1.1 The official certificates of Arbiter Norms to be produced are:

- FIDE Arbiter Norm Report Form (FA1)
- International Arbiter Norm Report Form (IA1)

2.2 Applications for FA and IA titles shall include 4 norms.

Articles 3 and 4 describe requirements for these norms and criteria to be respected for the corresponding events.

From 1st July 2022, IA Title Applications shall include 5 norms (1 from a seminar).

2.3 Types of events acceptable for norms are:

2.3.1 FIDE Rated Events:

Events registered under the following "Systems" on the FIDE Rating Server may be used for arbiter norms:

- Swiss
- Round Robin
- Double Round Robin
- Team (League)

- Knockout
- Others – subject to review by the Arbiters' Commission

2.3.2 Hybrid chess FIDE rated events:

Only events previously endorsed by the FIDE Qualification Commission and the FIDE Arbiters' Commission may be used to deliver arbiter norms.

2.3.3 Seminars according to 3.7 and 4.7.

2.4 Two (2) different systems of events shall be included as norms in the applications for both FA and IA title.

2.5 An application containing only Swiss System events may be accepted where 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.

2.5.1 This exception may also be valid for chess festivals grouping several tournaments, provided they respect the quota defined in 2.5.

2.6 Events according to 2.3.1 and 2.3.2 might be of different levels:

2.6.1 World or Continental

Events organized by FIDE or one of the four Continental Chess Associations.

2.6.2 International

a) In order for an International FIDE rated chess event to be valid as a norm for the FA title, it must have participants from at least two (2) Federations.
b) In order for an International FIDE rated chess event to be valid as a norm for the IA title, it must have participants from at least three (3) Federations.

2.6.3 National

Events of any level where only participants from the organizing federation take part.

2.7 There is a limit to the number of norm certificates that can be issued in one event, in the case of 2.6.2 and 2.6.3.

2.7.1 For all Swiss events: one (1) certificate per 25 players, or part thereof.

2.7.2 For all Round Robin events: a maximum of two (2) certificates in total.

2.8 All norms have to be signed by the Chief Arbiter and the federation responsible for the event.

2.8.1 When the applicant is the Chief Arbiter of the event, then a supervisor, who may be the Organizer or a Federation Official

holding an IA, FA or IO title, may sign the certificate after checking the applicant's performance.

2.8.2 If the Chief Arbiter is a not an IA or FA, he may not sign any certificate for FA or IA and is the only arbiter in the event allowed to get a norm as in 2.8.1.

2.9 The following criteria shall be respected:

2.9.1 Arbiters requesting FA norms shall be properly registered as National Arbiters by the FIDE Arbiters' Commission.

2.9.2 Arbiters requesting IA norms shall be properly registered as FIDE Arbiters by the FIDE Arbiters' Commission and be active as defined in the Regulations for the Classification of Arbiters.

2.9.3 Arbiters requesting FA norms must be at least 18 years old.

2.9.4 Arbiters requesting IA norms must hold the FA title.

3. Requirements for the title of FIDE Arbiter

All of the following are required:

3.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.

3.2 Absolute objectivity, demonstrated at all times during their activity as an arbiter.

3.3 Sufficient knowledge of at least one of the following languages: Arabic, English, French, German, Portuguese, Russian, Spanish; plus knowledge of chess terms in English.

3.4 Minimum skills at user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets and e-mail.

3.5 Skills to operate electronic clocks of different types and for different systems.

3.6 The National Federations are responsible for assessing the overall fitness of candidates based on 3.1–3.5 and any other available facts to the best of their knowledge upon submission of the application.

3.7 Attendance of one (1) FIDE Arbiters' Seminar and successfully passing (at least 80%) an examination set up by the Arbiters' Commission.

3.8 Experience as an Arbiter in three (3) events, in accordance with 2.3 – 2.8, valid for a norm is considered when the following is satisfied:

3.8.1 Swiss System event, with a minimum of 20 rated players.

3.8.2 Round Robin event which satisfies the conditions for all players to be rated at its conclusion or has a minimum of 10 rated players.

3.8.3 Double Round Robin event, with a minimum of 6 rated players.

3.9 Each of the following options may be used maximum once (1) in an FA application:

3.9.1 Being an arbiter in at least five (5) rounds of the highest division of the National Team Championship; whereby the following requirements are met:

a) a minimum of four boards per team;
b) a minimum of 10 teams (6 in case of a Double Round Robin);
c) at least 60% of the players are FIDE rated.

3.9.2 Being Arbiter in any FIDE rated Rapid or Blitz events, with a minimum of 30 rated players and nine (9) rounds.

3.9.3 Being Arbiter in any hybrid chess FIDE rated events of the level of an over the board FA norm, endorsed by the FIDE Arbiters' Commission.

3.9.4 Being a match arbiter in an Olympiad.

3.9.5 Holding a title of International Arbiter for each of the IBCA, ICCD, IPCA.

3.10 The norms must include events according to 3.8 and 3.9 with at least seven (7) rounds.

3.10.1 Only one (1) event with five (5) or six (6) rounds may be accepted.

3.11 The norms may include a maximum of one (1) event of National level.

3.12 Applicants from federations which are unable to organize any events 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 are required:

4.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding the achievement of title norms and the FIDE Rating System.

4.2 Absolute objectivity demonstrated at all times during their activity as an arbiter.

4.3 Obligatory knowledge of English language, minimum at conversation level.

4.4 Minimum skills at user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets and e-mail.

4.5 Skills to operate electronic clocks of different types and for different systems.

4.6 The National Federations are responsible for assessing the overall fitness of candidates based on 4.1–4.5 and any other available facts to the best of their knowledge upon submission of the application.

4.7 From 1st July 2022: Attendance of one (1) International Arbiters' Certification Seminar with a positive readiness evaluation.

4.8 Experience as an Arbiter in four (4) events in accordance with 2.3 – 2.8. which meet any of the following requirements:

4.8.1 The final of the National Individual (adult, open or women) Championship (maximum two (2) norms).

4.8.2 All official FIDE events and matches.

4.8.3 International events where the competing field is such that a player may theoretically achieve a norm as defined in the FIDE Handbook B01.

4.8.4 All official World and Continental Rapid and Blitz Championships (maximum one (1) norm).

4.9 Each of the following options may be used maximum once (1) in an IA application:

4.9.1 Being an arbiter in an international FIDE rated chess event with at least 100 players, from at least three (3) Federations, at least 30% FIDE rated players, and at least seven (7) rounds.

4.9.2 Being an arbiter in at least seven (7) rounds of the highest division of the National Team Championship; whereby the following requirements are met:

a) a minimum of four boards per team;
b) a minimum of 10 teams (6 in case of a Double Round Robin);
c) at least 60% of the players are FIDE rated.

4.9.3 Being Arbiter in any hybrid chess FIDE rated events of the level of an over the board IA norm, endorsed by the FIDE Arbiters' Commission.

4.9.4 Being a match arbiter in an Olympiad.

4.9.5 Holding a title of International Arbiter for each of the IBCA, ICCD, IPCA.

4.10 The norms shall include events according to 4.8 and 4.9 with at least nine (9) rounds.

4.10.1 Only one (1) event with seven (7) or eight (8) rounds may be accepted.

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

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

4.13 The submitted norms shall be signed by the Chief Arbiter.

4.13.1 These cannot all be from the same Chief Arbiter.

5. Application Procedure

5.1 National federations may register their Arbiters of National level(s) with FIDE after approval by the FIDE Arbiters' Commission.

5.1.1 Arbiters of National Level shall be at least 16 years old.

5.2 Applications for the title of FIDE Arbiter or International Arbiter shall be submitted to the FIDE Secretariat by the federation of the applicant.

5.2.1 If the applicant's federation refuses to apply, the applicant can bring their case to the Arbiters' Commission, who will investigate it.

5.2.2 If it is found that there is no sufficient reason for the refusal, the applicant may appeal to FIDE and apply for the title himself.

5.3 Applications shall respect the following expiry dates:

5.3.1 A tournament norm shall not be more than six (6) years old on the day of application.

5.3.2 A seminar norm shall not be more than four (4) years old on the day of application.

5.3.3 The application shall be submitted not later than one (1) year after the date of the latest event listed.

5.4 For an FA application to be valid, the following shall be respected:

5.4.1 The application form for the FIDE Arbiter title (FA2) shall be submitted with relevant data and signature by the Federation Official.

5.4.2 Applicants for the FIDE Arbiter title shall be at least 19 years old.

5.4.3 The application shall be submitted with the exact number of required FA norms as described in Article 3:

- One (1) norm from an FA Seminar
- Three (3) FA norm certificates from tournaments

5.5 For an IA application to be valid, the following shall be respected:

5.5.1 The application form for the International Arbiter title (IA2) shall be submitted with relevant data and signature by the Federation Official.

5.5.2 Applicants for the International Arbiter title shall be at least 21 years old.

5.5.3 The application shall be submitted with the exact number of required IA norms as described in Article 4:

- Four (4) IA norm certificates from tournaments

5.6 Title fees shall be applied following the FIDE financial regulations.

5.6.1 The National Federation is responsible for the fee.

5.6.2 In such cases as described in 5.2.2, the applicant is responsible for the fee.

5.7 There is a 45-day deadline to allow the applications to be considered properly.

5.8 All applications together with full details shall be posted on the FIDE website for a minimum of 60 days prior to finalization. This is to allow any objections to be lodged.

6. Financial and regulatory regulations

6.1 All arbiters of any FIDE rated events shall comply with the FIDE financial regulations. That includes the payment of a registration fee to FIDE (previously named "License fee").

6.2 If article 6.1 is not fulfilled, the event may not be rated and any Arbiter's norms shall not be accepted.

6.3 Arbiters shall comply with FIDE regulatory regulations, this includes compliance with GDPR regulations.

B06.2 – FIDE Regulations for the Training of chess arbiters

1. General

These regulations comprise of all aspects for training of Arbiters, certification of Lecturers, and organisation of Seminars under the auspices of FIDE.

Regardless of the requirements of this document, all arbiters are expected to keep their skills up to date.

1.1 FIDE Arbiters' Commission Education Team

The FIDE Arbiters' Commission Education Team is a group of members of the Commission in charge of the education sector. Their scope is to cover these regulations for the Arbiters' Commission.

The Commission Chairman nominates a leader and members of the team as appropriate.

1.2 Working Languages

The main language in Arbiter training shall be English, whenever possible. However, the following list of languages may be used during FIDE Arbiter seminars and Refresher courses, for lectures and evaluations: Arabic, English, French, German, Portuguese, Russian and Spanish.

1.2.1 IA restricted training

For any course or seminar restricted to IAs the only permitted language is English, however the sessions may be translated into one of the abovementioned languages.

2. FIDE Lecturers Accreditation

2.1 Definitions

2.1.1 Accreditation

An accreditation is the right granted by the FIDE Arbiters' Commission to cover specific duties. An accreditation differs from a title by the fact that it is granted for a limited period defined in advance.

2.1.2 FIDE Lecturer

A FIDE Lecturer is an International Arbiter, classified as Category A or B, who is accredited by the FIDE Arbiters' Commission to give lectures in official arbiter training seminars.

The FIDE Lecturer accreditation shall be awarded after approval of candidates by the Arbiters' Commission to the FIDE Council.

The FIDE Lecturer accreditation is valid for a period of four (4) years. Further periods of accreditation, which are not automatic, may then be awarded.

2.2 List of Lecturers

The FIDE Arbiters' Commission shall maintain a list of accredited Lecturers.

This list will be regularly revised to reflect the training needs of the arbiting community. This revision may involve the addition of new Lecturers from the FIDE Lecturer Training Programme (LTP, see Article 3) as well as the removal of Lecturers.

Those conducting training on behalf of the Arbiters' Commission will be subject to the normal disciplinary procedures for arbiters and will be expected to perform their duties to the same high standards. Anyone failing to maintain the expected standards will be removed from the list.

2.2.1 Requirements for Accreditation

The minimum requirements to obtain a FIDE Lecturer accreditation are:

- being an active International Arbiter Category A or B,
- acceptance to the Lecturer Training Programme,
- having demonstrated teaching abilities to a panel of experts from the Arbiters' Commission
- being experienced as an assistant lecturer in at least 3 Arbiter Seminars, with a satisfactory FL Active Participation Report (APR) from each.

Not all of the submitted FL APRs shall be signed by the same Lecturer.

All FL APRs must have been achieved after classification as International Arbiter Category A or B.

2.2.2 Inactivity

Lecturers who had not given any FIDE approved Seminar for four (4) consecutive years are called "inactive".

Lecturers are expected to have a minimum activity as arbiters in FIDE rated events. This should be at least one event per year.

Lecturers who are marked inactive as arbiters will also be marked inactive as Lecturers.

Inactive Lecturers will be excluded from the list of lecturers, by a decision of the Arbiters' Commission.

2.2.3 Renewal

Those at the end of their period of accreditation shall be eligible for reselection.

The FIDE Arbiters' Commission shall confirm the renewal.

Accredited Lecturers who reach the last 6 months of their accreditation and whose accreditation may not be renewed for any reason (inactivity or other) shall be informed by the FIDE Arbiters' Commission. They shall confirm their wish to keep their accreditation and define an action plan together with the commission to reconsider the renewal. Otherwise, the accreditation stops at the end of the 4 years of inactivity.

3. FIDE Lecturer Training Programme

The FIDE Lecturer Training Programme (LTP) is the system designed by the FIDE Arbiters' Commission to support the certification of future FIDE lecturers and the continuous improvement of accredited lecturers.

3.1 Initial certification of FIDE Lecturers

Candidates selected for the LTP can prepare their certification to become a FIDE Lecturer. Only those accepted to this programme can gain the necessary endorsements from FA Seminars.

There are 2 components in the certification of FIDE Lecturers: practical experience and pedagogical certification.

3.1.1 Practical Experience

Each candidate FIDE Lecturer shall attend at least 3 seminars as an assistant lecturer and be present during the entire duration of those seminars. The practical experience shall cover all aspects of a Lecturer's activities:

- The candidate shall actively work in the presentation of seminars under the supervision of a Lecturer and shall lecture for a minimum of 3 hours in each seminar he attends as an Assistant Lecturer.
- The candidate shall produce materials for lectures. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.
- The candidate shall produce for each seminar a selection of potential examination questions with a detailed marking scheme. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.

At the end of a seminar, the Lecturer shall evaluate the candidate, using the FL Active Participation Report form, and submit the form with his report for the Seminar to the FIDE Arbiters' Commission.

3.1.2 Pedagogical Certification

To complement the practical experience in seminars, candidate Lecturers shall demonstrate their pedagogical skills to the Arbiters Commission. This may be by sharing a lecture prepared for one of the seminars or in another manner approved by the Arbiters' Commission.

3.2 Continuous improvement of Lecturers

As part of their activity, accredited lecturers shall also participate in the Lecturer Training Programme.

3.2.1 LTP Webinars

The Education Team of the Arbiters' Commission shall regularly organize webinars where:

- Lecturers may share good practice

- The Commission may promote teaching methods, available materials and share policies and processes.

3.2.2 LTP Mentoring programme

Experienced Lecturers and Education Team members may be involved as mentors to support the progress of candidate lecturers.

Such one to one mentoring shall focus on areas such as topic preparation and presentation skills.

3.3 Recruitment

3.3.1 Principles

The number of active lecturers shall be consistent with the actual needs for all levels of arbiter training.

The Arbiters' Commission shall identify candidates before they are allowed to officiate in seminars as lecturers in training, through the LTP.

Recruited arbiters shall demonstrate appropriate experience before being added to the list of lecturers. Candidates who fail to demonstrate the appropriate level of experience after a significant training period may not be added to the list and be removed from the LTP.

3.3.2 Call of interest

When necessary, the Arbiters' Commission shall proceed to a call of interest to identify potential candidates to join the Lecturer Training Programme.

The candidates shall send their resume and motivations through their National Federation and eventually get interviewed before the commission makes its decision.

Those who have obtained Lecturer norms under the previous system have until 30th June 2021 to apply for the LTP and produce any FL1 (replaced by APRs in the current regulations) that they have achieved. Reports received after this date will be disregarded. Reports should be submitted to the Arbiters' Commission through the National Federation.

3.3.3 Application

When a candidate from the LTP fulfils all requirements to be added to the list of Lecturers, the applicant's National Federation is entitled to formally request the addition to the list.

4. Training of Arbiters

Arbiter training falls into 3 categories:

- Initial training;
- refresher courses; and
- world events preparation.

In addition, the FIDE Arbiters' Commission shall assist, where requested, federations with their National Arbiter training programmes.

4.1 Initial Training

Initial training allows an arbiter to acquire a norm to be used for a title application.

Initial training is mandatory, as part of the title validation process.

There are two (2) levels of initial training for arbiters:

- FIDE Arbiter (FA) Seminar
- International Arbiter (IA) Certification Seminar

4.1.1 FIDE Arbiter Seminar

The FIDE Arbiter seminar is a training session for Arbiters of National level (NA), previously registered as such by their National Federation.

The goal of this first level is to study technical topics and behaviour skills that are a foundation for Arbiters of international level.

The session is concluded by a centrally administered exam with feedback from the lecturer.

Participants who pass the exam are awarded a FIDE Arbiter Norm from the seminar. It is strongly advised, however not mandatory, to attend the FIDE Arbiter Seminar before requesting norms from tournaments.

4.1.1.1 FA Seminar Content

The following topics are studied in FA Seminars:

a) Laws of Chess
b) Use of electronic clocks
c) System of games, tie breaks
d) Swiss system and pairing rules
e) Anti-cheating guidelines for Arbiters
f) Regulations for the titles of Arbiters
g) FIDE Competition Rules and standards of chess equipment
h) Rating and over-the-board titles

When the seminar is in a language other than English, basic English chess vocabulary shall be included into the lectures.

The lectures will also focus on the arbiter's behaviour in chess event situations, including organisational abilities, relationship with the participants and the public, dealing with conflicts, etc.

4.1.1.2 FA Seminar Duration

Duration of the FA seminar may differ, depending on the strength of the Arbiter of National level curriculum in the host federation:

i) When the NA curriculum already included thorough study of all topics, the minimum duration shall be sixteen (16) hours on at least two (2) days, comparable to a refresher course including an exam.
j) When the NA curriculum didn't previously teach all of the topics listed in 4.1.1.1 a)-f), the minimum duration shall be as in a) with an additional 3 hours per "new" topic, on at least three (3) days in total.
k) For seminars conducted in a language other than English an additional hour should be included for the introduction of chess terms in English.

4.1.1.3 FA Exam

At the end of the Seminar, the participants can take part in a written examination, the FA Exam.

The objective of the exam is to validate that the participant knows the various FIDE regulations, can apply them and take appropriate decisions in normal chess event situations.

The duration of the FA Exam shall be 4 hours.

The FA exam and marking scheme shall be prepared by the Lecturer, following instructions published by the FIDE Arbiters' Commission. They shall be reviewed by the Education Team of the FIDE Arbiters' Commission before the seminar, to ensure homogeneity of testing everywhere.

The FA exam shall be marked by a FIDE Lecturer designated by the FIDE Arbiters' Commission Education Team.

Participants who achieve 80% and above will be awarded one (1) norm for the title of FIDE Arbiter. Only one (1) such norm shall be used in the awarding of the title of FIDE Arbiter.

4.1.2 International Arbiter certification Seminar

The International Arbiter Certification Seminar is a training session for active FIDE Arbiters.

The goal of this second level of arbiter training is to ensure that candidates applying for the IA title are ready, in terms of technical skills and practical experience. It is advisable, but not mandatory, that participants already have at least two (2) valid International Arbiter Norms.

The lectures and evaluations of an International Arbiters' Seminar shall comply with Article 1.2.1.

The session is delivered by two (2) FIDE lecturers, one of them being the leading lecturer.

The session is concluded by a readiness evaluation. Participants who are declared ready through the evaluation are granted an International Arbiter Norm from the seminar.

4.1.2.1 IA Certification Seminar Content

The following topics are covered in IA Certification Seminars:

a) Revision of all the necessary regulations of Arbiters, Rules, Qualification, Pairings, Fair Play and Technical Commissions
b) Ability to use chess clocks efficiently
c) Ability to use an approved version of pairing software efficiently
d) Ability to run a chess event
e) Ability to communicate in English in a chess event

4.1.2.2 IA Seminar Duration

Duration of the IA Certification Seminar shall be a minimum of sixteen (16) hours on at least two (2) days. Assessment will form part of the seminar but will not be a formal exam.

4.1.2.3 International Arbiter Readiness Evaluation

During the IA Certification Seminar, candidates are evaluated on their capabilities to be an International Arbiter, using an evaluation grid provided by the FIDE Arbiters Commission.

The evaluation consists of several parts:

a) Short written evaluation on regulations (refresher topics)
b) English evaluation
c) Technical skills (clocks, pairing software)
d) Review of chess event experience of the candidate

As a conclusion to the evaluation, the candidate shall be provided with written feedback on their strengths and areas for improvement to consolidate the foundations of their future IA career.

4.2 Refresher Courses

Most FIDE regulations change every 4 years. The goal of the refresher course is to keep arbiters up to date with the latest versions of FIDE regulations and tournament practices.

The Refresher Course is a training session for active and inactive FIDE Arbiters or International Arbiters and is used to confirm or regain their active status as an arbiter. It is mandatory to attend a refresher course at least once in a period of four (4) years.

To facilitate accessibility to a wider population of arbiters, such courses shall mainly be organised online or during FIDE official events which gather large numbers of arbiters.

These refresher courses are directly provided by the FIDE Arbiters' Commission.

Failure to attend a refresher course in a period of four (4) years shall result in changing the arbiter's activity flag to "inactive".

4.2.1 Refresher Course Content

The following topics are covered in Refresher Courses:

a) Latest regulations of the Arbiter, Rules, Qualification, Pairings, Fair Play and Technical Commissions.
b) Questions and answers from participants
c) Optional: familiarisation with the latest Chess equipment (Including chess clocks, electronic boards and Anti-Cheatings devices).

4.2.2 Refresher Course Duration

Duration of the Refresher Course shall be a minimum of twelve (12) hours.

4.2.3 Refresher Seminar Diagnostic Evaluation

The Refresher Course is concluded by a written evaluation.

The objective of this evaluation is to give candidates feedback on their current strengths and weaknesses. Except in the case of particularly poor results requiring a personalised action plan with the arbiter, only attendance is recorded to validate the arbiter's active status.

4.3 World Event Preparation

World Event Preparation Training is a session dedicated to FIDE Arbiters and International Arbiters selected to officiate in an upcoming World Event.

The goal of the training is to globally raise the level of arbiters in world level events and to ensure homogeneous preparation for large arbiter teams. It also plays a role in the team building process.

The FIDE Lecturer in charge of the training shall be selected by the FIDE Arbiters' Commission.

World Event Preparation Training shall be prepared together with the Arbiters' Commission, the Chief Arbiter of the event and the FIDE Lecturer assigned to the training, in consultancy with the organising committee of the event.

4.3.1 Training program

The training plan shall cover important aspects of FIDE events, such as technical skills and practical experiences for success in a World top-level competition:

a) Teamwork
b) Interaction with players, captains, officials and spectators
c) Role of each arbiter in the team
d) Regulations of the event
e) Necessary FIDE Laws and Regulations
f) Practical exercises (setting clocks, writing moves, checking draw claims, etc.)

4.3.2 Training structure

Ideally, the training is split into 3 phases:

a) Initial session: as early as possible after the arbiters are selected, a session to initiate the training and team building processes, identify personalised working areas. This can consist in online sessions and personal interviews.
b) Preparational work: under the supervision of the Lecturer, individual or team work to reinforce identified topics.
c) On-site final session: at the place of the event, minimum four (4) hours, before the start of the event, to practice event procedures and have a final revision of technical subjects.

Depending on constraints, all steps might not be achievable for a given event. However, at least the on-site final session shall be organised for the selected arbiters.

4.4 National Arbiter Training Programme

The development of National Arbiter Training Programme is under the responsibility of a National Federation. Such programs shall be designed to answer the needs of the National Federation and fit with these International Regulations.

When a National Federation needs assistance, they may consult the Arbiters' Commission Education Team for advice and support.

5. Seminars

Seminars which are not organised according to these Regulations will not be recognised by FIDE. Exam results from unrecognised Seminars shall be disregarded by the FIDE Arbiters' Commission and participants may not use such seminars for title application.

5.1 Formats and capacity

5.1.1 Standard Format

A seminar is called Standard, when all participants meet in a single classroom and lectures are given in the presence of the Lecturer.

The standard format is recommended when it is easier for participants to attend a location or when offered during large events.

5.1.2 Online Format (Internet based)

A seminar is called Online (or Internet based), when the lecture is delivered remotely by the Lecturer, and participants attend a virtual classroom using a computer over the network.

The online format is recommended for refresher courses or seminars targeting a population spread over a large geographic area.

5.1.3 Mixed Format

A seminar is called Mixed, when part of the lecture is delivered over the Internet and part in a classroom with all participants. In such seminars, the exam or evaluation session shall happen in the presence of the lecturer with the candidates assembled at a central location.

The mixed format is recommended when the duration of the lecture is higher than 2 full days and it is economically and practically easier for participants to attend than a standard seminar.

5.1.4 Seminars capacity

Initial training seminars shall target a maximum attendance of twenty (20) participants and refresher courses a maximum of twenty-five (25) participants.

The FIDE Arbiters' Commission may approve seminars of larger capacity in exceptional circumstances, duly communicated by the organizing committee prior to the start of the seminar.

5.2 Organisation

Seminars for Arbiters shall be organised by one of the following:

a) The FIDE Arbiters Commission;
b) FIDE Affiliated Organizations from the FIDE Directory;
c) National Chess Federations – either directly or by delegation to one of their affiliated chess organisations,

following approval by the FIDE Arbiters' Commission.

5.2.1 Organising Committee

There should be an Organising Committee of the Seminar, consisting of three (3) members as follows:

a) A member appointed by the FIDE Arbiters' Commission.
b) A member appointed by the host Federation.
c) A member appointed by the host Federation's Arbiters' Commission.

At least one member appointed under b) and c) should have an IA, FA, or IO title.

5.2.1.1 Observer

The Organizing Committee member, who is proposed by the FIDE Arbiters' Commission, shall act as the Observer. The Observer shall ensure the due application of the present Regulations during the Seminar. After the end of the Seminar, the Observer shall submit a full report to the FIDE Arbiters' Commission within seven days of the Seminar's end.

5.2.1.2 FIDE Lecturer and Assistant

The proposed Lecturer of the Seminar must be approved by the FIDE Arbiters' Commission and a maximum of two (2) Assistants may be involved in a seminar.

One local Assistant should be in one or more of the following categories:

a) An arbiter from the host Federation to help with communication and/or the technical organisation of an online seminar
b) An arbiter from the host Federation who is involved with the training of local arbiters

One additional assistant may be appointed if they satisfy either of the following conditions:

a) They are an IA from the FIDE Lecturer Training Programme
b) They are a current Lecturer wishing to maintain or improve their lecturing skills

They may, in the case of online seminars only, share the duties of the Technical Organiser with the Lecturer.

5.2.1.3 Technical Organiser

In the case of an Online or Mixed Seminar, the role of a Technical Organizer is needed.

The Technical Organizer shall be the person with the following responsibilities:

a) sending invitations from the Internet conferencing system
b) verifying attendance of Seminar participants
c) addressing all Internet conferencing system issues
d) monitoring questions from participants and passing these on to the Lecturer and Assistants
e) reporting attendance, technical and non-technical issues to the Arbiters' Commission.

The Technical Organizer is responsible for the management of an internet conferencing system (audio and screen sharing video).

5.2.2 Application Procedure

To organise a Seminar, a host Federation or FIDE Affiliated Organization from the FIDE Directory shall send an application to the FIDE Arbiters' Commission, at least one (1) month before the proposed start of the Seminar.

When the organisation is delegated to an affiliated organisation of a National Chess Federation, this shall be specified on the application form.

The application shall include details of:

a) The organiser, the dates, the suitable venue, the type of seminar and the full schedule.
b) An estimation of the number of participants.
c) The topics that will be discussed during the course (with lecture duration).
d) The members of the Seminar's Organising Committee.
e) The proposed Lecturer for the Seminar (who should be approved by the FIDE Arbiters' Commission) and the Assistant(s).
f) The proposed Technical Organizer (who should be approved by the FIDE Arbiters' Commission) – in the case of Online or Mixed Seminars.
g) Other matters in respect of the Seminar, such as the language of the lectures, any fees for the participants, the accommodation conditions, contact information etc.

5.2.3 Fees

When a seminar or exam is subject to fees, each participant shall be charged accordingly.

Except for seminars which are directly managed by the FIDE Arbiters' Commission, fees shall be paid to FIDE by the host Federation or FIDE Affiliated Organisation.

5.2.3.1 Amounts as of 1 January 2021

Fees shall be in accordance with the FIDE Financial regulations.

As of 1 January 2021, fees determined by the Arbiters' Commission are:

a) FA Examination Fee: the host shall be invoiced 20€ per participant in the FA exam.
b) IA Certification Fee: the host shall be invoiced 30€ per participant in the IA certification seminar.
c) Refresher Course Fee: each participant shall be charged 40€ directly by FIDE for the seminar.

5.2.3.2 Waivers

Fees shall be the same worldwide, without any waiver. However, specific development programs may be designed in collaboration with the FIDE PDC (Planning and Development Commission) to financially support the participation of identified populations.

5.2.4 Review and Publication

The Arbiters' Commission shall review applications as soon as possible after they are received.

When clarifications are needed or objections are raised, the organising committee shall provide supplementary information upon request from the Commission.

If the application is compliant with the regulations, the Commission shall confirm the validity and publish the seminar in

the official calendar. Otherwise, the Commission may refuse validation.

5.2.5 Training Material

All the participants of the Seminar must be provided with the materials for the course, including details of all the topics to be discussed.

5.2.6 Report and Result Handling

a) Within one week of the end of the Seminar, the Lecturer shall provide the results of the examination and submit a full report to the FIDE Arbiters' Commission according to instructions given by the Education Team. When appropriate, the report shall also include elements of evaluation of an assistant lecturer from the FIDE Lecturer Training Programme.
b) Within one week of the end of the Seminar, the Observer shall provide a full report to the FIDE Arbiters Commission.
c) After the end of the Seminar, all the participants will receive certificates of attendance provided by the Organizers.

On receipt of the reports under a) and b), the FIDE Arbiters' Commission shall check the Lecturer's report and announce the results. The National Federation or FIDE Affiliated Organization shall then be invoiced for the seminar or exam fees, when applicable in accordance with FIDE financial regulations.

The results of all seminars shall be reported to FIDE for final approval (FIDE Council, Congress, GA).

B06.3 – FIDE Regulations for the Classification of Arbiters

1. General

These regulations comprise all the aspects concerning the classification of Chess Arbiters of international level (International Arbiter (IA) and FIDE Arbiter (FA)).

1.1 Status of Arbiters

Chess Arbiters (IAs and FAs) can have two (2) distinct status:

- Active (a)
- Inactive (i).

The status is used to determine whether an arbiter is allowed to officiate or not in a FIDE rated event.

1.2 Categories of Arbiters

Categories of arbiters are used to classify arbiters (IAs and FAs), based on their past experience and determine whether an arbiter is allowed to be appointed in World and Continental events.

1.2.1 IAs are classified into the following categories:

- - Category A
- - Category B
- - Category C
- - Category D

1.2.2 FAs are classified as Category D

1.3 Categories of Tournaments

In these regulations, chess events are split into different categories indicating the requirements for arbiters' appointments.

1.3.1 Category A tournaments

Category A tournaments contain only major world events as listed below.

1.3.1.1 Major World Events

The following events from the FIDE official calendar are considered "major world events" for the classification of arbiters:

a) World Chess Olympiad Open and Women
b) World Individual Chess Championship Cycle Open and Women:
    - FIDE World Championship Match
    - FIDE Candidates
    - FIDE World Cup
    - FIDE Grand Prix
    - FIDE Grand Swiss
c) World Rapid and Blitz Championship Open and Women

d) World Team Championship Open and Women
e) World Junior Championship Open and Girls

1.3.2 Category B tournaments

Category B tournaments contain other world events, major continental events and specific top-level tournaments as listed below.

1.3.2.1 Other World Events

The following events from the FIDE official calendar are considered "other world events" for the classification of arbiters:

a) World Senior Championship Open and Women
b) World Senior Team Championship Open and Women
c) World Youth U16 Olympiad
d) World Youth and Cadet Championship Open and Girls
e) World School and University Championship Open and Girls
f) World Amateur Championship
g) World Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
h) World Championship for Players with Disabilities
i) World Junior Championship for Players with Disabilities
j) Other new competitions created by FIDE

1.3.2.2 Major Continental Events

The following events from the FIDE official calendar are considered "major continental events" for the classification of arbiters:

a) Continental Individual Championship Open and Women
b) Continental Team Championship Open and Women
c) Continental Junior Championship Open and Girls
d) Continental Club Cup Open and Women
e) Continental Rapid and Blitz Championship Open and Women

1.3.2.3 Top-level Events

The following types of events are considered "top-level events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2600
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2400

Those events may be rated for standard, rapid or blitz FIDE ratings.

1.3.3 Category C tournaments

Category C tournaments contain other continental events and strong international tournaments as listed below.

1.3.3.1 Other Continental Events

The following events from the FIDE official calendar are considered "other continental events" for the classification of arbiters:

a) Continental Senior Championship Open and Women
b) Continental Senior Team Championship Open and Women
c) Continental Youth and Cadet Championship Open and Girls
d) Continental School and University Championship Open and Girls
e) Continental Amateur Championship
f) Continental Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
g) Other new competitions created by Continental Chess Organisations

1.3.3.2 Strong international Events

The following types of events are considered "strong international events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2500
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2300
c) Chess events of at least 9 rounds with more than 150 participants, team or individual, including a minimum of 75% rated players and 20 titled players (GM, WGM, IM, WIM, FM, WFM) from at least three (3) federations
    - As a single tournament, or
    - As a chess festival (a chess event that includes multiple concurrent tournaments)

Those events shall be rated for standard FIDE rating.

1.3.4 Category D tournaments

Category D tournaments shall have the same minimum requirements as a norm for the IA Title.

2. Active and Inactive IAs and FAs

2.1 An IA or FA is considered to be "Inactive" if in a period of four (4) years they have not successfully attended a Refresher Course organized by the

FIDE Arbiters' Commission. When an arbiter reaches his "end of activity" date, his status is changed to "Inactive".

2.1.1 An inactive arbiter may not officiate as the Chief Arbiter in any FIDE rated tournaments, except in those where no possibilities of norms for players exist.

2.1.2 An inactive arbiter may not be selected to officiate in any official FIDE or Continental events.

2.2 The "end of activity" date is calculated and updated by adding four (4) years to:

2.2.1 The FA Title award date, in the case of a newly titled FA.

2.2.2 The last day of the last Refresher Course or IA Certification Seminar, successfully attended by the arbiter.

2.3 Gaining a new title or category does not impact the end of activity date.

2.4 Inactive IAs and FAs are flagged as such on their Profile on the FIDE Rating Server.

2.5 An Inactive IA or FA can be considered active again, only after successfully attending a Refresher Seminar and after validation by the Arbiters' Commission.

2.6 Transition 2021 – for a smooth implementation of the new regulations. The initial end of activity date will be calculated as follow, as the new regulations come into force:

2.6.1 Active arbiters with a last tournament in 2016 or before: 31/12/2020, status set to inactive.

2.6.2 Active arbiters with a last tournament in 2017: IA 31/12/2021 – FA 31/12/2022

2.6.3 Active arbiters with a last tournament in 2018: 31/12/2022

2.6.4 Active arbiters with a last tournament in 2019: 31/12/2023

2.6.5 Active arbiters with a last tournament in 2020: 31/12/2024

3. Category A

Category A is the highest level of International Arbiters' classification.

To be classified in Category A, Arbiters shall fulfil all of the following criteria:

3.1 They hold the International Arbiter title for at least five (5) years

3.2 Their arbiter status is "active"

3.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as Arbiters.

3.4 They have been classified in Category B for at least two (2) years

3.5 They have acted as a Category B Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category A Tournaments as listed in 1.3.1, or
b) in at least one (1) Category A Tournament as listed in 1.3.1 and three (3) Category B Tournaments as listed in 1.3.2.

4. Category B

Category B is the second highest level of International Arbiters' classification.

To be classified in Category B, Arbiters shall fulfil all of the following criteria:

4.1 They hold the International Arbiter title for at least three (3) years

4.2 Their arbiter status is "active"

4.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as Arbiters.

4.4 They have been classified in the Category C for at least two (2) years

4.5 They have acted as a Category C Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category B Tournaments as listed in 1.3.2, or
b) in at least one (1) Category B Tournament as listed in 1.3.2 and three (3) Category C Tournaments as listed in 1.3.3.

5. Category C

Category C is the third highest level of International Arbiters' classification.

To be classified in Category C, Arbiters shall fulfil all of the following criteria:

5.1 They hold the International Arbiter title for at least one (1) year

5.2 Their arbiter status is "active"

5.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as Arbiters.

5.4 They have acted as an IA Category D Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category C Tournaments as listed in 1.3.3, or
b) in at least one (1) Category C Tournament as listed in 1.3.3 and three (3) Category D Tournaments as listed in 1.3.4.

6. Category D

Category D is assigned by default to any FA or IA.

7. Application Procedure for the classification of IA and FA

7.1 The Arbiters' Commission shall have the responsibility for the classification of IAs and FAs in the above-mentioned Categories.

7.2 Applications shall be submitted to the Arbiters' Commission by the federation of the applicant as soon as possible after the latest event considered, using the Arbiter Classification Upgrade Form (IA3).

7.2.1 The application shall be submitted with the exact minimum number of required tournaments as described in Articles 3.5, 4.5 and 5.4.

7.3 All tournaments listed for the Category upgrade shall be different from tournaments already used for a previous category upgrade or title application and shall start after the last category upgrade or title award.

7.4 The National Federation is responsible for the registration fee.

7.4.1 If the applicant's federation refuses to apply, the applicant can bring his case to the Arbiters' Commission, who will investigate it.

7.4.2 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 category himself.

8. Appointment of IAs and FAs according to their Categories

The appointment of arbiters in World and Continental events shall respect consistency between the categories of arbiters and the high level of these tournaments.

8.1 Only IAs belonging to Category A or B shall be appointed as Chief Arbiters in World events.

8.2 Arbiters of National level shall not be appointed in World events without prior approval of the FIDE Arbiters' Commission. The official appointment of National Arbiters may only happen in exceptional circumstances; however, the Chief Arbiter may accept some of them in the playing hall as observers for educational purposes.

8.3 The following table indicates the appointment rules for IAs and FAs, depending on their Categories and the event.

<table>
<tr><th>Role/Event</th><th>Cat. A Trn</th><th>Cat. B Trn</th><th>Cat. C Trn</th><th>Cat. D Trn</th></tr>
<tr><td>Chief Arbiter</td><td rowspan="5">A, B</td><td>A, B</td><td>A, B, C</td><td rowspan="7">All IAs & FAs</td></tr>
<tr><td>Deputy Chief Arbiter</td><td rowspan="4">A, B, C</td><td rowspan="6">All IAs & FAs</td></tr>
<tr><td>Sector Arbiter</td></tr>
<tr><td>Pairing Officer</td></tr>
<tr><td>Fair Play Officer</td></tr>
<tr><td>Arbiter</td><td>A, B, C</td><td rowspan="2">All IAs & FAs</td></tr>
<tr><td>Match Arbiter*</td><td>All IAs & FAs</td></tr>
</table>

* in the case of team events, arbiters in charge of the supervision of a single match

Legend:

A, B, C, D: *Categories of IAs and FAs*
Major WE: *Major World events, according to 1.3.1.1*
Other WE: *all the other World events, included in the FIDE Calendar, according to 1.3.2.1.*
Major CE: *Major Continental events, according to 1.3.2.2.*
Other CE: all the other Con

B06.4 – FIDE Regulations for the Appointment of Arbiters in World Events

1. General

These regulations govern the appointment of Arbiters in FIDE Tournaments organized under the Aegis of GSC, EVE and DIS commissions.

The principle is to manage the appointment of arbiters in a structured way:

involving the various stakeholders;

respecting the requirements in number and quality for each roles;

considering the whole calendar of tournaments;

balancing the number of individual appointments in a period of time.

The foundational layer of the process is the FIDE Calendar and the number of positions to be appointed in:

Senior roles: Chief Arbiter, Deputy Chief Arbiter, Sector Arbiter, Pairing Officer, Fair Play Officer*

Floor roles: Arbiter, Match Arbiter

Panels of arbiters are created to feed all needed positions. A Panel is a list of arbiters eligible for nomination on a specific level of role, valid for 2 years.

** Fair Play roles are expected to be under the umbrella of the FIDE Fair Play Commission. The ARB may support their selection process until a formal system is finalized by FPL.*

2. Scope

2.1 Events

According to the Categories of Tournaments defined in the FIDE Handbook B.06.3 Article 1.3, the scope is:

All Category A tournaments (Art. 1.3.1)

All Category B tournaments of World level (Art. 1.3.2.1)

2.2 Appointment cycles

Appointment rules and quotas are calculated based on a 2-year cycle, to cover the whole scope of bi-annual tournaments.

A mid-term review of Panels may be done by the ARB before October 1st of the first year of an ongoing cycle. As a result of the review, an updated composition of Panels may be published and valid for the second year of the cycle.

2.3 Positions

All arbiters' positions are in scope of the present regulations.

3. Panels for the selection of Arbiters

Four Panels of Arbiters will be appointed by ARB, in accordance with their Arbiter Appointment Procedural Rules:

1) Green Panel

2) Blue Panel

3) Red Panel

4) Yellow Panel

The Panels will be selected and published before the 1st October of the year preceding an Olympiad.

The Panels will be selected for a period of 2 calendar years.

Arbiters who are removed from a Panel during a cycle may be replaced by the ARB for the remainder of that cycle.

Arbiters sanctioned at the time of selection by either the ARB Disciplinary Sub-Committee or EDC are ineligible for selection.

3.1 Green Panel

3.1.1 Arbiters selected for the Green Panel are eligible to be appointed as:

1) Chief Arbiter of category A tournaments

2) Any role that members of the Blue Panel, Red Panel or Yellow Panel may be appointed to

3.1.2 The Green Panel will be composed of 20 arbiters, all of whom must be Category A.

3.1.3 The Green Panel will be used to appoint:

1) The Chief Arbiters of all Category A tournaments

2) The equivalent number of positions as Chief Arbiters in Category B tournaments

3.2 Blue Panel

3.2.1 Arbiters selected for the Blue Panel are eligible to be appointed as:

1) Deputy Chief Arbiter of category A tournaments

2) Chief Arbiter of category B tournaments

3) Any role that members of the Red Panel or Yellow Panel may be appointed to

3.2.2 The Blue Panel will be composed of 35 arbiters, all of whom must be Category A or B.

3.2.3 The Blue Panel will be used to appoint:

1) The Chief Arbiters of all Category B tournaments not assigned to the Green Panel

2) The Deputy Chief Arbiters

a) in all Category A tournaments

b) of twice the equivalent number of positions from a) in Category B tournaments

3.3 Red Panel

3.3.1 Arbiters selected for the Red Panel are eligible to be appointed as:

1) Sector Arbiter or Pairing Officer of category A tournaments

2) Deputy Chief Arbiter of category B tournaments.

3) Any role that members of the Yellow Panel may be appointed to.

3.3.2 The Red Panel will be composed of 50 arbiters, all of whom must be Category A or B.

3.3.3 The Red Panel will be used to appoint:

1) The Deputy Chief Arbiters of all Category B tournaments not assigned to the Blue Panel

2) The Sector Arbiters and Pairing Officer

a) in all Category A tournaments

b) of twice the equivalent number of positions from a) in Category B tournaments

3.4 Yellow Panel

3.4.1 Arbiters selected for the Yellow Panel are eligible to be appointed as any remaining roles, provided that their title and category of arbiter are compliant with Table B06.3.8.3.

3.4.2 There is no predefined size for the Yellow Panel as it contains all remaining applications retained by the Arbiter Appointment Procedural Rules.

4. Limitations on Appointments

4.1 Arbiters can be appointed as a Chief Arbiter to a maximum of two (2) FIDE official events per year.

4.2 Arbiters can be appointed as a Deputy Chief Arbiter to a maximum of two (2) FIDE official events per year.

4.3 Arbiters can be appointed to a maximum of three (3) FIDE official events in total per year. For the purpose of this, a “FIDE official event” is defined an individual entry in the FIDE calendar. For example, the World Rapid & Blitz Championship is one tournament.

4.3.1 All parties responsible for making appointments will liaise with ARB to ensure that these maximums are not breached.

4.3.2 All parties responsible for making appointments will assess the number of nominations in continental events for a potential candidate to ensure appropriate rotation at the international level.

5. Removal from a Panel

5.1 Arbiters will be removed from a Panel if one of the following applies:

5.1.1 They are sanctioned by either the ARB Disciplinary Sub-Committee

5.1.2 They are sanctioned by ETH

5.1.3 They accept appointments to tournaments that would breach the limits quoted in Article 4. Such arbiters will be ineligible for appointment to a Panel the following year.

5.2 Arbiters who are under investigation by either the Arbiters Disciplinary Sub-Committee or the EDC will be temporarily ineligible for appointments until the matter is resolved.

6. Appointment of Arbiters to Tournaments Under the Aegis of DIS and EVE

6.1 DIS and EVE will be responsible for nominating the Chief Arbiter, Deputy Chief Arbiters and Fair Play Arbiters of tournaments under their aegis, appointing only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

6.1.1 In exceptional circumstances, the FIDE President may decide to nominate an arbiter from the Panel immediately below the expected one (e.g. Red instead of Blue). In this case, the arbiter shall receive special coaching by the ARB before the event.

6.2 DIS and EVE are expected to consult ARB, and the local tournament organiser if there is one, before making the appointments.

6.3 The local tournament organiser will be responsible for appointing Pairing Arbiters and Sector Arbiters, which must come from an appropriate Panel. At least 50% of the Match Arbiters or Arbiters must come from an appropriate Panel. The remainder of the appointments can be non-Panel arbiters, but only if they are from the host Federation. The local tournament organiser must consult with ARB before making the appointments.

6.4 At least 25% of the total number of arbiters appointed to a tournament must be female.

6.5 At least 25% of the total number of arbiters appointed to a tournament must be male.

7. Appointment of Arbiters to Tournaments Under the Aegis of GSC

7.1 GSC will be responsible for nominating Arbiters to tournaments under their aegis, appointing only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

7.1.1 In exceptional circumstances, the FIDE President may decide to nominate an arbiter from the Panel immediately below the expected one (e.g. Red instead of Blue). In this case, the arbiter shall receive special coaching by the ARB before the event.

7.2 GSC are expected to consult ARB, and the local tournament organiser if there is one, before making the appointments.

7.3 In the specific case of the Olympiad, the host Federation may nominate up to 25% of the total number of Match Arbiters, who do not have to be on a Panel, however need to comply with the published regulations. The nominated arbiters must be approved by GSC, respecting the following criteria:

No Federation can have more than 1 male Match Arbiter and 1 female Match Arbiter appointed.

At least 25% of the total number of arbiters appointed must be female.

At least 25% of the total number of arbiters appointed must be male.

7.4 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be female.

7.5 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be male.

CHAPTER 11: FIDE ONLINE CHESS REGULATIONS

Approved by the FIDE Council Meeting at the December 2020 FIDE Congress.

Introduction

The FIDE Online Chess Regulations are intended to cover all competitions where players play on the virtual chessboard and transmit moves via the internet.

Wherever possible, these Regulations are intended to be identical to the FIDE Laws of Chess and related FIDE competition regulations. They are intended for use by players and arbiters in official FIDE online competitions, and as a technical specification for online chess platforms hosting these competitions.

These Regulations cannot cover all possible situations that may arise during a competition, but it should be possible for an arbiter with the necessary competence, sound judgment, and objectivity, to arrive at the correct decision based on his/her understanding of these Regulations.

These Regulations have been constructed, as far as possible, to incorporate the existing Laws of Chess while recognising the procedures adopted by the major online playing zones, also known under various names e.g. platform. Comments which apply to over the board play may also apply to these regulations when appropriate.

Before officiating at an event it is the duty of the arbiter to familiarise themselves with how these regulations will be implemented on the playing zone to be used.

There are several terms used in these regulations which do not occur in the Laws of Chess. These are explained in the Glossary. Arbiters encountering an unfamiliar term should go there in the first instance.

Part I: Basic Rules of Play

Article 1: Application of the FIDE Laws of Chess

1.1 Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, except Article 2.1.

1.2 Article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations.

1.3 Articles 4 and 5 of the Basic rules of play from the FIDE Laws of Chess are superseded by Articles 3 and 5 of these Regulations respectively.

The format and style of this document has been designed to follow the over the board Laws of Chess whenever possible.

Part II: Online Chess Rules

Article 2: Playing Zone

2.1 Online chess games are played on a virtual chessboard.

2.2 The virtual chessboard shall be hosted by an online playing zone, usually an application or a website.

An "Application" is more usually called a "Platform" and is also known as a "Chess Program" or a "Portal".

2.3 The list of moves shall be visible on the screen to the arbiter and both players throughout the game.

2.4 Each player is responsible for familiarising themselves with the playing zone's features and functionality.

Note that it is the duty of the player to ensure that they know how the platform works with regard to features such as pre-move, etc. (See Article 3.6). Arbiters may wish to highlight the availability (or not) of some features of the platform used but are not obliged to do so. The arbiter is not responsible if a feature is not highlighted and remains unknown to the player. All players are responsible for ensuring their familiarity with the features of the platform that is being used and that all approved software is the current version.

Other Playing Zone (Platform) Considerations:
Pairings
Pairing systems used by platforms may differ from FIDE pairing systems. Arbiters should be aware of this possibility. Arbiters should find out from the organiser whether the pairings will be made automatically by the platform or made by a Pairing Arbiter, and where the pairings will be published.
Most platforms can only make pairings based on their own rating system. Such platforms cannot be used for pairing purposes for tournaments conducted on the basis of FIDE ratings.
Most platforms only include players who are logged in at the time the pairings for a round are made. If a player defaults a game or disconnects (and does not reconnect) in a timely manner, some platforms automatically exclude the player from all future rounds.
Tiebreaks
If tiebreaks are to be determined by the platform, arbiters should try to check how the tiebreak systems work on that platform, how many and which types of tiebreaks are available, and whether the tiebreaks are correctly calculated. For example, some platforms cannot handle unplayed games correctly.
If the tiebreak is to be determined separately by the Chief Arbiter, players need to be advised that any tiebreak displayed by the platform has no official status and may not give the correct result.

Article 3: Moving the Pieces on the Virtual Chessboard

3.1 The virtual 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's right lower corner square is white.

3.2 Moves are made on the virtual chessboard, using a playing device, e.g. a computer with a mouse or a tablet.

Normally, there are two ways to move the pieces, depending on players' preference. They can either drag the pieces with their mouse, or click on the piece, and then click again on the destination square.

3.3 The playing zone shall only accept legal moves.

3.4 The player having the move shall be allowed to use any technical means available on the playing zone to make his/her moves.

Some playing zones allow players to use an electronic smartboard to enter their moves on the virtual chessboard. This is not allowed in online chess, unless the event is hybrid and the time control used for the competition has an increment of at least 30 seconds per move starting from move 1. See Article 20.

3.5 As a minimum, the playing zone must offer the possibility to select the source and target squares to make his/her move.

3.6 The following additional options may be activated and used by the player:

a) Smart move: the player may play his/her move by selecting a single square when a unique move can be done involving that square.

b) Pre-move: the player enters his/her move before his/her opponent made his/her own move. The move is automatically executed on the board as an immediate response to the opponent's move.

In most playing zones, if the pre-move would be illegal, it won't be played automatically, so there is no penalty.

c) Auto promotion to Queen: the player may set up the playing zone to force the promotion to a queen without being offered to choose the promoted piece.

The arbiter in their introductory remarks may wish to highlight which of these features are or are not available to the players but is not obliged to do so. If a player is unaware of any such options available, it is their own responsibility.

3.7 All moves and clock times after each move are automatically recorded by the playing zone and visible for both players.

3.8 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 4: Virtual Chessclock

4.1 'Virtual chessclock' means the individual time displays of both players displayed by the playing zone.

4.2 When a player has made his/her move on the chessboard, his/her clock will automatically stop, and the opponent's clock will start.

4.3 If a player disconnects from the playing zone during the game, then his/her clock shall continue running.

Some playing zones have a "Call the Arbiter" feature. If this is used the clocks may be paused until the arbiter resumes play.

4.4 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. The competition regulations will specify these in advance.

4.5 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 automatically drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

Article 5: Completing the Game

5.1 The game is won by the player who has checkmated his/her opponent's king.

5.2 The game is won by the player whose opponent declares he/she resigns by pressing button "resign" or by another method available on the playing zone.

5.3 The player can offer a draw in accordance with any method provided by the playing zone.

The offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it by playing a move or the game is concluded in some other way.

Some playing zones allow players to agree a draw without making any moves, while others have a limitation on the number of moves for draw offer.

In team events, the tournament regulations should specify whether or not team captains are permitted to be involved in the process of draw offers being made or accepted.

5.4 The game is automatically drawn when:

5.4.1 the same position appeared for the third time (as described in Article 9.2.2 of the FIDE Laws of Chess);

5.4.2 the player to move has no legal move and his/her king is not in check. The game is said to end in 'stalemate';

5.4.3 a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves;

5.4.4 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

Some playing zones may automatically award draws in other positions. These will normally be positions in which a mate is extremely unlikely such as K+N v K+N. The arbiter should be familiar enough with the platform being used to know how the platform will react to such situations and to explain the situation to a player, if necessary.

Part III: Regulations for Online Competitions

Article 6: Competition Types

6.1 Online competitions may be played under the following formats:

6.1.1 An "Online chess competition" event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter. "Online chess" is the most generic term for Internet chess games. The regulations of this kind of events are specified by the playing zones.

6.1.2 "Online Chess with supervision" competition is an event where players are remotely supervised by an arbiter. (see Part III a).

6.1.3 "Hybrid chess" competition is an event where all players are physically supervised by an arbiter, while they play online (see Part III b)

6.2 The competition regulations shall specify the kind of competition listed in Article 6.1.

Hybrid chess involves players assembling at a number of venues. Each venue shall have at least one arbiter physically present to supervise the running of the tournament, in particular that the Fair Play procedures are being observed.
The pairing of such events may be done remotely and made available to the players and arbiters at the various venues.

Article 7: Scoring System

7.1 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/her game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½).

7.2 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 ¾ - ¼ is not allowed.

Some playing zones provide the freedom for non-standard scoring systems.
Some examples are:
Win = 2 point, Draw = 1 point, Loss = 0 points with extra points for subsequent wins e.g.
- *2nd win in a row = 3 points, 3rd & all subsequent wins in the streak = 4 points*
- *After two wins in a row, games are double points: Win = 4 points, Draw = 2 points, Loss = 0 points (optional)*

After a draw, subsequent draws are worth 0 points (optional)

Part III a: Regulations for Online Competitions with Supervision

Article 8: General Provisions

8.1 The 'playing venue' is defined as the 'playing area', and toilets or restrooms. The playing area is defined as the room where the player plays his/her moves. The regulations of a competition may require the playing area should be monitored by cameras.

8.2 No one except the player are allowed to be in the playing area without the permission of the Arbiter.

If an assistant is needed by the player the arbiter should give the relevant permission. However, the arbiter does retain the right to indicate that a particular assistant is not satisfactory.

8.3 The time control and method of implementation shall be specified in competition regulations.

Some playing zones provide the freedom for non-standard time controls like Berserk. When a player activates the Berserk option at the beginning of the game, they lose half of their clock time, but the win is worth one extra tournament point. Going Berserk in time controls with an increment also cancels the increment.

8.4 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.

Few playing zones permit this possibility but it is the duty of the arbiter to establish this before play commences.

8.5 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.

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

Most playing zones don't apply Article 8.6; however, they make the draw obvious to the player in other ways.

Article 9: Players' Conduct

9.1 The players shall take no action that will bring the game of chess into disrepute including the way that a player behaves in front of the cameras.

9.2 Each player shall connect to the playing zone with an authorised device, to access their games.

9.3 Each player shall use his/her personal account when playing competition games on the playing zone.

9.4 Players must wear appropriate clothing when visible on camera and follow the dress code of the competition, if any.

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

9.6 During play the players are forbidden from using any electronic device, notes, sources of information or advice, or to analyse any game on another chessboard.

9.7 Players are not allowed to have headphones in or over their ears during play.

9.8.1 During a game, a player is forbidden from having in the playing venue any electronic device which is not specifically approved by the arbiter. However, the regulations of an event may allow such devices to be stored very near to the playing area only as a help to provide backup internet.

9.8.2 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.

9.8.3 The arbiter may require the player to show his/her clothes, bags, contents of drawers/cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded.

9.9 Smoking, including e-cigarettes, is not permitted when visible on camera.

It has been known for players to query why they cannot smoke in their own homes. The player is not forbidden from smoking, merely from smoking in a visible manner. If the game is on camera then an audience may be expected. Promoting smoking, particularly to juniors, should not be allowed.

9.10 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.

9.11 Infraction of any part of Articles 9.1 – 9.10 shall lead to penalties in accordance with Article 10.9.

9.12 Players who have finished their games shall be considered to be spectators and must comply with the instructions of the Arbiter and the competition regulations. For example: mute their microphones, switch off their cameras and/or stop screen sharing.

The tournament regulations may require players who have finished their games to leave the call on the Video Conferencing System until shortly before the start of the next round, or to leave their camera switched on while they remain on the call.

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

9.14 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.

In this position black plays 1 ... Bxg8 and the playing zone declares a draw. White appeals that 2 Be5 is mate. Although it is hoped that the arbiter might correct the decision, this is a case where a successful appeal may be expected. See Article 15.4

9.15 Players may observe other games from their current competition, provided they respect instructions on allowed behavior during a game and only display the current position, time and/or result. Players are forbidden from accessing any kind of game analysis during play.

Article 10: The Arbiter's Role

10.1 The arbiter shall see that the FIDE Online Chess Regulations are observed.

10.2 The arbiter shall:

10.2.1 ensure fair play,

10.2.2 act in the best interest of the competition,

10.2.3 ensure that a good playing environment is maintained,

10.2.4 ensure that the players are not disturbed,

10.2.5 supervise the progress of the competition,

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

10.2.7 follow the Anti-Cheating Rules or Guidelines for FIDE Online Chess Competitions

10.3 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.

10.3.1 The arbiter may appoint assistants to observe games and players.

10.4 The arbiter shall inspect the playing area as appropriate before the start of a game.

The player must assist the arbiter in doing this and should therefore comply with any requested movements of the camera. If the player refuses the arbiter should implement Article 10.9 as appropriate.

10.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

Note that on some online playing zones this may not be possible and on others require some expertise. The arbiter should learn in advance how to operate in such situations.

10.6 The arbiter must not intervene in a game except in cases described by the FIDE Online Chess Regulations.

10.7 Players in other games must not 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.

10.8 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.

An example of a situation where the arbiter may sanction the use of a mobile phone would be where there was a problem with the normal Internet connection and this provided the only alternative. See Article 11.1.1

10.9 Options available to the arbiter concerning penalties:

10.9.1 warning,

10.9.2 increasing the remaining time of the opponent,

10.9.3 reducing the remaining time of the offending player,

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

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

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

10.9.7 a fine announced in advance,

10.9.8 exclusion from one or more rounds,

10.9.9 expulsion from the competition.

See also Article 13.4

Article 11: Disconnections

11.1 It is the player's responsibility to be connected to the playing zone. This includes providing a stable internet connection and a working playing device.

11.1.1 The player may maintain his/her connection via a mobile device, only with the prior permission of the Arbiter.

11.2 The player shall follow the instructions given by the arbiter concerning his/her presence in the playing zone.

Players need to be told how they can communicate with an arbiter during their game in case of a problem, such as a temporary disconnection.
The biggest problem with communication during the game is that making it easier to communicate causes Fair Play issues at the same time. The arbiters need to strike a balance between having open communication channels in case of problems and maintaining Fair Play control. This may vary depending on the type of event.

11.3 The competition regulations shall state the consequences and potential sanctions in the case of a disconnection from the playing zone during a playing session.

11.4 During a game, if a player disconnects from the playing zone, his/her clock shall continue running.

11.4.1 If the player can reconnect to the game before his remaining thinking time elapsed, he/she shall continue playing with the thinking time remaining on his/her clock. The arbiter shall decide whether further sanctions are appropriate.

11.4.2 If the player cannot reconnect to the game before his/her remaining thinking time is over, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.5.

The tournament rules may specify that players must reconnect within a fixed period e.g. 5 minutes. If the player does not do so then the game will be forfeited. However, during this period, and with the prior agreement of the arbiter, the player may use a mobile device to re-establish the connection.

11.5 During a disconnection both players must not leave their places without the permission of the Arbiter.

Article 12: Playing Device

12.1 During a game the player shall play with a single screen and share it with the Arbiter, unless specified otherwise in the competition regulations.

12.2 During a playing session, the arbiter shall have access upon request to the open applications on the player's device.

12.3 No application other than the one used to play, and a Video Conferencing System must be open on the player's device during the session, unless allowed by the arbiter.

Article 13: Video Conferencing System

13.1 When played under video supervision, a competition shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features:

13.1.1 A full view of the player displaying at least their face, and if required, their playing area;

This may be achieved using more than one camera where necessary.

13.1.2 Audio of the player and surrounding area (via a microphone);

13.1.3 Support for screen sharing by the player (under the control of the player and Arbiter).

13.2 Each player is required to connect to the VCS at a time specified by the arbiter and remain connected during the entire session.

The time specified may be in advance of the starting time for play to allow the arbiter to do a visual 'sweep' of the playing area. If this is the case, then the link must remain active from that time until the end of the game.

Players may be permitted to leave the VCS when their own games have concluded, but in tournaments with more than one round a day it is their responsibility to reconnect in good time for the next round.

13.3 If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, until he reconnects to the VCS.

13.4 The competition regulations may specify that a system of yellow (warning) and red (loss) cards is implemented to support the handling of sanctions due to disconnections from the VCS.

In tournaments played under video supervision, the arbiter in the playing area should be observing the players or their screen shares at all times during play. Other tournament duties should be allocated to other arbiters or undertaken after the round.

Article 14: Cameras and Microphones

14.1 When playing under video supervision, the player shall use a webcam that shows his/her complete face during the game. The picture displayed shall not hide the surroundings of the player i.e. no virtual background shall be allowed.

A virtual background could be used to hide a source of assistance; hence it is not allowed.

14.2 The room lighting must be sufficient to allow broadcasting and movement of a player's eyes to be monitored by the Arbiter and broadcasting.

A player who is constantly looking at a fixed area could be getting analysis of their own game from a device or person in that vicinity.

14.3 A player's microphone must always transmit any sounds audible near the player to the Arbiter.

This should help detect anyone out of sight who is calling moves to the player.

14.4 The regulations of the competition may specify that extra monitoring devices (e.g. cameras) are required.

Article 15: Irregularities

15.1 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 10.9.

15.2 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.

15.3 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.

15.4 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.

15.5 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.

15.6 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.

Part III b: 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.

Arbiters are expected to follow normal supervision procedures, while following Social Distancing guidelines as applicable.

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.

As the players may not be responsible for any problems caused by the Hosting Internet Platform (HIP) the rules of the competition should state what will happen if such a case occurs. It is advisable that the local organiser/arbiter has a backup option such as linking to the Internet through either officials' mobile phone.

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.

If the tournament is such that players are expected to bring their own devices (laptop, etc) then the provisions in Article 12 should apply. In these circumstances the arbiter may consider issuing reminders to the players about which software is permitted to be running. The permitted software should follow Article 16.7.

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.

Some playing zones may not recognize that a situation described in regulation Article 5.4.3 has arisen, or may indicate that one has done so when in fact it has not. In such situations the arbiter should intervene if possible and may change the result if possible.
The following is an example:
With Black to play … h2 allows White to play Ng3#. However, if Black allows his or her time to expire some platform servers will automatically announce this game as a draw. In such unlikely situations, and dependent on the tournament regulations, players may be able to request that the Chief Arbiter considers the situation with regard to overruling the given draw.

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.

The provisions for disabled players are given in Appendix 2

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.

Hybrid events may be submitted for FIDE rating provided that the following provisions of the FIDE Rating Regulations are met:
Play must take place according to the FIDE Regulations for Hybrid Chess Competitions.
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. All tournaments played under Hybrid conditions must be approved individually by the QC Chairman. Tournaments where norms will be available must be registered 30 days in advance.

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision

The following rules deal with Online Chess. They shall apply to all official FIDE competitions. For national competitions and private competitions, it is strongly recommended to adopt these rules, amended where appropriate.

A. General Provisions

1. All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.

2. The only Fair Play software authorised by FIDE is the FIDE Game Screening Tool. Other software requires explicit approval by the FIDE Fair Play Commission (FPL).

The FIDE Game Screening Tool is an internet-based system which is designed and managed by Dr. Kenneth Regan. This tool checks all available games from a tournament, whether in progress or afterwards. The screening tests help arbiters to allocate resources of watching some players more carefully but discreetly, and also act as a quick filter for whether any complaints that may arise are well- or ill-founded.

3. Most platforms will automatically process the games of a competition through their own anti-cheating procedures. These procedures in FIDE competitions are not official. They only give an indication that requires further investigation.

4. Players must play with their real names.

5. Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded by the organiser. It must be ensured that only the Chief Arbiter, the panel of experts, if any, and the members of EDC and FPL may access it if necessary and that the recording is deleted one year after the official announcement of the results, unless proceedings against participants of the namely competition have been opened before by FPL or EDC

6. Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. The organiser must ensure that appropriate legal advice on privacy and child safeguarding has been taken before requiring this in the competition regulations.

Players may be required to turn their microphone on. This should help detect anyone out of sight who is calling moves to the player.

7. Other competitions must be conducted in accordance with the principles above and/or with the Online Fair Play policies of National Federations. When in such a case a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.

8. Arbiters must be familiar with the platform's procedures:

i) For dealing with cheating allegations,

ii) For the flagging or closure of accounts,

iii) For handling appeals.

9. In cases where the official results are determined by the Chief Arbiter rather than by the platform, the competition regulations should specify whether or not points won by players subsequently barred or disqualified are awarded to their opponents.

10. Prizes should not be awarded to players until the Fair Play checks undertaken by the platform and with the FIDE Game Screening Tool have been completed.

11. In some competitions, particularly official FIDE competitions, the competition regulations may specify disqualification and other penalties being imposed without any determination that cheating has been proved. In such a case sanctions would not be extended to OTB play in the absence of more evidence.

12. The competition regulations can provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. However, this is without prejudice to the right of the person concerned to appeal if more extensive sanctions are imposed on him.

13. FPL may create a sub-commission or task force dedicated only to online chess.

14. The competition regulations cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

B. Online Cheating Offences

1. Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over his peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is one that he is not supposed to have achieved.

2. Specifically, 'Cheating' means:

i) the deliberate use of electronic devices or other sources of information or advice during a game; or

ii) the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.

3. The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE's internal disciplinary measures.

4. Statistical evidence may lead to the assumption that a cheating offence has been committed unless a player can prove on the balance of probabilities that he/she was playing honestly.

The Organiser and arbiters should make it clear that in case of a cheating allegation, it should be communicated responsibly; i.e. using a pre-arranged form such as that on the FIDE Fair Play website, and not to the world via social media or in public WhatsApp groups, or by sending direct private messages to the player.

C. Burdens and Standards of Proof

1. FPL shall have the burden of establishing that an online cheating offence has occurred. The standard of proof shall be whether FPL has established an online cheating offence to the comfortable satisfaction of the hearing panel bearing in mind the seriousness of the allegation which is made. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt. Article B.4 remains unaffected.

2. Where these Fair Play Rules place the burden of proof upon the Player or other Person alleged to have committed an assumed online cheating offence to rebut a presumption or establish specified facts or circumstances, the standard of proof shall be by a balance of probability.

Where the suspicion of an online cheating offence stems from the output of the FIDE Game Screening Tool, the Chief Arbiter should follow any stipulation of the FPL as to what constitutes sufficient proof.

D. False Accusation

1. False accusation is an abuse of freedom of expression. False accusation in chess as in any other area might damage reputation. The right to protection of reputation is protected as a part of the right to respect for private life. While deciding whether accusation is manifestly unfounded and thus it can be considered as the abuse of the freedom of expression, the following criteria are taken into account: a) the sufficiency of the factual basis of the accusation; b) the level of the competition; c) the title and rating of the player who is alleged of online cheating; d) the final result of the player in the competition in question; e) the way and the scale of spreading the accusation (social media, public interview, blogpost, etc.) The list of the criteria is not exhaustive.

2. False accusation in online chess is dealt mutatis mutandis as in over the board chess.

The Tournament Regulations should stipulate that concerns about Fair Play issues must be submitted on an official form provided by the Organisers.
Allegations must not be made by any other means, including on social media but not limited to that. Players in particular should be warned that any such conduct may be considered to constitute a false allegation and be subject to sanction accordingly.

E. Sanctions

1. Sanctions imposed for an online cheating offence may be extended to OTB chess. A sanction specified in the FIDE Code of Ethics as a one year-ban may be reduced to 6 months for OTB chess.

2. Other aspects of sanctioning are mutatis mutandis applied to online chess as they are applied in over the board chess: the age of the player, the frequency and nature

of the offence, the nature of the competition and other circumstances are comprehensively taken into account.

F. Jurisdiction

The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations in all FIDE official events. People subject to FPL jurisdiction include players, supporting persons and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organisers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

G. Complaints and Investigations

1. TRIGGERING AN INVESTIGATION

1.1 Investigations can be initiated based on a Post-Competition complaint.

1. 2. Investigations can also be triggered by:

i) a report of the chief arbiter of a competition;

ii) FPL initiative;

iii) a request by the Ethics and Disciplinary Commission (EDC) or any other body of Fide authorised by Statute.

2. COMPLAINTS

2. 1. The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 24 hours after the end of the last round.

2. 2. All Complaints must be submitted in writing and addressed to the FPL through Fide Office. The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

2. 3. Oral or informal Complaints are not accepted.

2. 4. All Complaints shall list all basis available at the time of filing.

2. 5. All Complaints based solely on the assumption that a person is playing stronger than expected due to his/her rating will be not be considered.

2. 6. FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

2. 7. All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

H. Investigation Procedure

1. FPL has the right to perform preliminary investigations with respect to an alleged or possible case of online cheating-related violation.

2. If a complaint is inadmissible or manifestly unfounded, the FPL may reject it by a majority vote.

3. One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the complaint. He or she is an independent body and is not subject to directions from any other party.

4. The IP shall consider the presented statistical evidence. It will also consider physical and observational gathered as part of the investigation, if there are any. It can also gather additional evidence in the course of its investigation.

5. Players, organisers, arbiters, national federations, host of the online platform where the games are played, and other parties are all required to cooperate with the IP. Failure to do so may result in referral to EDC.

6. The IP will investigate each case within a reasonable time, usually not longer than two weeks.

7. At the end of the investigation the IP shall prepare a report to FPL for consideration indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP. FPL may ask the IP to consider additional facts and/or carry out further investigations.

8. Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

I. Procedural Rules

1. The statute of limitation is one year after the last round of the online competition in question.

2. The working language of the IP is English. The IP may, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

3. When the IP does not dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of his/her position.

4. The complainant and the accused person have the right to be represented or assisted by persons of their choice.

5. Documents pertaining to the proceedings must be submitted in writing, preferably by e-mail.

6. Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

7. When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL may provide the relevant information to that FIDE Commission.

J. Condition of Entry in an Online Sports Event

By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that his/her participation is subject to these measures. Specifically, a player agrees to be screened by an online screening tool and agrees that he/she might face disciplinary sanctions.

APPENDIX II. Rules for Significantly/Totally Blind and Unable to Move Disabled Chess Players for Online Competitions with Supervision

1. All online platforms organising chess competitions must provide full accessibility to significantly /totally blind and unable to move chess players.

If this is not possible, the organisers must provide online assistants, one per player, trained and approved by FIDE DIS commission.

2. At least five (5) days before the start of the competition, significantly/totally blind and unable to move disabled chess players must send their medical documents to the organisers for approval and must be registered at the time of the start of the competition to the FIDE disabled chess players list: https://dis.fide.com/wr0

According the provided documents, organisers will decide if the player belongs to the category "Significantly/totally blind and unable to move disabled chess players" and he needs an assistant.

3. Online assistants are responsible to invite and connect in Zoom with their players 15 min. before the start of the game.

4. Players that using assistants must have their own chessboard fully visible to their assistant.

5. When the game start and during the full period of the game, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent's moves to his/her player.

6. The player must be sure that he can hear the assistant loud and clear.

The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the player and the assistant.

7. The assistant can use either:

- A new account in the platform specifically for this tournament, or

- The existing account of the player, with the player's permission

8. The player has the right to ask for the number of moves played and the remaining time on his/her clock plus the time of his/her opponent at any moment during the game.

9. The player trough the assistant has the right to ask for a draw, or accept a draw offer from his/her opponent at any time. No further communication is allowed between the assistant and the player, in any unforeseen situation the assistant receive instructions from the chief arbiter.

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

11. All articles of FIDE laws of online chess are valid for significantly/totally blind and unable to move players by replacing the word "player" with the word "online assistant".

Additions to the Online Laws of Chess:

Article 5.1. Significantly/totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant.

Article 17.1.1 Appointed online assistants must have a full view of the player.

Article 18.1 Appointed online assistants must have a full view of player's face.

Appendix III. Regulations for Significantly/Totally Blind and Unable to Move Chess Players for Hybrid Competitions

1. The Local Organiser is advised to provide an assistant to significantly/totally blind players. The assistant's duties are:

1.1 Play online the moves announced by his/her player.

1.2 Announce the moves of the opponent.

1.3 Inform the significantly/totally blind players player only at his/her request of the clock times.

1.4 Inform the player of draw requests from his opponent, and make draw requests. communicated to him by the player.

1.5 No further communication between the assistant and the player is allowed.

1.6 Assistants are supervised by the chief arbiter Local Chief Arbiter and the other arbiters.

2. All other regulations are applying only by changing the word "player" with the word "assistant".

Glossary of Terms in the FIDE Online Chess Regulations

This glossary provides definitions only for terms that are unique to online chess. The number after each term refers to the place where it first appears in this document.

Automatic Promotion: Article 3.6.c. A pawn promotes automatically to a Queen or another piece according to the settings selected by the player in the playing zone software.

Article 3.6.c introduces Auto Promotion to a Queen, but not to other pieces. Some playing zone settings may be set to Auto Promotion to a Queen.

Cheating: Appendix I, 8.i. The deliberate use of external assistance by one player to gain an advantage over the opponent (such as using a computer or another player). Cheating also refers to the purposeful manipulation of chess competitions such as, but not limited to, sandbagging, match fixing, rating fraud, and participation in fictitious competitions or games.

Chief Organiser: Article 16.1. The person responsible for designating and approving all playing venues for an online competition.

Competitions with Supervision: Article 6.1.2. An event where players are remotely supervised by one or more arbiters.

Disconnection: Article 11: Occurs when the internet connection or electronic signal between a player's authorised playing device and the playing zone is lost for any reason.

FPL: Appendix I, A.2. Refers to the FIDE Fair Play Commission.

Fair Play software: Appendix I, A.1. Software tools used by game service providers and FIDE to monitor all players' games move-by-move. FIDE's approved Fair Play software is the FIDE Game Screening Tool.

Hacking: Appendix I, B,3. Occurs when another person is playing on behalf of the actual player whose name is assumed to be playing a game.

HIP: Article 16.5. Hosting internet platform.

Hybrid chess: Article 6.1.3. "Hybrid chess" competition is an event where all players are physically supervised by an arbiter, while they play online.

Investigating Person (IP): Appendix I, H.3. Refers to the member of the FIDE Fair Play Commission charged with responsibility to investigate a case where cheating is alleged to have occurred.

LCA: Article 16.8. Local Chief Arbiter.

Local Organiser: Article 16.1. The person responsible for overseeing a single online venue. The Local Organiser reports directly to the Chief Organiser.

LTA: Article 18.8. Local Technical Arbiter.

Match fixing: Appendix I, B.c. Arranging the results of a competition before the games are played.

Online chess competition: Article 6.1.1. An event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter.

Playing Device: Article 12. Refers to the computer, laptop, desktop, or other authorized equipment the player uses to make their moves in the playing zone.

Playing zone: Article 2. Refers to the host system or playing environment for an online game of chess.

Sandbagging: Appendix I, B.2. Deliberately playing below one's true playing strength.

VCS: Article 13. Video Conferencing System.

Virtual chessboard: Article 3. Refers to the representation of the chessboard and pieces generated by the playing zone on the player's screen and as customized by the player using the playing zone software.

Virtual chessclock: Article 4. Show the game time remaining for each player as generated by the playing zone and shown on each player's computer screen or game display.

CHAPTER 12: SAMPLE EXAM QUESTIONS FOR FIDE ARBITERS

In this chapter we give some sample questions similar to those which could occur in a FIDE Arbiter exam. Note that the questions are on different levels trying to cover all areas. This collection of questions do not give an example of an actual exam. One reason is that the distribution of marks does not correspond to an actual exam. For an example 55% of the marks should be given to the FIDE Laws of Chess. We hope that these examples are useful for participants in a seminar to get a feeling of how difficult an actual seminar evaluation could be. As a FIDE Arbiter you have to show knowledge in many more areas than just the FIDE Laws of Chess. It is the duty of the lecturer to choose the right collection of easy and more advanced questions with the right proportion from each area.

The actual exam should last four hours though some online exams are only three hours in duration.

We also give solutions and a possible grading of these questions. We hope that the grading is especially useful for lecturers. We try to give short and relevant answers. In all cases it is important that good reasons for the answer are given. For some questions we also suggest grading for incorrect answers but the correct methodology has been followed. E.g. in the questions for player titles there is a typical mistake which leads to the opposite answer for the question, i.e. something is a norm or not. But nevertheless, we suggest giving 4 out of 5 marks, if all the other things are correct. For the candidates it is important to study the answers. After finding the right answer they should learn to give the right arguments.

Perhaps this collection of questions is interesting for all FIDE and International Arbiters as well. You can check your knowledge of rules by trying to answer these questions. Perhaps your last examination was a long time ago and you have forgotten how to make a pairing or to calculate a new rating. We hope that for experienced Arbiters the questions from the Laws are easy, but check yourself!

Laws

1) In the given position, White is to move when his flag falls. What is the result? Explain your answer. (2 marks)

2) Twenty minutes and 12 moves into a game the digital clock fails. One player claims that they had used only 5 minutes. The opponent disagrees but does admit he had used slightly more time. What does the Arbiter do? (2 marks)

3) According to the schedule of a chess tournament, the rounds should start at 19.30. In the regulations of the tournament it was included that any player, who arrives at the chessboard more than 30 minutes after the scheduled start of the session, shall lose the game. However, there was some delay and the round actually started at 19.40. One of the players arrived at the chessboard at 20.05. His opponent claimed the win. But the player claimed that his clock only shows 25 minutes had elapsed on his clock, so he should be allowed to play. What is the Arbiter's decision? Explain your answer.
(2 marks)

4) In a tournament with the time control 90 minutes for 30 moves and 30 minutes for the end of the game, with 30 seconds increment per move starting from move 1, in the position shown the black player played 28. … Qxd3, and completed the move by pressing the clock. It is the first illegal move by the player.

The Arbiter was present watching the game. What must he do? Explain your answer! (4 marks)

5) In a tournament with the time control of 60 minutes per player for all of the game, with 30 seconds increment per move starting from move 1 no illegal move has happened before. In the position in the diagram the white player picked up with one hand the rook on b8 and with the other hand the pawn on c7 and played: 35. …., cxb8 and pressed the clock, without promoting the pawn to a new piece.

Position from Lasker Emanuel sim tour USA, 1893

The Arbiter was present, watching the game. What does he do? (4 marks)

6) In this position the white player, who is short of time, plays the pawn from b7 to b8 and replaces it with an upside down rook. He announces "queen" and presses the clock. Black plays Nc7 and announces mate. The white player attempts to capture the knight with his promoted piece. What is the Arbiter's decision and why? (2 marks)

7) In a tournament with the time control of 90 minutes for 30 moves and 30 minutes for the remainder of the game, with 30 seconds increment per move starting from move 1, in the position shown in the diagram White played 50. Kc6 and pressed the clock. His opponent immediately after white's move declared that he resigns.

The Arbiter was present watching the game. What is his reaction?
What shall be the result of the game? (2 marks)

8) After 26. … c6 we got the position in the diagram. After this the following moves happened
27. Bf3 Qf5 28. Be4 Qg4 29. Bf3 Qf5 30. Be4.
Black having the move writes 30. … Qg4 on the scoresheet, stops the clock, calls the Arbiter and asks for a draw. The player says that with this move the same position will occur for the third time. White does not accept the draw offer. What is the action of the Arbiter and what should be his decision? (2 marks)

9) In a tournament with the time control 15 minutes per player for the game, with 10 seconds increment per move starting from move 1, the position in the diagram below appeared. The Arbiter observed the position from some distance and saw the black player play 45 …fxe1 and without promoting the pawn to a new piece, pressed the clock. He moved towards the board. Before he reached the board, the white player quickly responded with 46. c8Q.

How must the Arbiter react? Explain your answer. (2 marks)

Rating & Titles

10) In a 9 round tournament, going into the final round, a player from AUS has the following results:

GM	2700	ENG	½
IM	2393	NZL	½
GM	2592	USA	½
	2345	NED	1
FM	2380	AUS	1
GM	2450	NZL	½
GM	2685	GER	½
	2149	NED	1
GM	2559	ESP	½

Does she fulfil a GM norm? Explain your answer. (5 marks)

11) Player A from TUR, who participates in a 9 rounds Swiss System Tournament, has the following results against his 8 opponents and before the start of the last round. He asks the Arbiter if he can achieve a norm for International Master (IM) and if yes which result is needed in the last game.

IM	(IND)	2416	½
	(USA)	2201	1
	(FRA)	1900	1
	(GER)	2256	½
IM	(RUS)	2495	½
FM	(GER)	2302	1
FM	(AUT)	2316	1
GM	(GER)	2634	0
IM	(ESP)	2426	??

What is the Arbiter's answer? Explain it by calculations. (5 marks)

12) In a 7 rounds Swiss system tournament, player A, with a rating of 2460, played against the following opponents and has the following results:

A (2460) – S (2095): 1-0

T (2254) - A (2460): 0-1

A (2460) – U (2415): ½

V (2488) – A (2460): 1-0

W (2310) – A (2460): 0-1

A (2460) – X (2570): ½-½

Y (2673) - A (2460): ½-½

Calculate his Rating Change for this tournament, supposing that he has K=10. (4 marks)

13) An unrated player plays the following field in his first FIDE rated Swiss event. Based on the results given, what will be his initial FIDE rating? (3 marks)

1. 1726	0
2. 1315	1
3. 1424	½
4. 1625	0
5. 1502	1
6. 1980	+
7. 1628	½
8. 1740	0

Swiss Pairing

14) In a Swiss system tournament with 7 rounds, after the 6th round we have the following score-bracket which includes players with 3.5 points:

Pairing number	Color history
7	WWBWBB
16	WBBWBW
17	BWBWBB
21	BWBWWB
26	WWBWBB
29	BWWBWW
42	BWWBBW
54	WBWBWB
68	WBBWBW

Note that the pairings 16-29, 17-42 and 26-54 have been made in previous rounds, and none of these players have been up-floated or down-floated:

What are the pairings of the 7th (last) round. (5 marks)

15) In a Swiss system tournament we have found the following pairings in a point group. In a last step we need to determine the colours of the following pairings. The previous colour history is shown. – means that a game was not played in that round. Write down the three pairings with the player who gets white first. Give the reason for your decision. (3 marks)

a)

Pin	1	2	3	4	5
2	w	b	w	-	b
8	w	-	b	w	b

b)

Pin	1	2	3	4	5
5	-	b	w	b	w
10	w	b	-	b	w

c)

Pin	1	2	3	4	5
7	b	w	b	w	b
15	b	w	w	b	b

16) After three rounds in a Swiss system tournament only five players have three points. These are the players with numbers 1-5. None of these players have been floated down before.

Player 2 has colour preference black, all the other players have a preference for white. We assume that all preferences have the same strength. What are the pairings and which player will float down? (2 marks)

Competition Rules

17) For each of the following time controls, state whether the time control is allowed for an under 2400 FIDE rated section with two games per day. Give a reason.

a) 30 moves in 90 minutes followed by 30 minutes to complete the game. No increment.
b) 20 moves in 90 minutes followed by 30 minutes to complete the game with an increment of 30 seconds from the start.
c) 30 moves in 2 hours followed by 40 minutes to complete the game with an increment of 30 seconds from the start. (3 marks)

18) In a nine round tournament which has two rounds on 4 days, the tournament rules regarding appeals state that if a player wishes to make an appeal they must do so orally and within 24 hours. Give two reasons why these conditions are unsatisfactory. (2 marks)

Systems and Tie Breaks

19) Rank the following players based on the Sonneborn–Berger tie-break (4 marks)

Country	Name	Rating	Maxime ...	Ian Nep...	Fabiano ...	Anish Gi...	Wang H...	Alexand...	Ding Lir...	Kirill Ale...	Score
	Maxime Vachier-Lagrave	2767		1	½	½	½	½	1	½	4½
	Ian Nepomniachtchi	2774	0		½	1	1	½	1	½	4½
	Fabiano Caruana	2842	½	½		½	½	½	0	1	3½
	Anish Giri	2763	½	0	½		½	½	½	1	3½
	Wang Hao	2762	½	0	½	½		½	1	½	3½
	Alexander Grischuk	2777	½	½	½	½	½		½	½	3½
	Ding Liren	2805	0	0	1	½	0	½		½	2½
	Kirill Alekseenko	2698	½	½	0	0	½	½	½		2½

20) A player plays in a Swiss system tournament against 5 opponents and gets 3.5 points. He won the 3rd round by forfeit and he lost the 4th round by forfeit.

1) Player A 1:0

2) Player B ½

3) Player C +:-, after that Player C was taken out of the tournament

4) Player D -:+

5) Player E 1:0

In the final ranking A and B have 2 points, C has 1,5 points, D has 4,5 points, and E has 2,5 points. D won the last game.

What is the FIDE-Buchholz of that player? List the points you get for every opponent! (3 marks)

Anti-Cheating

21) In an International Tournament a player tells the Arbiter that he believes that his opponent is cheating. What steps should the Arbiter take? Explain your answer. (4 marks)

22) In a Swiss system tournament with the time control 25 minutes per player for all the game, with 10 seconds increment per move starting from move 1, the player with black pieces had informed the Arbiter that his opponent has a mobile phone in his pocket, the opponent also confirms that he forgot to give his mobile to the Arbiter before the game. However, the white player claims that as it is not possible for Black to win the game by any series of legal moves, the result shall be draw. What shall be the Arbiter's decision and action? (2 marks)

23) According to the regulations of the tournament, players wearing smart watches will be declared lost. The Arbiter doubted that a player was wearing this type of watch during a game but he was not sure because the sleeve of his shirt was covering it. When the game ended with an agreed draw, the Arbiter immediately checked and ascertained that it was a smart watch. He declared the game lost by that player and changed the result. The player argued that the result should not have been changed and the Arbiter should have checked during the game. Is the decision of the Arbiter correct? (2 marks)

Arbiter Titles

24) A national Arbiter has three (valid) norms for the FIDE Arbiter title. She was an Arbiter in two international Swiss system tournaments with 7 rounds each and 76 and 88 participants respectively. Furthermore, she attended a FIDE Arbiters seminar and passed the exam. Now she is looking for a tournament for the next norm. What are the requirements of this tournament? (2 marks)

Answers

1. Black win (1). A mate is possible even though it is unlikely (1).

2. Arbiter must use best judgement (1) 8 or 9 minutes off of white clock and 11 or 12 minutes off the black clock is reasonable (1).

3. Game starts (1). Default time is calculated from the actual start of playing not the announced time (1).

4. Black's move is illegal (because of the check) (1) and the position before the irregularity shall be reinstated (1). The Arbiter adds two minutes to white's clock (1). As Black touched the queen, he must make a legal move with his queen which must be either Qd5 or Qe6 (1).

5. White played an illegal move and also made his move with two hands which is an illegal move, too (1). Two illegal moves in one action will be considered as one illegal move (1). The pawn shall be replaced with a queen of the same colour (1). The Arbiter adds two minutes to black's clock (1).

6. An up-side down rook is not an illegal move, but it counts as a rook (1), so the mate stands and Black wins the game (1).

7. Stalemate ends the game, so after 50.Kc6 the game is finished with a draw (1). The resignation is not acceptable (1).

8. The Arbiter checks together with the players on a different board, if this position occurred three times (1). After checking the Arbiter shall accept the draw claim, because this position occurred 3 times in moves 26, 28 and 30 (with the same player to move) (1).

9. The Arbiter shall wait until the next move is completed. (1) Then, if an illegal position is still on the board, he shall declare the game drawn (1).

10. International Title Regulations: Article 1.4.3 Federations of Opponents:

At least two federations other than that of the title applicant must be included.

Player met players from 6 other federations.

International Title Regulations: Article 1.4.4 Titles of Opponents:
At least 50% of the opponents shall be title-holders (TH) as in 0.31.
Player met 7 players with titles out of 9 opponents.
For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.

Player met 5 GMs (2)

For GM Norm, floor raised to 2200 for lowest rated player.

Total=(2700+2393+2592+2345+2380+2450+2685+**2200**+2559)

Average=22304/9=2478.2 (2)

International Title Regulations: Article 1.72 Tables: For 9 rounds:

He needs 6 points and he got 6. Yes GM norm (1).

In case the candidate does not raise the 2149 to 2200 and all other arguments are correct the result will be that the player does not get a GM norm. In this case the applicant gets 4 marks.

11. IM Norm requirements: 3 federations; minimum 50% titled; minimum 33% IM. (2)

International Title Regulations: Article 1.4.6 Rating of opponents:

For IM Norm, floor raised to 2050 for lowest rated player.

Total=(2416+2201+2050+2256+2495+2302+2316+2634+2426)

Average=21096/9=2344 (2)

International Title Regulations: Article 1.72 Tables: For 9 rounds:

He needs 6 points for IM norm.

He already scored 5.5 points.

DRAW needed for last round. (1)

If the candidate does not raise the 1900 to 2050 and all other arguments are correct the result will be that the player needs a win to get an IM norm. In this case the applicant gets 4 marks.

12.

[Use table 8.1b]

B (2460) – S (2095):	1-0	[R(d)=	365,	+0.10]
T (2254) - B (2460):	0-1	[R(d)=	206,	+0.24]
B (2460) – U (2415):	½	[R(d)=	45,	-0.06]
V (2488) – B (2460):	1-0	[R(d)=	28,	-0.46]
W (2310) – B (2460):	0-1	[R(d)=	150,	+0.30]
B (2460) – X (2570):	½	[R(d)=	110,	+0.15]
Y (2673) - B (2460):	½	[R(d)=	213,	+0.27]

(3 marks ½ off for each error)

ΔR=+0.54, R(ch)=10 X 0.54= +5.40 points (1)

13. Unplayed games won't be calculated so we shall remove game 6 (1). Player gained 3 points out of 7 games which is 43% and therefore less than 50%. The average rating of the opponents is 1566 (1). So we use the this formula:

Ru =		Ra +		dp
Ru=	1566-50=		1516	(1)

14.

White seeker			Black Seeker	
7				
			16	
17				
	21			
26				
				29
			42	
	54			
			68	

(2 marks, deduct ½ for each wrong colour)

54 is downfloat (lowest ranked from largest colour group)

Other pairings
7 v 29
26 v 16
17 v 42
21 v 68 (2 pts)
But 17-42 already played so swap (transpose 42 and 68) (1pt)
7-29, 26-16, 17-68, 21-42, downfloat 54 (½ off for each wrong pairing)

If 68 was (wrongly) downfloated because it is the lowest ranked then the pairing would be:
7-29, 26-16, 17-54, 21-42 (This pairing would be 2 marks, 17-42 and 21-54 would be 1 mark.
A correct pairing but with the initial colours wrong would be worth 2 marks)

15.

2-8 (0.5) grant the colour preference of the higher ranked player (0.5).

10-5 (0.5) alternate the colours to the most recent time in which one player had white and the other black (0.5)

15-7 (0.5) Grant the stronger colour preference (0.5).

16.

Numbers	Colour preferences
1	W
2	B
3	W
4	W
5	W

Pairings:
1-3
4-2
5 down floater
Subtract ½ mark for each mistake.

17. a) Yes. Each game lasts 4 hours so 8 hours a day. (1)
b) No. 20 moves is not acceptable number of moves (must be 30). (1)
c) Each game counts as 6 hrs 33 minutes so more than 12 hours per day.

18. 24 hours means that 2 further rounds could have been played. Too long a period (1). If not in writing then Appeals Committee are not certain what the complaint is/Player may change complaint (either 1)

19.

	Maxim	Ian	Fabiano	Anish	Wang	Grischuk	Ding	Krill	SB	Rank
Maxim		4.5	1.75	1.75	1.75	1.75	2.5	1.25	15.25	1
Ian	0		1.75	3.5	3.5	1.75	2.5	1.25	14.25	2
Fabiano	2.25	2.25		1.75	1.75	1.75	0	2.5	12.25	3-4
Anish	2.25	0	1.75		1.75	1.75	1.25	2.5	11.25	5-6
Wang	2.25	0	1.75	1.75		1.75	2.5	1.25	11.25	5-6
Grischuk	2.25	2.25	1.75	1.75	1.75		1.25	1.25	12.25	3-4
Ding	0	0	3.5	1.75	0	1.75		1.25	8.25	8
Kirill	2.25	2.25	0	0	1.75	1.75	1.25		9.25	7

Grant 0.5 marks for each line.

20.

Player A	Player B	Player C	Player D	Player E	Total BH
2	2	2.5 Virtual Opponent	4 Virtual Opponent	2.5	13

Give 0.5 mark for the correct number for each opponent and 0.5 marks for the summation.

21. Player completes form to record accusation (or made aware that he must do so after game) / Establish why player thinks opponent is cheating (1). Monitor game and opponent (1); Note when/if opponent leaves board (1); Possibly scan or submit pgn (1). Other answers may be worth a mark to max.

22. The result is 0-1 (1) because in Fair Play cases, the player who has an electronic device shall always lose and the opponent wins (1). The reason is that the mobile phone was already in the pocket during the game.

23. The decision of the Arbiter is correct (1). The watch could have been used during the game and therefore the penalty applies (1). (If the player had been wearing an ordinary watch he may not have been happy if the Arbiter disturbed him to check.)

24. Since her first two tournaments are Swiss tournaments, she either needs a tournament of different type (Round Robin, or Team) (1) or she needs to be an Arbiter in an international FIDE chess event with at least 100 participants from at least two federations, where 30% of the players are rated (1).

APPENDIXES

Example of a rating calculation

In a 9 round Swiss System Tournament a player with a FIDE Rating 2212 and less than 30 games played in his chess career, played against the following opponents with the relevant ratings and had the following results:

1. (1926) 1
2. (2011) 1
3. (2318) 0
4. (2067) 0.5
5. (2219) 0.5
6. (2585) 0
7. (2659) 1
8. (2464) 0.5
9. (2652) 0.5

Calculate his new rating at the end of the tournament.

We calculate the rating difference for every opponent, using the table 8.1 (b):

1. 2212-1926=286, result 1, p(H)=0.84, ΔR=1-0.84 = +0.16

2. 2212-2011=201, result 1, p(H)=0.76, ΔR =1-0.76 = +0.24

3. 2318-2212=106, result 0, p(L)= 0.36, ΔR =0-0.36 = -0.36

4. 2212-2067=145, result 0.5, p(H)=0.69, ΔR =0.5-0.69 = -0.19

5. 2219-2212=7, result 0.5, p(L)= 0.49, ΔR =0.5-0.49 = +0.01

6. 2585-2212=373, result 0, p(L)=0.10, ΔR =0-0.10 = -0.10

7. 2659-2212=447 we consider max. difference is 400 (only one opponent can be upgraded under this rule, for the game in which the rating difference is greatest.),

result 1, p(L)=0.08, ΔR =1-0.08= +0.92

8. 2464-2212=252, result 0.5, p(L)=0.19, ΔR =0.5-0.19= +0.31

9. 2652-2212=440, result 0.5, p(L)=0.06, ΔR =0.5-0.06= +0.44

$\Sigma \Delta R$ = 0.16+0.24-0.36-0.19+0.01-0.10+0.92+0.31+0.44 = +1.43

So his Rating change will be: K x $\Sigma \Delta R$ =40 x 1.43 = +57.2

His New Rating will be 2212 + 57.2 = 2269.2 ------- 2269

Guideline for checking if a players' result is a valid title norm:

In a 13 round Swiss tournament a player from Hungary played the following opponents with the relevant results and is looking for a GM norm:

1. GM Alfred	GER	2383	1
2. GM Bernhard	ENG	2508	0,5
3. Christian	GER	2573	0
4. David	AUT	2180	1
5. GM Evgeny	RUS	2598	1
6. GM Friedrich	GER	2568	0
7. Georg	GER	2070	1
8. IM Herbert	GER	2483	1
9. Igor	RUS	2497	1
10. Konrad	GER	2561	0,5
11. FM Ludwig	GER	2440	1
12. IM Manfred	GER	2479	0,5
13. GM Norbert	GER	2492	0,5

Working from Table for 13 rounds:

1. The average rating of his opponents is 2449. There are two low rated players, David in round 4 and Georg in round 7. According to article 1.46c for one player, the lowest rated one, the adjusted rating floor may be used for calculation. For a GM norm it is 2200. If we raise the rating of George from 2070 to 2200 it gives an average rating 2459.
2. For GM norm, player needs 9 points (Average of opponents 2459-2489). It is OK.
3. Check the titles of the opponents – see art. 1.45.

For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs. He should have 5 GMs. It is OK

At least 50% of the opponents shall be title-holders; CM and WCM are not counted. He should have 7 Different Title holders. There are 5 GM, 2 IM and 1 FM. It is OK.

4. Check the federations of the opponents – see art. 1.43 and 1.44.

For the GM norm at least two federations other than that of the title applicant must be included and there are four such federations, GER, ENG, AUT and RUS. It is OK.

A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation.

9 opponents are coming from GER. Max. 2/3 may come from one federation. Therefore, the foreigner condition is not fulfilled. We proceed to the next step.

5. Check if some exceptions are valid – see art. 1.42e and 1.43e.

1.43e : The foreigner rule is not valid for Swiss System tournaments in which at least 20 FIDE rated players, not from the host federation, are included, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

When applying for the title at least one of the norms has to be achieved under normal foreigner requirement.

1.42e: A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If the win against Georg is deleted we remain with 8 points from 12 games, average rating is 2480. As for a 67% result $d_p = 125$ we have a performance of 2605, sufficient for a GM norm.

Furthermore the player had 5 GMs and enough title holders. The title criteria are fulfilled.

Out of 12 opponents only 8 are coming from Germany, this criterion is fulfilled as well.

Now we have a valid GM title norm.

Some examples of title norms calculations:

(1). In an 11 round tournament a player finished with the following result

- 9 points
- average rating of opponents is 2376 (The rating sum is 26136)
- he played 4 GM and 2 FM
- his lowest rated opponents had 2140 (a win) and 2160 (a draw)

9 points, 4 GM and 6 titleholders from 11 opponents is sufficient for a GM norm.

For a GM norm, the average rating of opponents is too low. It should be minimum 2380 – see the relevant table for 11 rounds in the Annex section

Following article 1.4.6 the rating of one player (the lowest rated) may be raised to the adjusted rating floor for a GM norm, which is 2200. Using this adjustment, the average rating of opponents now is 2381 and the GM norm is valid.

Another possibility uses article 1.4.1 f:

The player may ignore a game against any opponent he had defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If we delete the game against the player with the rating of 2140 the player had 8 points from 10 games and an average rating of 2400. The GM norm is fulfilled.

Now we have to check the federations of the opponents – see the relevant table for 11 rounds. Only 6 opponents may come from the players' federation, only 6 opponents may come from one federation.

The norm is valid.

(2). In a women tournament, scheduled for 9 rounds, a player from Russia has after 8 rounds the following result

- 6 points
- average rating of opponents is 2165
- she played 2 WGM, 1 WIM and 2 WFM
- 6 of her opponents came from Germany and 2 from England

For a WGM norm she needs 7 points, and an average rating of her opponents of 2180 or more and 3 WGMs. The number of title holders is already sufficient. Up to now she had 6 opponents from Germany, which is the maximum number coming from one federation.

In order to achieve this WGM norm for the last round she needs a third WGM having a rating of at least 2300, which is not from Germany, and she has to win.

(3). A player from Armenia, who has the IM title, participates in a 9 rounds Swiss System Tournament, has the following results against his 8 opponents and before the start of the last round asks the Arbiter what result is needed in the last round so that he will achieve a norm for GM :

1.	(NOR)	GM	2470	0
2.	(GEO)	-	2150	1
3.	(GER)	-	2410	1
4.	(ARM)	IM	2570	0
5.	(GEO)	-	2340	1
6.	(GEO)	FM	2380	1
7.	(ARM)	GM	2675	0,5
8.	(ENG)	IM	2540	1
9.	(USA)	GM	2695	??

(i). We check the requirements for the GM title:

(a). Games: He will have played 9 games (9 are required). So it is OK.

(b). Title holders (TH): He has 6 TH in 9 opponents. It is more than 50%. So it is OK.

(c). Unrated opponents: None: 0 < 2. So it is OK.

(d). Federations:

(i) max 2/3 from one Fed.: 3 out of 9(GEO) : 3/9<2/3. Then it is OK.
(ii) max 3/5 from own Fed : 2 out of 9 (ARM)) :2/9<3/5. Then it is OK.

(e). GMs : He met 3 GMs (3 are required). It is OK.

(ii). We calculate the Average Rating of the Opponents Ra:

(a). First we consider the Rating adjusted floor (it is 2200 for GM norm) for the opponent who has lower rating than 2200 : 2. (GEO), -, 2150.

This rating is increased to 2200

(b). We find: Ra=22280:9=2475,55------2476

(iii). Using the tables 1.4.1 a for 9 games and GM norm :

For a Ra=2476 the player needs 6 points in 9 games for GM norm. Ha has 5.5 points in 8 games. So <u>HE NEEDS A DRAW</u> in the last round to get his GM norm.

Awarding of money prizes

If two or more players finish a tournament with equal points the organizers have three possibilities to award money prizes:

a. money prizes will be shared equally.
b. money prizes will be given according to the tie-break results.
c. money prizes will be calculated by using the Hort system, which is a combination of „a“ and „b“.

In Hort system 50% of the prize money is given according the tie-break ranking. The second half of the prize money of all the players, having the same number of points at the end, is added together and shared equally.

Example:
The prizes in the tournament are:
1st place € 10.000
2nd place € 5.000
3rd place € 3.000
4th place € 2.000
Players A, B, C and D finish a tournament with 8 points each.
The Buchholz points are:
A has 58 Buchholz points
B has 57 Buchholz points
C has 56 Buchholz points
D has 54 Buchholz points.
The money prizes for A, B, C and D - depending on the system used - will be:

	system a)	system b)	system c)		
A -	€ 5.000	€ 10.000	€ 5.000 +	€ 2.500 =	€ 7.500
B -	€ 5.000	€ 5.000	€ 2.500 +	€ 2.500 =	€ 5.000
C -	€ 5.000	€ 3.000	€ 1.500 +	€ 2.500 =	€ 4.000
D -	€ 5.000	€ 2.000	€ 1.000 +	€ 2.500 =	€ 3.500

The total is €20,000 whatever system is used.

Organizers have to decide in advance and to inform the players before the start of the tournament which system will be used for calculation of money prizes.

Additionally, in systems a) and c) if the organizers have a limit on the number of players with the same points who can share a money prize they must inform the participants of this in advance of the tournament.

If it is announced to give that there are 10 money prizes and the final ranking is: players ranked 1 to 4 have 8 points
players ranked 5 to 9 have 7.5 points
players ranked 10 to 20 have 7 points.
In such a case it is not wise to share the money for rank 10 between 11 players. To avoid such a problem it should be announced in advance that money prizes are equally shared equally or given by the Hort system to the players ranked on 1 to 10.

The distribution of the prize money is better done by two people working independently. This might be the Treasurer and Chief Arbiter.

Rating prizes are another type of prize. Perhaps the best achievement by a player rated 2300-2399 and another 2200-2299. Do not fall into the trap of writing U2400, U2300. In that case the U2300 player might get both prizes. A good way of awarding these is not just on score, or Tournament Performance Rating.
Best Improvement in Rating as measured by W-We. W is the score achieved, We is the expected score against the average strength of the opponents. This has the advantage that ties are almost unknown. It is possible, in a Swiss, for a player with a lower score to get the greater achievement. Achieve the greater improvement.

Manual checking of computer pairings

Using the data from a random tournament
Check list for pairings of round 6
The pairing program used is Swiss Manager
Explanations of the columns used for checking: Rk = rank
Colour = colours in previous rounds
w = white
- = black
C = colour in upcoming round
D = expected colour
p = floater direction in penultimate round
l = floater direction in last round
Cd = colour difference
Sc = same colour in a row

Checklist for Round 6

Rk.	SNo.		Name	Rtg.	Pts	Color	C	D	p	l	Cd	Sc	Opponents	
1	36		Kouskoutis Georgios-	2314	4½	-w--w		W			-1	1	4,9,12,35,80	0
2	1	IM	Martirosyan Haik M.	2570	4	w-w--		W		+	-1	-2	10,18,37,46,62	0
3	2	GM	Deac Bogdan-Daniel	2559	4	-w--w		W	+		-1	1	6,8,19,32,39	0
4	3	IM	Santos Ruiz Miguel	2505	4	w-w-w		-	+		1	1	1,22,26,44,46	0
5	6	IM	Thybo Jesper Sonderg	2466	4	-w-w-		W			-1	-1	17,25,27,47,56	0
6	8	IM	Morozov Nichita	2461	4	-w-w-		W			-1	-1	3,16,27,30,42	0
7	12	FM	Janik Igor	2418	4	-w-w-		W			-1	-1	27,34,54,57,59	0
8	63		Yayloyan Konstantin	2142	4	w--w-		W	-		-1	-1	3,21,24,53,54	0
9	4	FM	Sorokin Aleksey	2486	3½	-w-w-		W			-1	-1	1,10,17,41,79	0
10	7	IM	Livaic Leon	2461	3½	w-w-w		-		-	1	1	2,9,40,43,58	0
11	9	IM	Plenca Jadranko	2440	3½	w-w-w		-			1	1	15,28,31,44,53	0
12	10	FM	Vykouk Jan	2440	3½	-w-w-		W			-1	-1	1,32,42,45,72	0
13	11	IM	Costachi Mihnea	2418	3½	w-w-w		-			1	1	40,44,57,58,67	0
14	16	FM	Haria Ravi	2398	3½	-w-w-		W			-1	-1	17,34,45,51,60	0
15	18	FM	Tica Sven	2389	3½	-w-w-		W			-1	-1	11,27,34,56,61	0
16	21	IM	Sousa Andre Ventura	2386	3½	w-w-w		-			1	1	6,18,29,49,68	0
17	33		Radovic Janko	2330	3½	w-w-w		-			1	1	5,9,14,24,73	0
18	44	FM	Lazov Toni	2289	3½	-w-w-		W			-1	-1	2,16,22,23,41	0
19	45	FM	Askerov Marat	2281	3½	w-w-w		-			1	1	3,26,38,40,69	0
20	13		Drygalov Sergey	2415	3	w-ww-		-	+		1	-1	28,29,33,44,47	0
21	15	FM	Warmerdam Max	2399	3	w-w-w		-			1	1	8,26,33,48,67	0
22	17	FM	Haldorsen Benjamin	2397	3	w-w--		W			-1	-2	4,18,28,29,49	0
23	19	FM	Tomczak Mikolaj	2387	3	w-w-w		-			1	1	18,32,48,50,67	0
24	20		Stauskas Lukas	2387	3	-w-w-		W			-1	-1	8,17,30,57,63	0
25	23	FM	Haug Johannes	2379	3	w-w-w		-			1	1	5,48,50,58,62	0
26	32	FM	Tokranovs Dmitrijs	2334	3	-w-w-		W			-1	-1	4,19,21,59,72	0
27	39		Akhvlediani Irakli	2303	3	w-w-w		-			1	1	5,6,7,15,81	0
28	40	FM	Lopez Mulet Inigo	2302	3	-w-w-		W			-1	-1	11,20,22,60,76	0
29	42	FM	Dobrovoljc Vid	2293	3	-w-ww		-			1	2	16,20,22,35,77	0
30	51		Vasiesiu Victor	2267	3	w-w-w		-			1	1	6,24,53,81,83	0
31	52	FM	Karayev Kanan	2266	3	-w-w-		W			-1	-1	11,54,65,72,75	0
32	53		Friedland Moshe	2264	3	w-ww-		-			1	-1	3,12,23,52,66	0
33	56	FM	Jogstad Martin	2259	3	-w-w-		W			-1	-1	20,21,55,74,76	0
34	57	FM	Sevgi Volkan	2240	3	w-w-w		-			1	1	7,14,15,36,38	0
35	5	IM	Dragnev Valentin	2483	2½	w-w-w		-			1	1	1,29,57,64,67	0
36	14	FM	Dolana Andrei-Theodo	2403	2½	-w-w-		W	+		-1	-1	34,47,51,61,72	0
37	22	FM	O`donnell Conor	2383	2½	-w-w-		W			-1	-1	2,47,51,59,71	0
38	24	FM	Flick Antoine	2371	2½	-w-ww		-		+	1	2	19,34,60,63,64	0
39	28	IM	Perez Garcia Alejand	2361	2½	-ww-w		-			1	1	3,49,51,68,71	0
40	30	FM	Lagunow Raphael	2357	2½	-w-w-		W			-1	-1	10,13,19,65,74	0

Example of a "Time Control Sheet":

games started at:			Check at:			games started at:			Check at:		
board	Time 1	Time 2	+	move	dif	board	Time 1	Time 2	+	move	dif

Explanation

Example: the games are played with time control: 90 min/30 moves + 30 min/rest of game +30sec/move increment from move 1

Games started at 18:00 and at 18:30 we check clocks.

Time game started 18:00 so 90+90 =180 mins;

30 min passed from the beginning: 180-30=**150**

games started at:		*18:00*	**check at:**		*18:30*
board	**Time 1**	**Time 2**	**+**	**move**	**dif**
1	*80*	*85*	*165*	*15*	*150*
2	*90*	*70*	*160*	*10*	*150*
3	*87*	*79*	*166*	*16*	*150*
4	*65*	*90*	*155*	*5*	*150*

In the column "**board**" write the board's number

In the column "**Time 1**" write the white colour player's time (in minutes)

In the column "**Time 2**" write the black colour player's time (in minutes)

In the column "**+**" write the sum of "Time 1" + "Time 2"

In the column "**move**" the number of the last move that has been played last on this board

In the column "**dif**" write the difference of column "+" minus "move"

The "dif" values should be equal to: (initial time) minus (time passed until the time of check). In our example is: 90+90–30 = 150. If we find a different value of ± 2 we have to check thoroughly:

- if players have missed pressing the clock for some moves
- if clocks settings are correct
- if there is a clock malfunction.

Application Forms:

IA1 – International Arbiter Norm Report Form

International Arbiter Norm Report Form **IA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Federation of event:	Name of event:
Dates:	Venue:
System:	Number of rounds:
Number of players:	Number of FIDE Rated players:
Number of federations represented:	Number of titled players:
Time control:	

Recommendation: (please tick the appropriate box).
☐The Arbiter's performance was of the required standard for an International Arbiter.
☐The Arbiter still needs to gain more experience.

Name:	Signature:	
Position:	Federation:	Date:
Name and position of Authenticating Federation official:		
Signature:		Date:

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the IA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

IA2 – Application form for the award of the title of International Arbiter

Application for award of the title of International Arbiter **IA2**

The _____ federation herewith applies for the title of International Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the International Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):
☐English
☐Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has worked as an Arbiter in the following four competitions (which must be of at least two different systems and be signed by at least two different chief arbiters).

1. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

4. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

In his (her) activity as an Arbiter s/he has shown at all times absolute objectivity.

This application must be submitted not later than the second FIDE Congress after the date of the latest event listed.
The undersigned encloses for each competition an International Arbiter Norm Report Form (IA1) signed in accordance with the published FIDE Arbiters' Title regulations.

Name of Federation official _____ Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS).
** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), Knockout (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.
*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

FA1 – FIDE Arbiter Norm Report Form

FIDE Arbiter Norm Report Form **FA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Federation of event:	Name of event:
Dates:	Venue:
System:	Number of rounds:
Number of players:	Number of FIDE Rated players:
Number of federations represented:	Number of titled players:
Time control:	

Recommendation: (please tick the appropriate box).
☐The Arbiter's performance was of the required standard for a FIDE Arbiter.
☐The Arbiter still needs to gain more experience.

Name:	Signature:	
Position:	Federation:	Date:
Name and position of the Authenticating Federation official:		
Signature		Date

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for a FIDE Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the FA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

FA2 – Application for award of the title of FIDE Arbiter

Application for award of the title of FIDE Arbiter **FA2**

The _____ federation herewith applies for the title of FIDE Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the FIDE Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):
☐English
☐Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has successfully passed an exam during a FIDE Arbiter Seminar.

FIDE Arbiter Seminar:	
Organizing Federation:	Dates:

The candidate has worked as an Arbiter in the following three competitions (which must be of at least of two different systems).

1. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
Tournament link* (or FRS event code):	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

In his (her) activity as an Arbiter s/he has shown at all times absolute objectivity.

This application must be submitted not later than the second FIDE Congress after the date of the latest event listed.
The undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA1) signed in accordance with the published FIDE Arbiters' Title regulations.

Name of Federation official _____ Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS).
** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), Knockout (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.
*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

APR– FIDE Lecturer Active Participation Report

FIDE Lecturer Active Participation Report (APR)

This form shall be completed by the main Lecturer at an FA Seminar in respect of any Assistant Lecturer who is seeking lecturer accreditation and submitted to the FIDE Arbiters' Commission as part of the Lecturer's report for the seminar.

Name of Assistant ..... FIN .....

Please indicate the topic(s) presented and attendance at the seminar.

Total hours on Lectures (exc. exam)		Hours presented by Assistant	

Topic	Presented by Assistant	Assistant Contributed*	Assistant Present
Laws of Chess	Yes/No	Yes/no	Yes/No
Swiss Pairing	Yes/No	Yes/no	Yes/No
Types of Tournament	Yes/No	Yes/no	Yes/No
Tie Breaks	Yes/No	Yes/no	Yes/No
Titles and Ratings	Yes/No	Yes/no	Yes/No
Arbiter Titles	Yes/No	Yes/no	Yes/No
Fair Play	Yes/No	Yes/no	Yes/No
Clocks	Yes/No	Yes/no	Yes/No
Exam Marking	Yes/No	Yes/no	Yes/No

* This could be checking pairings, norm calculations, etc with candidates or answering questions from the participants.

For each topic presented by the Assistant please complete the following.

4= Very Competent; 3 = Good; 2 = Acceptable; 1 = Improvement needed

Topic:	4	3	2	1	Comment
Preparation					
Presentation/delivery					
Timing					
Ensuring participant engagement					

General Evaluation	4	3	2	1	Comment
Time Keeping					
Appearance					
Interaction with Lecturer					
Interaction with Participants					
General Confidence					
General Preparation					

Additional Comments

FL2 – Application for award the title of FIDE Lecturer

Application for award of the title of FIDE Lecturer **FL2**

The _____ federation herewith applies for the title of FIDE Lecturer for

last name:	first name:	code (if any):
date of birth:	place of birth:	Federation:
Address:		
Tel:	e-mail address:	

The candidate possesses an exact knowledge of the Laws of Chess and other FIDE regulations to be able to hold FA Seminars.
He (She) speaks the following languages (this must include sufficient knowledge of at least one official FIDE Language)

_____

The candidate has worked as an Assistant Lecturer in the following three seminars (The application must also be submitted not later than the second FIDE Congress after the date of the latest seminar listed). The undersigned encloses, for each seminar, a FIDE Arbiter Norm Report Form (FL1), which is signed by an appropriate qualified lecturer.

1. Event:	Dates:
Location:	Link to Published seminar:

2. Event:	Dates:
Location:	Link to Published seminar:

3. Event:	Dates:
Location:	Link to Published seminar:

4. Event:	Dates:
Location:	Link to Published seminar:

In his (her) activity as an Assistant Lecturer he/she has shown at all times absolute objectivity when delivering topics for a Seminar.

Name of Federation official _____ date_____
Signature_____

IT1 – Certificate of Title Result (Title Norm)

IT 1

Certificate of Title Result

O GM O IM O WGM O WIM

Name: ..... First name: .....

ID-number: ..... Federation: .....

Event: ..... Start: ..... Close: .....

Chief Arbiter (name, ID): ..... number of games: .....

rate of play: ..... number of federations: .....

number players not from title applicant's federation ..... number rated opponents .....

number players from host federation ..... total number titled opponents .....

numbers of: GM ..... IM ..... WGM ..... WIM ..... FM ..... WFM .....

Where applying 1.43e:

number of federations: ..... number of rated players not from host federation: .....

number of players not from host federation holding GM, IM, WGM, WIM titles .....

Special remarks:

Rd	Opponents	ID	Fed	Rating	Rat. 1.46c	Title	Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

Rating average (1.46b): ..... Score required: ..... Score achieved: .....

Exceeding norm by ..... points

.....

Chief Arbiter's signature

Federation confirming the result:

Name of federation official: ..... Signature: .....

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Note: Unrated = 1000, but see 1.46b. Score = 1, ½ or 0.5, 0 for played games or +, =, - for unplayed games
The organizer must provide this certificate to: each player who has achieved a title result,
to the organizing federation, the player's federation and the FIDE Office.

IT2 – Title Application Form

TITLE APPLICATION **IT2**

The following federation _____ hereby applies for the title of:
Grandmaster (minimum level 2500) _____ International Master (2400) _____
Woman Grandmaster (2300) _____ Woman International Master (2200) _____
To be awarded to:

family name:	first name:
FIDE ID Number: FED	
date necessary rating gained:	level of highest rating:

Titles can be awarded conditional on reaching the required rating at a later date (see Title Regulations 1.50c for the procedure to be followed in this case).
Herewith certificates (IT1s) and cross-tables for the following norms

1. name of event:	location:
dates:	tournament system:
average rating of opponents:	total number of games played:
points required:	points scored:
number of games to be counted: (if not all)	
(after dropping games): points required:	points scored:
number from host federation:	number not from own federation:
number of opponents: total titled ___ GMs ___ IMs ___ FMs ___ WGMs ___ WIMs ___ WFMs rated unrated	

2. name of event:	location:
dates:	tournament system:
average rating of opponents:	total number of games played:
points required:	points scored:
number of games to be counted: (if not all)	
(after dropping games): points required:	points scored:
number from host federation:	number not from own federation:
number of opponents: total titled ___ GMs ___ IMs ___ FMs ___ WGMs ___ WIMs ___ WFMs ___ rated ___ unrated ___	

3. name of event:	location:
dates:	tournament system:
average rating of opponents:	total number of games played:
points required:	points scored:
number of games to be counted: (if not all)	
(after dropping games): points required:	points scored:
number from host federation:	number not from own federation:
number of opponents: total titled ___ GMs ___ IMs ___ FMs ___ WGMs ___ WIMs ___ WFMs ___ rated ___ unrated ___	

Attach another form IT2 if there are more supporting norms.

total number of games _____ (minimum **27**) special comments_____

_____

name of Federation official _____ date_____

signature _____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Fair Play Commission- Tournament Complaint Form

Fédération International des Échecs — World Chess Federation

Fair Play Commission – Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[2] _____

_____

_____

_____

_____

_____

_____

Attachments:[3] _____

_____

PRIVACY NOTICE: by signing and submitting this form you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to anticheating relevant regulations and FPC internal rules.

Date: Complainant Signature

_____ _____

1 Please include FIDE ID if applicable.
2 Please provide a brief account of why you thing AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.
3 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format.

According the FIDE Data Protection Policy and relevant Swiss Laws and International Rules and regulations, you are informed of the following:

1. DATA CONTROLLER, REPRESENTATIVE, DPO, DATA PROTECTION COMMITTEE

Data Controller:
FIDE – Federation Internationale des Echecs, whose legal seat is Avenue de Rhodanie 54 – 1007 Lausanne, Switzerland.
Current legal representative is its President Mr. Arkady Dvorkovich.
As per decision Q2PB/2019/11 FIDE designated the following officials:
Data Protection Committee:
Mr Willy Iclicki (BEL): Data Protection Officer;
Mr Marco Biagioli (ITA): Data Protection Legal Advisor;
Mr Vladimir Kukaev (RUS): Data Protection Technical Advisor.
Data Protection Representative for the European Union:
Mr Willy Iclicki (BEL).
Data Protection Officer:
Mr Willy Iclicki (BEL).

2. CONTACTS

Data Protection Representative for the European Union and Data Protection Officer:
Mr Willy Iclicki (BEL) whose seat inside the European Union is Avenue du Globe 55 – Box 20 – 1190 Brussels, Belgium.
E-mail: privacy@FIDE.com
Data Protection Committee:
E-mail: privacy@FIDE.com

3. PURPOSE OF DATA COLLECTION

FIDE collects the data required in this form in order to process your complaint and set up the proper investigations.
Data will be treated with automatic and manual processes in electronic archives and online repositories.

4. LEGAL BASIS

Data are collected and processed by your explicit request to FPC to investigate on your complaint, which you confirm by signing this form.

5. DATA COLLECTING ACTIVITY AND REFUSAL

Data collection is necessary in order to examine your complaint. In case of refusal to let your data, as indicated above, be processed by FIDE, the complaint will be diregarded.

6. FORMAT OF STORAGE

Your data are stored electronically and in paper.
The electronic data archives are stored in FIDE servers, which are located in Germany and Russia, and relevant Commissions' own databases.
Safety measures as described in point nr. 16 protects the electronic archives.
The paper archive is stored in Lausanne, at the FIDE main office, in classified files in closed rooms.

7. LEVEL OF DATA PUBLICATION

This application form will be published on FIDE website according to FIDE title regulation which can be found in FIDE Handbook.

8. PROFILE

FIDE profiles data of this application in order to make statistical outputs and mathematical investigations.

9. DURATION

FIDE stores data without any term: your personal data will be stored until your decision them to be deleted, duly communicated as per FIDE Data Protection Policy point nr. 18.

10. DATA TRANSFER

Your personal data are stored and protected in FIDE servers which are located in Germany and relevant Commissions' own database. Backup copies are also stored in FIDE server in Russia. Your personal data can be transferred:

- To any National Federation with restriction to data of their own individuals;
- To any FIDE internal body, committee or commission, and the members of them with no restrictions, officials and organs;
- Developers of FIDE website only in order to test and improve FIDE website functionalities;

Due to the fact data can be transferred to any internal body, committee or commission, officials and organs, they can be sent in any country whose members are included in FIDE directory.

11. DISCLOSURE

FIDE is not disclosing data to any kind of company, body or individual for commercial purposes, nor it is profiling anyone for such goals.

12. DATA SECURITY

FIDE electronic archives are password protected and has password restore utility.
FIDE webserver is protected from attack blocking (URL injections, DDos attacks) and performs regular security audits for vulnerabilities.
Backups of main database are done daily and stored on remote machines, which are located in Russia and Germany.

13. YOUR RIGHTS

You have anytime the right to:

A. Check the existence of your data in FIDE databases;
B. Request from FIDE access to and rectification or erasure of personal data or restriction of processing concerning the data subject and to object to processing as well as the right to data portability;
C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal;
D. Lodge a complaint with a supervisory authority;
E. Know the existence of automated decision-making, including profiling, and, at least in those cases, meaningful information about the logic involved, as well as the significance and the envisaged consequences of such processing for the data subject.

- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
- Actions under point B and C shall come through a National Federation. In case a National Federation is refusing to perform such actions or is not performing them in a deadline of 30 days, they can be taken directly by sending a signed letter to FIDE DPO at the abovementioned address, enclosing a copy of an official identity document and a valid email address. FIDE Administration will notify the request by email and will proceed upon your confirmation.
- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=lt
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE _____

Fair Play Commission- Post Tournament Complaint Form

Fédération International des Échecs World Chess Federation

Fair Play Commission – Post-Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ **Federation:** _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[1] _____ **Federation:** _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[2] _____

_____

_____

_____

_____

Engine check results:[3] _____

_____

Attachments:[4] _____

_____

PRIVACY NOTICE: by signing and submitting this form, you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to antiCheating relevant regulations and FPC internal rules.

Date: Complainant Signature

_____ _____

1 Please include FIDE ID if applicable.

2 Please provide a brief account of why you thing AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.

3 Please provide details of software and hardware used and provide a synthetic description of findings. You are recommended to provide a full analysis as a separate attachment.

4 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format.

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5. DATA COLLECTING ACTIVITY AND REFUSAL

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- To any FIDE internal body, committee or commission, and the members of them with no restrictions, officials and organs;
- Developers of FIDE website only in order to test and improve FIDE website functionalities;

Due to the fact data can be transferred to any internal body, committee or commission, officials and organs, they can be sent in any country whose members are included in FIDE directory.

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FIDE is not disclosing data to any kind of company, body or individual for commercial purposes, nor it is profiling anyone for such goals.

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C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal;
D. Lodge a complaint with a supervisory authority;
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- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
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- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=it
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE _____

Table for Direct Titles effective from 1 July 2017

DIRECT TITLES: Gold = first after tiebreak; 1st equal = best 3 players after tiebreak; norm = 9 games
Continental & Regional = Continental & maximum 3 regional events per continent, including Arab Youth
Sub-Continental Individual = include Zonals & Sub-zonals (if they establish qualifiers to World Cup or World Championship – see 1.24), Arab adult Titles may be awarded conditional upon rating – see 0.62

Table 1.24a

EVENT	WGM	WIM	WFM	WCM
Women's World	Reaching last 8 - title	Qualifying through play - title		
Olympiad			65% in min 9 games - title	50% in min 7 games - title
World Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
World Amateur - <2300, <2000 <1700			Gold - title	Silver & Bronze – title Gold - title
World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1st equal – title	Silver & Bronze – title
World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Continental >65; >50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Continental Amateur Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title
Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games - title	50% in min 9 games - title
Commonwealth, Francophone, Iberoamerican Individual Disabled - World adult		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - U20 World			1st equal – title	Silver & Bronze – title

Table 1.24b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title		
Women's World	Winner – title; Finalist - norm	Finalist - title		
Olympiad			65% in min 9 games - title	50% in min 7 games - title
World Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
World Amateur - <2300, <2000 <1700			Gold - title	Silver & Bronze – title Gold - title
World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1st equal – title	Silver & Bronze – title
World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Continental >65; >50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Continental Amateur Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title
Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games - title	50% in min 9 games - title
Commonwealth, Francophone, Iberoamerican Individual Disabled - World adult		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - U20 World			1st equal – title	Silver & Bronze – title