

## **Case Studies in Chess**

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## Case Studies in Chess

### 1. Clocks

- 1) **Illegal move made and digital clock pressed – increment time too has to be reduced**
- 2) **I want to make my move before my opponent presses clock**
- 3) **FIDE approved clocks**
- 4) **Incorrect Setting of clocks**
- 5) **Which flag fell first ?**
- 6) **Clock stops due to low battery – Check the number of moves every half an hour**
- 7) **Clock falls off the table and some time elapses**
- 8) **If a player is unable to write score sheet, 10 minutes may be reduced**
- 9) **Move Counter in clock is not valid**
- 10) **How to adjust clocks after an illegal move?**

#### 1) **Illegal move made and digital clock pressed – increment time too has to be reduced**

**Question** What happens if a player makes an illegal move and presses the clock (Fischer mode), thus adding on time, and then his/her opponent realizes the mistake and requests him/her to take back the move? Does the clock need to be adjusted?

**Answer** Article 7.4a: *If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. Article 6.13 says: If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgment to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.* These two Articles are very clear; the clock must be adjusted and this means that the increment must be deducted.

#### 2) **I want to make my move before my opponent presses clock**

**My opponent made his move, but didn't press the clock. Am I allowed to make my**

**move?**

**Answer** There is a rule for all types of chess. From Article 6.7 of the Laws of Chess:

*“During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock. A player must always be allowed to stop his clock.”* The second sentence is very important. A consequence of this rule is, that the following situation is allowed: Player A makes a move, but does not press his clock. Player B makes his move. At that moment Player A still has the right to stop his clock and to start the opponent’s clock. Player B who has made his move, may now complete his move as well, by pressing the clock. Now A has the move and his clock is running. There is no reason to give any penalty.

### **3) FIDE approved clocks**

**Question** Where can I get a list of the clocks that have been approved by FIDE’s Technical Commission?

**Answer** Currently there are only four clocks approved by FIDE: DGT2000, DGT 2010, DGT XL and Silver.

### **4) Incorrect Setting of clocks**

**Question** The arbiter forgot to check that the clocks were properly set on Fischer mode, with 30 seconds increment per move. This caused some players to lose on time in winning positions; while in other games, players who were losing, refused to continue playing, claiming that the clock error caused them to blunder in time trouble, and asked to replay the game. Since both players played under the same conditions, there are no grounds for a replay. The only rule that seems to address this situation is 6.10, but the players contend this only applies to a defective clock and not the arbiter’s error in setting the clocks.

**Answer** The players are correct that an improper clock setting cannot be considered as a defect. There is only one Article that deals with incorrect clock settings, Article A4a of the Rules of Rapidplay: *Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.* It is clear that an incorrect clock setting, in normal games, can be claimed while the game is in progress: Arbiter has to make use of his best judgement.

### **5) Which flag fell first ?**

**Question** In Blitz game, the two players were short of time and they were making their moves very quickly. Finally, time was over and the sign << - >> appeared on the display of the DGT clock. The White player immediately declared “flag” and to a surprise of the arbiter, who was watching the game, pushed the button of the clock from below. The Black player required to Register “lose” to the White player, as he turned off the clock and it was impossible to determine which flag fell first. But the arbiter who was following the game confirmed that he

saw Black's flag falling. The Black player replied that the Arbiter had no right to re-set the time, especially when it is not dealt with in the Tournament Regulations. What should the Arbiter's decision be?

**Answer** Some Articles are in this case relevant:

1. Article 6.7(c): *"The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over.*

*Improper clock handling shall be penalised in accordance with Article 13.4."*

To press the button on the underside of the clocks, a player has to pick up the clocks and this is clearly forbidden.

2. Article A4.2 of Rapid play, but also applicable for Blitz: *"To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped."*

It is clear that the clocks were not stopped with the start/stop button. The white player violated two Articles of the Laws of Chess. At first thought, a warning to him would be sufficient, because it was clear that Black had overstepped, a fact seen by the arbiter. But when thought it over, the arbiter came to another conclusion. First, the White player really committed two mistakes. Second, he may not benefit simply because the arbiter happened to be present. Had the arbiter not been present, the penalty would have been clear: the arbiter would have declared the game lost. Therefore the game also must be declared lost, even.

#### **6) Clock stops due to low battery – Check the number of moves every half an hour**

**Question** What happens if an electronic clock falls out? For example, it's running as usual, but suddenly, without any notice of a low battery, it stops. Nobody has written the time used. What has to be done in this situation?

**Answer** The only Article that mentions something about this is Article 6.10:

*"Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use his best judgement when determining the times to be shown on the replacement chess clock."*

This Article is not very useful, but there is no better one. The only solution if it is impossible to find out the times used by each player is to split the total time used by both players. If for instance after 1 hour and 20 minutes the clocks stopped and nothing is shown in the display, the arbiter has to install a new clock with 40 minutes used by each player.

#### **7) Clock falls off the table and some time elapses**

**Answer** It was a Kasparov – Korchnoi Blitz game in one of the Immopar tournaments in Paris that we had the "flying" clock. The arbiter placed the clock immediately back on the table. No

penalty or any other compensation, because it took only a few seconds to take the clock and to put it on the table.

### **8) If a player is unable to write score sheet, 10 minutes may be reduced**

**Question** White was unable to write his moves because of physical disability, his captain was unwilling or unable to provide secretarial assistance. Black drew my attention to Article 8.1, and in a time control of 40 in 120, deducted 10 minutes from White's time.

**Answer** There are two Articles of the Laws of Chess about assisting a player who is unable to fulfil the requirements of the Laws of Chess:

The only thing that is written is, that some time shall be deducted from his starting time. A deduction of 10 minutes is, generally accepted.

### **9) Move Counter in clock is not valid**

**Question** "Is the use of chess clocks which continually display a move-counter (as, e.g., the "Excalibur" clock from the USA does) allowed? As far as I have read the "FIDE-Laws of Chess" they are not very explicit regarding this question!"

**Answer** I quote Article 6.14 of the current Laws of Chess:

*Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make any claim based on anything shown in this manner.* It is clear that the clocks you described, are not forbidden, but claims made exclusively based on what these clocks show, are not valid.

### **10) How to adjust clocks after an illegal move?**

Suppose that at move 30 it is discovered that at move 21 an irregularity took place, e.g., an illegal move was played. White's clock shows 1 hour and 30 minutes, i.e., 90 minutes used time, and Black's clock shows 1 hour used time. The may be adjusted proportionately. White's clock will be adjusted to  $\frac{20}{30} \times 90$  minutes = 60 minutes used time and Black's clock will be adjusted to  $\frac{20}{30} \times 60$  minutes = 40 minutes. Suppose the clocks show the same times as in the previous example, but with an increment of 30 seconds per move from move 1. White has used 1 hour and 30 minutes +  $30 \times 30$  seconds = 105 minutes; Black's used time is 1 hour +  $30 \times 30$  seconds = 75 minutes. For 20 moves the players used respectively: White  $\frac{20}{30} \times 105$  minutes = 70 minutes, Black  $\frac{20}{30} \times 75$  minutes = 50 minutes. But, for the first 20 minutes there was a total increment of  $20 \times 30$  seconds = 10 minutes. These 10 minutes we have to deduct from the used times we calculated before. So, White's clock will show 70 minutes – 10 minutes = 60 minutes and Black's clock 50 minutes – 10 minutes = 40 minute

## 2. Castling

- 1) **Castling is illegal and the king has no legal move.**
- 2) **Illegal castling**
- 3) **Wrong placement of king and rook after castling**

- 1) **Castling is illegal and the king has no legal move.**

**Question** Suppose a player has the intention to castle. He moves his king and then his rook. Then it is discovered that castling is illegal and the king has no legal move. In that case should the player be forced to play the touched rook pursuant to Article 4.3.

**Answer** Castling is considered to be a king move.

The fact that a player touches the king has consequences; it shows his intention to play a move with it. Therefore, if castling on one side is not possible, he has to make another king move. The fact that he touched his rook for an illegal castling has no consequences, because he did not intend to make a rook move. Touching and moving the rook was part of a king move. Therefore no rook move is obliged.

### 2) **Illegal castling**

**Question** In novice games, a player often attempts to castle queenside by bringing the King to b1/b8 and the Rook to c1/c8. In this case, what penalties can the opponent impose? In particular, can the opponent compel ordinary queenside castling (if legal)?

**Answer** The made move is in fact illegal. And for illegal moves we have penalties described in Article 7.4 of the Laws of Chess: for the first and second illegal move in a game the penalty is that two minutes are added to the opponent's time; the third illegal move means that the game will be declared lost. But, an arbiter should be more flexible in games between players who are just starting to play chess.

### 3) **Wrong placement of king and rook after castling**

**Question** What happens if White tries to castle, and touches the king (K) and rook (R) at the same time, but he sets his king on f1 and rook on e1; in that way he made an irregular move. If the opponent, Black, claims to the arbiter what will happen? Will White have to: 1. Leave its king on f1, but take back its rook on h1; 2. To make a castle, 0-0 or 0-0-0 according to Article 7.4 (a.b), if there are no other restrains to castle (by legal move). What happens if White can't castle by a legal move, in former example, must his king stay on f1, or he can move his king on the other square (with a legal move)?

**Answer** It is clear that White had the intention to castle, i.e., a King move. It is also clear that he did it in a wrong way. For sure if it is possible he has to make a King-move. It should be very childish to force the player to play Kf1. One should give him the chance to castle correctly. Regarding the second question, he has to play Kf1 only in the event that it is the only King-move in the actual position.

### 3. Flag Fall

- 1) **Mate in one move – flag falls**
- 2) **B accepted the draw offer and then A claimed win because of the dropped flag**
- 3) **Promote a pawn and say “Queen”, a checkmate move – flag falls**
- 5) **Bishop capture by A leaves lone king to B – both bishops in hand –A’s flag falls–Win for B?**
- 6) **White claims a win on the grounds that having touched the Bishop, with simultaneous flag fall, the only legal move results in a checkmate against Black.**
- 7) **R X P, leaving two kings on board – simultaneously flag falls**
- 8) **Dead drawn positions**
- 9) **Flag fall is not noticed and players move fast – Arbiter can interfere?**
- 10) **If there is no claim for flag fall and arbiter does not notice it, then there is no flag fall My flag fall not noticed – illegal move made by opponent – Do I get 2 minutes?**
- 11) **A did not complete the number of moves, but B can never checkmate the white king**
- 12) **Two continuous moves by white – Black’s flag falls later**
- 13) **I resign, not noticing the opponent’s flag fall**
- 14) **When it is not clear what happened first – mate or flag fall-mate is decisive**
- 15) **Flag fall indicated by spectator**
- 16) **Opponent’s flag falls – before stopping my clock, my flag falls**
- 17) **In Rapid and Blitz, if both flags are down, the game is drawn, even if the arbiter observed which flag fell first.**
- 18) **Both flags fell – I do not notice and resign**
- 19) **Checkmate ends the game – a flag fall later is immaterial**

#### 1) **Mate in one move – flag falls**

**Question** Some argue that when executing a mate-in-one move a flag-fall is of no importance. But, the flag always has priority, so there is no mate-in-one.

**Answer** There is always the same misunderstanding regarding a mating move and a flag fall. When a player has made his move, and this move has produced a checkmate position, the

game is over. A flag fall is not relevant. A move is made when a player has moved a piece from one square to another and his hand has released the piece.

## 2) B accepted the draw offer and then A claimed win because of the dropped flag

**Answer** Articles: 9.1.a *A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.*

The game is simply lost. Please note the following sentence: 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. Well, as a consequence of the flag fall the game is concluded in some other way than a draw, assuming that Black did not complete the required number of moves. A player has to mark the offer of a draw on the scoresheet, not the acceptance of a draw (=) only means that a draw was offered.

In the same way an offer of a draw cannot be withdrawn, the rejection cannot be withdrawn and the game must be continued.

## 3) Promote a pawn and say "Queen", a checkmate move – flag falls

**Answer** Only saying "queen" does not mean that he has promoted to a queen. See Article 4.6: *When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:*

*c) in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.*

Therefore, the flag fall decides the game.

## 4) Question "If the position is such that neither player can possibly checkmate, the game is drawn."

White plays Qg7+. Before black manages to complete his move, his flag drops. Does this position qualify for a draw according to 1.3, or did Black lose on time? After all, although White formally has "mating material", a checkmate by legal

moves is impossible in this position - Black has only one legal move, after which it's stalemate.

Or this position:

White plays a8=Q+ and Black responds with Rxa8+. Again, white's flag drops before he completes his move - and again,

checkmate by legal moves is impossible, as White has only one legal move, after which the position is reduced to bare kings.

**Answer** There is a difference between “normal” games on one side and rapid and blitz games on the other side. In normal games I accept your opinion that the game is a draw, because neither player is able to win the game. Instead of Article 1.3 I like to refer to Article 9.6:

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

” The case is different in rapid and in blitz games. As a matter of fact and a little bit strange, illegal moves are “legalised”.

**5) Bishop capture by A leaves lone king to B - both bishops in hand –A’s flag falls–Win for B?**

**Answer** The answer is simple: it is a draw, The decision to declare the game drawn is based on Article 6.9: *Except where Articles 5.1 or one of the Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.*

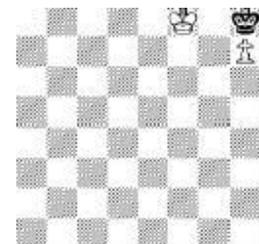
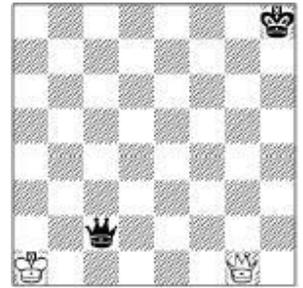
Therefore, the correct decision is to declare the game a draw.

**6) White claims a win on the grounds that having touched the Bishop, with simultaneous flag fall, the only legal move results in a checkmate against Black.**

**Answer** White loses the game. The question is of course, whether we have to take into account what a player intends to move.

**7) Question** When black oversteps the time it’s still a draw? This because the only legal move that black can make will lead to a position with only two kings on the board.

**Answer** Relevant for the answer is a part of Article 6.9: “If a player does not complete the prescribed number of moves in the allotted



time, the game is lost by the player.” It seems that the position is apparently irrelevant. Flag falling means loss of the game. But, there is a second, very important sentence of this Article. “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. This sentence makes it clear that a flag fall does not always mean that the game is lost. The position mentioned in the question is such that White has no chance to win the game; therefore the game is drawn.

### **7) R X P, leaving two kings on board – simultaneously flag falls**

**Question** Both players basically had no time left on their clocks. White had a Rook on f6 and King on e6. Black had a King on e2 and pawn on f2. It is White to move. White picked up his Rook and captured the pawn (he was holding *both* the pawn and Rook in the same hand with both pieces touching the square f2). As this happened, his flag fell and Black now said: "Your time is up".

**Answer** Article 6.2 says: “*When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time.*” In addition, Article 6.9 says: “*Except where Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.*”

Completing a move means making the move on the board and pressing the clock. Considering these two Articles together, only one conclusion is possible: the player who overstepped the time limit, loses the game. The question is if the arbiter has to take into account how the situation on the board would be if a player had the possibility to complete his move. Or, must the arbiter generally take into account a forced sequence of moves?

### **8) Dead drawn positions**

**Question** Player A had a king, knight, and rook; Player B had only a king and knight. Player A overstepped the time and Player B claimed a win. I was the arbiter and I agreed, having in mind Article 6.9 of the Laws of Chess:

*Except where 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.*

It is possible that Player A’s king could be checkmated, but a member of our club, who knows the rules quite well, told me that the penultimate move may not be a bad move; meaning “helpmate” is not allowed.

Is this rule also applicable in the event both players have a knight or a bishop? One can create

mating positions with knight vs. knight and bishop vs. bishop. Article 5.2 speaks about dead positions. Are these positions only the following: king vs. king and knight, king vs. king and bishop, and king vs. king and two knights?

**Answer** The decision was absolutely correct, because it is possible to checkmate Player A's king. Regarding the positions mentioned, the following are dead positions: K vs. K, K + N vs. K, K + B vs. K, K + B vs. K + B, provided the two bishops are on the same-coloured diagonals. As you see, I did not mention K vs. K + 2 N, because the player with the two knights has possibilities to win this game.

### **9) Flag fall is not noticed and players move fast – Arbiter can interfere?**

**Answer** Article 8.5 clearly states that the scoresheets must be updated after a flag fall. It is the duty of the arbiter to do so together with the players. So if the arbiter notices the flag fall, he has to intervene, but that does not mean he should stop the clocks. In your case, he may not stop the clocks, but he has to order the player with an incomplete scoresheet to complete it.

It seems that this intervention can be considered as an indication of the number of moves made. But it is simply an indication of a flag fall and the end of a time period. In fact, Article 13.6 even states:

*The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5 when at least one flag has fallen.*

### **10) If there is no claim for flag fall and arbiter does not notice it, then there is no flag fall My flag fall not noticed – illegal move made by opponent – Do I get 2 minutes?**

**Answer:** If no one notices the flag fall, then there is no flag fall. So the problem is easily solved. Article 7 states in part: *If during a game it is found that an illegal move (...) has been completed, the position immediately before the irregularity shall be reinstated.*

Still, the point of the question is: if the opponent of a player makes an illegal move and it is observed that the claimant's flag has fallen, which takes preference – the illegal move or the flag fall?

Consider different cases.

Case 1: The time control is, say, 40 moves in 2 hours. At move 37 White's flag falls, but he claims that Black's 32<sup>nd</sup> move was illegal. In that case the position before Black's 32<sup>nd</sup> move should be reinstated and the clocks should be adjusted with White receiving two extra minutes.

Case 2: The time control is 40 moves in 2 hours. At move 32 White's flag falls, but it goes unnoticed. Black then completes an illegal move and presses his clock. White immediately stops the clocks and claims that Black completed an illegal move. Only now is it observed that White's flag has fallen. Let us again consider the definition of a flag fall:

*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.*

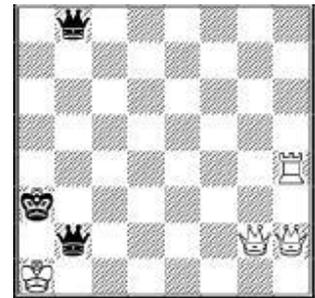
Because the flag fall was observed after the illegal move was completed White receives two extra minutes and the game continues.

### 11) A did not complete the number of moves, but B can never checkmate the white king

Question If White's flag falls in the following position, what would be your decision?

**Answer** Refer to Article 6.9:

*Except where Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.*



As White did not complete the prescribed number of moves in the allotted time, the game is lost. But we have to check whether the position is such that Black can checkmate White with any series of legal moves. Once we determine that Black can never checkmate the

white king, the game is drawn. Some may be of the opinion that White should win the game because there is a forced series of moves: 1.Qxb2+ Qxb2+ 2.Qxb2 and even a checkmate. However, White overstepped the time control and therefore does not deserve to win the game.

### 12) Two continuous moves by white – Black's flag falls later

**Answer** First, it is very important to mention that the game was not yet over. Even after a flag fall some aspects of the game have to be investigated. And the most important element is, of course, whether the players completed the required number of moves. The players and the arbiter agreed that there was an irregularity and it was found during the game. Article 7.4a:

*If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the*

*irregularity. The clocks shall be adjusted according to Article 6.14*

The second move to be an illegal move. The position will continue from the position after White's "first" move and Black is not forced to play the same piece as he did after White's "second" move.

### **13) I resign, not noticing the opponent's flag fall**

**Answer** The flag has fallen when the opponent or the arbiter notices this fact. If neither you nor the arbiter noticed it, then you lost the game according to the regulations, because you resigned.

### **14) When it is not clear what happened first –mate or flag fall-mate is decisive**

**Question** White (the much stronger player) had achieved a won position but was short on time and had to allow a perpetual. He saw that and offered a draw before a repetition of moves occurred. Black now looked at the clock and recognized that he could win on time and made just any move that did not repeat the position. With his very next move white overstepped time and black claimed the win.

Now the white player grabbed some of his pieces and recognized with a last look that he actually had mated his opponent with his last move (the one on which he overstepped time). Now he claimed the win citing the relevant rule that the game ends when one side delivers mate. (Now both players got angry and the result was that one player accused the other of cheating).

I had now the very miserable task to decide the matter. Most of the people, including at least two with some experience as arbiter, held that black had won.

**Answer** 1. White overstepped the time limit at a certain point. 2. Both players agreed that the game was won by black and notified the arbiter. 3. Immediately after this 'agreement', White discovered that he had mated his opponent. The arbiter has the option to decide that the result stands, but he has the possibility also to decide otherwise. He may also act in the same way as it is stated in Article 8.7 of the Laws of Chess: "At the conclusion of the game both players shall sign the scoresheets, indicating the result of the game. Even incorrect, this result stands, unless the arbiter decides otherwise." This rule applies to "normal" games with scoresheets, but it is my opinion that we have here an analogous situation.

One question remains: Suppose that at the same moment White mates his opponent his flag falls. In that case what happens on the board is relevant: the mating move finishes the game. Even when it is not clear what happened first –mate or flag fall- mate is decisive.

### **15) Flag fall indicated by spectator**

**Answer** It is almost impossible for an arbiter to control spectators. A spectator indicates a flag fall is very unfortunate. After the spectator had warned the White player that Black's flag had

fallen and when it was clear that Black had overstepped the time, White had really the right to claim the win. Also the arbiter was right when he declared the game won for White. Finally the last decision of the arbiter to expel the spectator, who indicated the flag fall, was completely right. It means that the arbiter was 100% correct.

### **16) Opponent's flag falls – before stopping my clock, my flag falls**

The arbiter decides to continue the game because it cannot be clearly determined whose flag fell first. The fact that Black's clock is running does not prove that White overstepped the time limit first, because the flag fall could have happened after 39th move or even earlier. However both players did not catch sight of the clock. Really does not it prove anything that White's clock is stopped but Black's is running?

**Answer** I quote Article 6.11:

*“If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.”* Well, I think the situation is clear. As you probably know, the fide approved clocks indicate clearly which flag fell first.

### **17) In Rapid and Blitz, if both flags are down, the game is drawn, even if the arbiter observed which flag fell first.**

Both players were very short of time and they were blitzing. Player A's flag dropped and two or three seconds later, Player B noticed it. But as he was about to stop his clock, his own flag dropped. The arbiter saw everything and gave the win to Player B. How correct was this, and would the decision be any difference if no arbiter was present?

**Answer:** Situation 1: A 'game in 90' time control means the game is not a rapid game, but is conducted under the "normal" Laws of Chess.

Article 6.8: *A flag is considered to have fallen when the arbiter observes the fact or when a valid claim to that effect has been made by either player.*

In light of the above, it is clear that the arbiter was right when he gave the win to Player B. But what would have happened, if the arbiter had not seen Player A's flag fall but Player B's flag had also dropped?

Article 6.11 states: *If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.*

By the way, if in such games fide approved clocks are used - there are no problems, because these clock indicates clearly which flag fell first. One final remark: the arbiter has no discretion in rapid and blitz games. If both flags are down, the game is a draw, even when the arbiter observed which flag fell first.

### **18) Both flags fell – I do not notice and resign**

**Answer** Article 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.*

Article 5.1(b): *The game is won by the player whose opponent declares he resigns. This immediately ends the game.*

During the game the flag is not considered to have fallen, because the arbiter did not observe this and there was no claim to that effect. Secondly, B resigned and resigning a game means the end of the game. You understand that the fact which flag fell first is in this case not relevant anymore. That the arbiter made a mistake by not calling a flag fall is very obvious.

#### **19) Checkmate ends the game – a flag fall later is immaterial**

**Question** Suppose a player removes an opponent's piece and places his own piece in that place and lets it go and the situation then is legally checkmate. In my opinion this ends the game. However if he has not stopped his clock then the move could be said not to be completed and if his flag has fallen then the opponent might claim the game by time

**Answer** Article 5.1 says: *The game is won by the player who has checkmated his opponent's king with a legal move. This immediately ends the game.*

This means that everything that happens afterwards is not relevant, even a flag fall. Even if the flag falls at the very same moment the player checkmates his opponent's king, the game is won for the player who has mated his opponent.

## **4. Completing moves**

1) **Question** "Completion" of the move involved pressing one's clock.

**Answer** Making a move means moving a piece from one square to another. Completing a move means making a move (see 1) and pressing the clock. The procedure of offering a draw is (1) make a move; (2) offer a draw; and (3) press the clock. To claim a draw if the next move would produce the same position for the third time or if no piece or pawn has been captured and no pawn move was made in the last 50 moves: (1) write the intended move on the scoresheet; (2) stop the clocks; and (3) summon the arbiter.

To claim a draw if the same position has appeared for the third time or if 50 moves have been completed without a capture or a pawn move: (1) stop the clocks; and (2) summon the arbiter.

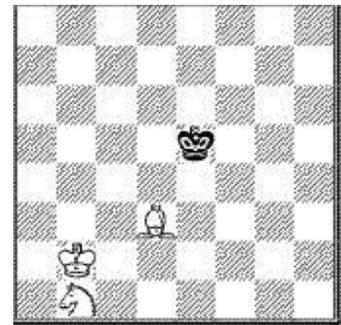
## 5. Draw claim 50 move

- 1) **K+B+N Vs K – Each player has to make 50 moves**
- 2) **K+B+N Vs K – Can you give me more than 50 moves?**
- 3) **I have no score sheet – Can I claim draw under 50 move rule?**

### 1) **K+B+N Vs K – Each player has to make 50 moves**

Question The game would have finished on the 50th move if Black had not resigned. Do you think it should have been a draw?

90...Kd4 91.Kc2 Ke3 92.Nd2 Kd4



93.Ne4 Kd5 94.Kc3 Ke5 95.Nd2 Kd5

96.Nf3 Kc5 97.Be4 Kd6 98.Kd4 Ke6 99.Nh4 Kf6 100.Bd5 Kg5 101.Ng2 Kf5 102.Ne3+ Kf6 103.Ke4 Kg5 104.Ke5 Kg6 105.Ng2 Kg5 106.Bf3 Kg6 107. Bg4 Kg5 108.Ne3 Kg6 109.Nd5 Kg5 110.Bf5 Kh4 111.Kf6 Kh5 112.Ne3 Kh6 113.Ng2 Kh5 114.Bh3 Kh6 115.Nf4 Kh7 116.Bg4 Kh6 117.Nh5 Kh7 118.Nf4 Kh6 119.Ne6 Kh7 120.Bf5+ Kh6 121.Ng5 Kh5 122.Ne4 Kh6 123.Nc5 Kh5 124.Nd7 Kh6 125.Be4 Kh5 Be4 Kh5 126.Ne5 Kh6 White has not made progress and the tension heightened, but from here White understood how to manage the situation.

127.Ng4+ Kh5 128.Kf5 Kh4 129.Kf4 Kh5 130.Bf5 Kh4 131.Bg6 Kh3 132.Ne3 Kh4 133.Ng2+ Kh3 134.Kf3 Kh2 135.Bf5 Kg1 136.Ne3 Kh2 137.Kf2 Kh1 138.Bg4 Kh2 139.Nf1+ 1-0 because of 139...Kh1 140.Bf3 mate.

**Answer** The 50 move rule (Article 9.3): The game is drawn, upon a correct claim by the player having the move, if a. he writes his move on his score sheet, and declares to the arbiter his intention to make this move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture. We have to consider Black's 90<sup>th</sup> move as the first move, when we apply Article 9.3, so 139...Kh1 is Black's 50<sup>th</sup> move. But Black cannot claim a draw because Article 9.3 says that each player has to make 50 moves without a pawn move or a capture.

And White has only played 49 moves. If, on move 140, White plays any move other than Bf3, then Black can claim a draw based on Article 9.3b. Notice, that Black does not have to write his intended move, as in Article 9.3a.

## **2) K+B+N Vs K – Can you give me more than 50 moves?**

**Question** In a king + bishop + knight versus king ending, the player on the winning side clearly knows how to play it, but makes an inaccuracy and has to exceed the allotted 50 moves. Should the arbiter declare the game drawn or allow the winning side to make some more moves? Regards,

**Answer** Article 9.3: *The game is drawn, upon a correct claim by the player having the move, If a. he writes on his scoresheet, and declares to the arbiter his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.*

Providing additional moves was eradicated from the Laws of Chess in 1996.

## **3) I have no score sheet – Can I claim draw under 50 move rule?**

Yes, a player with an incomplete scoresheet may claim a draw. Let us check the Laws of Chess and especially Article 9.5:

*If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.*

*a. If the claim is found to be correct the game is immediately drawn.*

*b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.*

When a claim is made to the arbiter who then must verify it and impose a penalty if it is wrong. That the claimant needs to present a complete scoresheet or has to prove that his claim is correct is not mentioned in the Laws of Chess.

## 6. Draw claim under 3 fold repetition of moves

- 1) Can 3 fold repetition be verified by score sheet, without a board?
- 2) Both players agree for draw under repetition of moves – later they find no 3 fold repetition – verify with another board  
– don't rely on score sheet
- 3) Made the move, but not completed – can I claim draw under repetition of moves?
- 4) Perpetual Check
- 5) Repetition of position – no repetition of moves
- 6) Position repeated thrice – but an illegal move made earlier
- 7) Draw claim under repetition of moves rejected – later during the game, it was found correct
- 8) Position repeated with different knights or rooks of same colour – is it a draw?

### 1) Can 3 fold repetition be verified by score sheet, without a board?

**Question** In one game, a player claimed a triple repetition, but there was no extra board nearby to verify the claim and I felt fortunate that the players then agreed a draw. If the arbiter is certain that the claim is correct by reviewing the score sheet, does he still need to demonstrate it on a chessboard? Can the arbiter use a laptop or a Pocket PC to verify the gamescore? The advantage of the latter is that the computer automatically recognizes triple repetitions, etc.

**Answer** It is correct to demonstrate a triple repetition on the scoresheet. Prefer to replay the game, especially when weaker players are involved. To use a laptop or a Pocket PC is permitted.

1. --- Qe5+ 2.Kf1 Qf4+ 3.Ke1 Qe5+ 4.Kf1 Qf4+ 5.Ke1 and, at this moment, the black player claims a draw because after 5...Qe5+ we have a third repetition of position, with the same player on move. The arbiter must reject the claim because when the position was first on the board White had not lost the right to castle. He lost this right not by 1...Qe5+, but by 2 Kf1, when he moved his king.

B. 1...Qg3+ 2.Kf1 Qf4+ 3.Ke1 Qg3+ 4.Kf1 Qf4+ 5.Ke1 and at this moment Black claims a draw because after 5...Qg3+ we have a third repetition of position, with the same player on move. The arbiter must reject the claim, because when the position was first on the board, White had not lost the right to castle. He lost this right not by

## **2) Both players agree for draw under repetition of moves – later they find no 3 fold repetition – verify with another board – don't rely on score sheet**

**Answer** In case the arbiter was not present at the board during the last-played moves, replay the whole game on a separate board after a player has claimed a draw. This incident is again a clear proof how dangerous it is to rely on the scoresheets only and not to replay the game.

It is clear that the claiming player and the arbiter made a mistake. Also the other player made a mistake by accepting and not checking the arbiter's decision. All parties involved were wrong. It is also very important that the players signed the scoresheets that confirmed that they agreed to a draw. The acceptance was based on the wrong reasons, but still they accepted and confirmed it. The draw stands.

Continuation of the game is therefore impossible.

## **3) Made the move, but not completed – can I claim draw under repetition of moves?**

**Answer** Two Articles of the Laws of Chess are relevant: 1. Article

9.2 (a): *The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):*

*a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move*

2. Article 9.4: *If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.*

Article 9.2 states only that the player has to write the intended move and to stop the clocks and Article 9.4 even states that the player has lost his right to claim when he has touched a piece.

## **4) Perpetual Check**

**Question** I moved my queen into a position such that perpetual check was unavoidable for my opponent. However, as I was playing the 3rd move my flag fell. The tournament director subsequently ruled that I had lost. His explanation was that quick chess rules are in place during the last five minutes on the clock and that perpetual check is not valid in quick chess.

**Answer** Perpetual check is not mentioned in the Laws of Chess. In Article 9 there are two cases mentioned: 1. The same position will appear at the next move for the third time or has just appeared

2. During the 50 previous moves no piece was captured and no pawn was moved. The arbiter's decision was to declare the game lost was correct. But, the reasoning is wrong. Some players and arbiters think that in the Quickplay finish of a normal game the Rapid Laws have to be applied. This is wrong. In the Quick play finish period the games are also played according the "normal" Laws of Chess.

## **5) Repetition of position – no repetition of moves**

1.e4 c6 2. d4 d5 3. Nc3 dxe4 4. Nxe4 Nd7 5. Ng5 Nxf6 6. Bd3 e6 7. N1f3 Bd6 8. Qe2 h6 9.

Ne4 Nxe4 10. Qxe4 Qc7 11. Qg4 Kf8 12. O-O c5 13. b3 e5 14. c3 b6 15. Re1 Bb7 16. Qh3 Rd8 17. Bb2 g6 18. dxe5 Nxe5 19. c4 Bxf3 20. gxf3 Rh7 21. Be4 f5 22. Bd5 Nd3 23. Qh4 g5 24. Qh3 Bxh2+ 25. Qxh2 Qxh2+ 26. Kxh2 Nxb2 27. Re5 Nd3 28. Rxf5+ Ke7 29. Kg3 Nf4 30. Kg4 Rd7 31. Re1+ Kd8 32. Rf8+ Kc7 33. Be4 h5+ 34. Kf5 Rhg7 35. Rf6 Ng2 36. Rc6+ Kd8 37. Rh1 h4 38. Rh6 Nf4 39. Re1 Rdf7+ 40. Kg4 Kc7 41. Bf5 Rf8 42. Re5 Rd8 43. Be4 (I) Rd1 44. Re8 Rd8 45. Re5 (II) Rd6 46. Rh8 Rd8 47. Rh6 (III) Rd6

**Question:** If black had claimed a draw after 47 Rh6, because in his opinion the same position had then appeared three times on the board and you had been the arbiter, would you allow this claim or not?

**Answer:** yes. The same position appeared on the board after 43 Be4, 45 Re5 and 47 Rh6. This is a nice example of repetition of position without repetition of moves.

### **6) Position repeated thrice – but an illegal move made earlier**

**Question** A player claims a draw after a threefold repetition of the position or 50 moves. The arbiter sees it very clearly on paper. However, he needs to play through the game in the presence of the two players on a board. Yes, really there are three repetitions or 50 moves without capturing a piece or moving a pawn, *but* there previously was an illegal move!

**Answer** When a player claims a draw pursuant to Article 9 (triple repetition of the position or the 50-move rule) and it is discovered during the reconstruction that an illegal move was played before, what should be done? There is an essential point we have to take into consideration. If the King is checkmated with a legal move (and no claim was made, if the previous move by the opponent before checkmate is illegal); there is a stalemate position with a legal move; a player resigns and so on. In case of a draw claim the game is *not* over at that moment, but the arbiter is summoned to check whether the game should be over or not. This means that the game is still in progress.

And Article 7.4 says: *If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated.*

The game must be returned to the illegal move and it cannot be a draw.

### **7) Draw claim under repetition of moves rejected – later during the game, it was found correct**

**Answer** Even an arbiter can make a mistake. When the arbiter was of the opinion that the claim was wrong, he acted almost correctly. When the arbiter discovered his mistake later, he acted again correctly to declare it a draw. He should be commended for such action. To admit a mistake is sometimes not easy, especially for an arbiter.

### **8) Position repeated three times with different knights or rooks of same colour – is it a draw?**

**Answer** I quote a part of Article 9.2: *“Positions are considered the same, if the same player has the move, pieces of the same kind and color occupy the same squares, and the possible moves of all pieces of both players are the same.”*

It is written “pieces of the same kind and color” and not “the same pieces”. So, it is a draw.

## 7. Draw positions

Drawn or won positions when flag is down

**Question** Article 6.9 of the Laws of Chess says that, *Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player.*

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

Whether the following cases are also draws? Suppose White flag is down.

1. White: K + Q, Black: K + B. 2. White: K + Q, Black: K + N. 3. White: K + R, Black: K + B.

**Answer** The solution for this problem is very simple. Is it possible to create a position where the white King is mated? Well, for all cases you mentioned in your question it is impossible, therefore the arbiter has to decide that the result of the game is a draw. Is it possible to make a list in which cases it is a draw and in which cases not, provided each player has one piece? I think, that it is possible. In all cases White runs out of time. ( '+' means Black wins, '=' means draw.

1 1. K+Q vs. K+Q +

1 2. K+Q vs. K+R +

1 3. K+Q vs. K+B =

1 4. K+Q vs. K+N =

1 5. K+R vs. K+R +

1 6. K+R vs. K+B =

1 7. K+R vs. K+N +

1 8. K+B vs. K+B + or = (+ if the Bishops are moving on the different coloured squares; = if the Bishops are moving on the same coloured squares)

1 9. K+N v. K+N

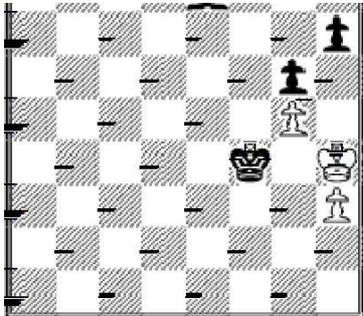
## 8. En Passant

### Question



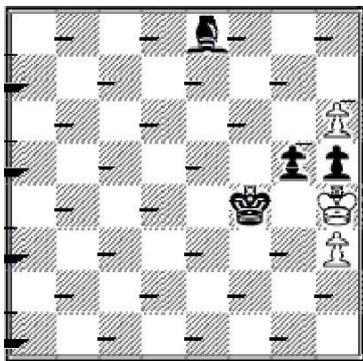
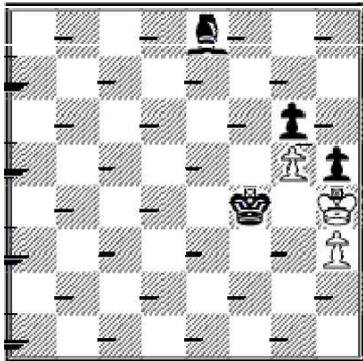
Position #1:

Black is winning and sees a nice combination: 1...h5 (see next diagram)



Position #2

The idea is 2.gxh6ep g5 mate (see next diagram)



In Position #2, White said: I will not capture “en passant,” because the FIDE rules say “en passant may or may not be played, if the side to move does not wish to do so.” The arbiter then declared a win for lack and White lodged a complaint. After two days of consultations the game was declared a draw.

**Answer** Article 3.7 d of the Laws of Chess: *A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.*

Additionally, the decision of the Appeals Committee is wrong. Article 5.2a: *The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.*

It is not stalemate, because White has still a legal move available: taking “en passant.”

## 9. Illegal Move

- 1) **King capture and flag falls – illegal move claimed – correct**
- 2) **Illegal move made and digital clock pressed – increment time too has to be reduced**
- 3) ***Flag fall during a game is not noticed. A few minutes later the player, whose flag is down, claims that his opponent completed an illegal move***
- 4) **A makes an illegal move while his opponent's flag is down**
- 5) **In rapid, arbiter has to interfere for an illegal move?**
- 6) **Result stands, if the illegal move is not discovered during the game**
- 7) **Promote the pawn and leave it at 8<sup>th</sup> rank, press the clock – it is illegal**
- 8) **A makes an illegal move (ignoring a check with the rook); B takes the king with his rook Chernin – Karpov**
- 9) **I have less than 5 minutes – opponent makes illegal move – have I to write score sheet again**
- 10) **Third illegal move by player with lone king**
- 11) **Wrong castling**
- 12) **White promoting his pawn to a black queen**
- 13) **Position repeated thrice – but an illegal move made earlier**
- 14) **Player makes an illegal move – arbiter writing the score observes it – did not call it**
- 15) **Black makes an illegal move – before the arbiter could interfere, white checkmates**

### **1) King capture and flag falls – illegal move claimed – correct**

**Question** Both players had about 2 minutes left, with neither making much effort to reach the time control. In a lost position, Black left his king in check and pressed his clock. My teammate then captured the king and pressed his clock. Then almost immediately, the opponent's flag fell! Should the score be 1-0, since the first illegal move was made by Black, and his flag fell anyway. Was this the correct decision?

**Answer** Given that this was a normal game, we have to apply Article 7.4: a. *If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. The game shall then continue from this reinstated position.*

Even though Black's flag fell, the game was still in progress, which means that the illegal moves were found during the game. Therefore, we have to go back to the position before the first illegal move and then decide which player should be punished..

### **2) Illegal move made and digital clock pressed – increment time too has to be reduced**

**Question** What happens if a player makes an illegal move and presses the clock (Fischer mode), thus adding on time, and then his/her opponent realizes the mistake and requests him/her to take back the move? Does the clock need to be adjusted?

**Answer** Article 7.4a: *If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. He shall also, if necessary, adjust the clock's move counter.* This Article is very clear; the clock must be adjusted and this means that the increment must be deducted.

### **3) Flag fall during a game is not noticed. A few minutes later the player, whose flag is down, claims that his opponent completed an illegal move**

**Answer** If there is no claim for a flag fall and the arbiter does not notice it, then there is no flag fall. In such a situation, if the opponent claims that the player made an illegal move – this claim prevails. Checkmate also prevails over a flag fall. In general, what happens on the board (checkmate, illegal move) prevails over factors off the board.

### **4) A makes an illegal move while his opponent's flag is down**

**Answer** It is an accepted, although unwritten, rule that what happens on the board has priority over what happens off the board. Therefore the illegal move has priority over the flag fall. To know the consequences, we have to make a distinction between Rapid and Blitz games.

### 5) In rapid, arbiter has to interfere for an illegal move?

**Answer** Each player had less than one hour for the whole game. It means that it was a Rapid game. I quote Article A4b: *The arbiter shall make a ruling according to Article 4 (The act of moving the pieces), only if requested to do so by one or both players.* Neither player requested an action from the arbiter, so it was correct not to intervene. If it had been a “normal” game, you should intervene and act as you described.

### 6) Result stands, if the illegal move is not discovered during the game

*“My opponent made an illegal move, which I discovered when playing over the game. Yet, I signed the score sheets, upon which the result was correctly written.”*

The result stood, because the illegal move was not discovered during the game.

### 7) Promote the pawn and leave it at 8<sup>th</sup> rank, press the clock – it is illegal

**Question** In a blitz game, player A arrived with a pawn to 8th and as the queen was still on the board, he said: “Queen!!” and pressed the clock, leaving the pawn on 8th. Player B stopped the clocks, called the arbiter and said that it was an illegal move, so his opponent must lose the game. The arbiter agreed with the B player. **Answer** In such a situation the player who needs a queen, may stop the clocks and ask the arbiter for assistance. The arbiter’s decision was correct.

### 8) A makes an illegal move (ignoring a check with the rook); B takes the king with his rook

**Chernin – Karpov**

**Answer** In rapid,

*In case of an illegal move the arbiter shall only interfere after a claim of the opponent.*

This means that an arbiter who observes a game shall not take any action regarding an illegal move unless the opponent has made a claim to this effect. In other Articles of Rapid Play it has already been mentioned that the arbiter shall not do anything in cases of a flag fall and violations of the touched piece regulations.

So no action from the arbiter.

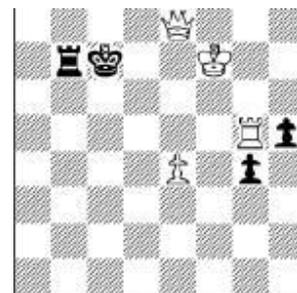
1. Player A makes an illegal move.
2. Player B does not claim it, but takes the opponent’s King.
3. Player A claims that player B makes an illegal move by taking his King. To award two minutes only to player B is the best option. In a Rapid game in the Interpolis Tournament, Tilburg 1992: Karpov – Chernin. Karpov had this position with 10 seconds left and Chernin had about 1 minute remaining. Furthermore it was stated in the regulations that in case of an illegal move the arbiter may interfere and the offending player will be penalised by adding two minutes to the

opponent's time. The time limit was 25 minutes per player for the whole game. The continuation of the game was:

54...Kd6+ 55. Qe6+ Rxf7. At this moment the arbiter who was responsible interfered immediately, stopped the clocks and informed the players that 58 Qe6+ was an illegal move. He added 2 minutes to Chernin's time and ordered Karpov to play a queen move. The continuation of the game after 54...Kd6+ was:

54. Qe7+ Rxe7+ 55. Kf6 Re6+ 56. Kf7 Re5. The decision of the match arbiter is correct.

Several hours later Karpov protested and told that the arbiter had to penalise Chernin as well, because he had also made an illegal move. The arbiter disagreed with Karpov and told him that probably he had right to receive some seconds, being the time between the start of his clock after Chernin had stopped his own clock and the moment the arbiter stopped both clocks. But, due to the fact that this game was played with a mechanical clock, it was not possible to make this correction.



### **9) I have less than 5 minutes – opponent makes illegal move – have I to write score sheet again**

**Answer** Article 8.4 states *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.* Hence, the player need not write the score sheet.

### **10) Third illegal move by player when opponent has lone king**

**Answer** The arbiter shall declare the game a draw. 7.4 b. *After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.*

### **11) Wrong castling**

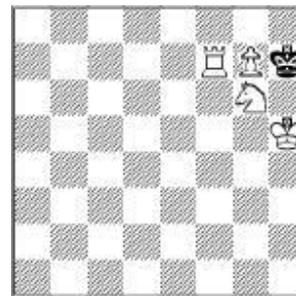
**Question** What happens if White tries to castle, and touches the king (K) and rook (R) at the same time, but he sets his king on f1 and rook on e1; in that way he made an illegal move. If the opponent, Black, claims to the arbiter what will happen? Will White have to: 1. Leave its king on f1, but take back its rook on h1; 2. To make a castle, 0-0 or 0-0-0 according to Article 7.4 (a.b), if there are no other restrains to castle (by legal move).

What happens if White can't castle by a legal move, in former example, must his king stay on f1, or he can move his king on the other square

**Answer** It is clear that White had the intention to castle, i.e., a King move. It is also clear that he did it in a wrong way. For sure if it is possible he has to make a King-move. Give him the chance to castle correctly. Regarding the second question, he has to play Kf1 only in the event that it is the only King-move in the actual position.

## 12) White promoting his pawn to a black queen

**Question** White player with rook, knight and pawn versus Black with a bare king in which White promoted his pawn to a *black* queen: If instead of protesting the illegal move and gaining a draw, might Black not have continued playing with winning chances now that he has a new queen so "thoughtfully" provided by his opponent?



**Answer** It is an illegal move. Article 3.7 e *When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour.*

**13) Position repeated thrice – but an illegal move made earlier** **Question** A player claims a draw after a threefold repetition of the position or 50 moves. The arbiter sees it very clearly on paper. However, he needs to play through the game in the presence of the two players on a board. Yes, really there are three repetitions or 50 moves without capturing a piece or moving a pawn, *but* there previously was an illegal move!

When the player applies to the arbiter, he deserves the draw if there are really three repetitions of positions. When the game is over by checkmate, the arbiter never looks for a previous illegal move.

**Answer** And Article 7.4 says: *If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated.*

The game must be returned to the illegal move and it cannot be a draw

## 14) Player makes an illegal move – arbiter writing the score observes it – did not call it

**Answer** The arbiter should have intervened, if, he had seen the illegal move. In time trouble he must see a lot. He has to write the moves played; he must observe the clocks very carefully and call a flag fall immediately. Many times he has also to keep spectators and other players at a distance. One can see how he overlooked an illegal move.

## 15) Black makes an illegal move – before the arbiter who observes it could interfere, white checkmates

**Answer** Before answering to your question, I give another example: 1. e4 e5 2. Bc4 Bc5 3 Qh5 f6 (illegal move!) Qf7 # (legal move!?!). Now let us refer to Article 7.4.a. It says: "If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated."

If the arbiter saw the illegal move during the game, he should place the king back on f8 and invite the black player to make a legal move with the king. More difficult is the situation if the arbiter had not seen the illegal move, but Black claimed or discovered, after his king was checkmated, that his king was illegally moved to h8. If we look to the letter of this Article, the arbiter would decide that the game is lost. Never blame an arbiter who accepted the checkmate move and as a consequence of this the end of the game.

## 10. Irregularities

- 1) **A player quickly moved his queen so it landed halfway on c7 and half on d7, and punched he clock?**
- 2) **A player makes a move, presses his clock, but at the same time he knocks over some pieces. How should the arbiter react?**
- 3) **King fallen down from g1 was placed at h1 back and game continued**
- 4) **Does the reinstatement of the position before the irregularity overrule the flag fall?**

1) **A player quickly moved his queen so it landed halfway on c7 and half on d7, and punched he clock?**

**Question** What would be the ruling if, in a tense time scramble, a player quickly moved his queen so it landed halfway on c7 and half on d7, and punched the clock? For the sake of argument, let's say the c7-square hangs the queen for nothing.

**Answer** The opponent can apply Article 7.3, irrespective of the time-control the game was played under:

*If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.*

2) **A player makes a move, presses his clock, but at the same time he knocks over some pieces. How should the arbiter react?**

**Answer** Article 7.3 of the Laws of Chess: *If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.*

In principle there is nothing wrong with restarting the player's clock, but there are some small problems. The first is that in the event the game is played using Fischer mode, time would be added, and this is not what should be done. The second problem is if the player disagrees. Therefore, call the arbiter in such cases.

3) **King fallen down from g1 was placed at h1 back and game continued**

**Answer** The players have to go back to the position before the king was put on h1. If the players do not know when it happened, they have to go back to the position when the white king had been played to g1 (probably after castling).

**4) Does the reinstatement of the position before the irregularity overrule the flag fall?**

**Question** What if the mistake is revealed during reconstruction after a time control after a player has lost on time. Does the reinstatement of the position before the irregularity overrule the loss on time?

**Answer** Article 6.13 This article says: *If an irregularity occurs and/or have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks.*

Article 7.4 says: *If during a game it is found that an illegal move has been made, or that pieces have been displaced from their squares, the position before the irregularity shall be reinstated.*

The question is of course: Is the game still in progress or is the game over by overstepping the time limit? The game is not over, the position immediately before the illegal move should be re-set on the chessboard, the clocks times adjusted and the game continued from this position.

## 11. Pawn promotion

- 1) What if, there are no queens available to use during pawn promotions?
- 2) Pawn promotion to an upside down rook
- 3) No queen available on promotion – place a bishop and say it is a queen – opponent treats it as bishop
- 4) A promoted a pawn and pressed the clock before replacing the pawn with a queen  
Not fulfilling all the requirements of the promotion is considered an illegal move
- 5) I started to put the queen on the promotion square before realizing it was a bad move. I did not touch my pawn, but the queen did touch the promotion square. Should the touch move rules be applied?
- 6) Dead pawn
- 7) Stop the clock to bring a queen from another board, come back, change mind and put another piece
- 8) Correct way of promotion
- 9) Inverted Rook is a Queen?
- 10) As long as the piece in place of the promoted pawn does not touch the promoting square, the player may change his mind
- 11) The player calls for a “Queen” – Shall the arbiter place it on the square or give it to player?

The arbiter has to start the clock, after the player has placed the piece on the promoting square

- 1) What if, there are no queens available to use during pawn promotions?

**Question** What is the situation if there are no queens available to use during pawn promotions?

**Answer** Stop the clock and call the arbiter to get a queen

- 2) Pawn promotion to an upside down rook

**Question** A player had just promoted a pawn to an upside-down rook instead of stopping the clock and asking for the desired queen. Does the simple act of promoting to an upside-down rook lead to the loss of a blitz game, or does it take an illegal move by this rook to lose? In other words, is an upside-down rook still a rook?

**Answer** I do not understand the problem. Let me refer to Article 6.13: *a. If the game needs to be interrupted, the arbiter shall stop the clocks. b. A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available.*

This article applies to all types of games: "normal" games, rapid games and blitz games. So, the solution is very simple. It is probably advisable, especially in Blitz tournaments, to announce this article before the start of the tournament. An upside-down rook is not considered to be a queen

**3) No queen available on promotion – place a bishop and say it is a queen – opponent treats it as bishop**

**Answer** If there is not an extra queen available after the promotion of a pawn, the player should stop the clocks, summon the arbiter and request a queen. The new queen was only a bishop. You were lucky that your opponent did not claim a win because of your illegal move, when your "bishop" moved like a rook.

**4) A promoted a pawn and pressed the clock before replacing the pawn with a queen**

**Question** A promoted a pawn and pressed the clock before replacing the pawn with a queen. B refused to acknowledge the new queen. The arbiter agreed and the pawn stayed on the eighth rank for the duration of the game. Was the Arbiter correct?

**Answer** When a player plays his pawn to the last rank without replacing it with a piece, not all of the move requirements are fulfilled. This means that it was illegal to start the opponent's clock. The opponent's claim was correct, but he and the arbiter were wrong when they did not allow the pawn to be replaced.

Furthermore, the new version of Article 7.4 states: *If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated* Apparently not fulfilling all the requirements of the promotion is considered an illegal move.

**5) I started to put the queen on the promotion square before realizing it was a bad move. I did not touch my pawn, but the queen did touch the promotion square. Should the touch move rules be applied?**

**Answer** As long as the queen does not touch the promotion square, there are no consequences. Article 3.7e says:

*When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for*

*another piece is called 'promotion' and the effect of the new piece is immediate.*

The player has to play the pawn to the promotion square first, then remove the pawn from the board, and finally to replace it with another piece. Furthermore there is the general opinion that this piece cannot be replaced by another piece from the moment it has touched the promotion square.

Your sequence was a little bit different:

You placed the new piece on the promotion square You removed the pawn from the board.

This is also generally accepted and the consequence of it is that you had to keep the chosen piece on the board and the arbiter ruled wrongly.

### **6) Dead pawn**

**Question** White promoted a pawn to the eighth rank in a classical chess tournament, kept it there for a few seconds and was searching for a queen. In the meantime Black called the arbiter and told him that it was a 'dead' pawn since the pawn occupied the square on the eighth rank and was not promoted to a queen or any other piece. Black is of the opinion that the pawn should not be kept on the eighth rank square from the seventh rank but when the pawn is in flight from the seventh rank to eighth rank, only then the queen or any other piece should be put on the promotion square. White's clock was still running. Was Black's claim right?

**Answer** The correct procedure is that the pawn should be played from the seventh to the eighth rank. After this the player has to take this pawn from the board and replace it with a Queen, Rook, Bishop or Knight of the same color. If the required piece is not available, the player may even stop both clocks and asking for the arbiter's assistance. The conclusion is clear: White acted correctly.

### **7) Stop the clock to bring a queen from another board, come back, change mind and put another piece**

**Answer** To stop the clocks without summoning the arbiter is clearly wrong. He should call the arbiter to make clear his intention. The case you describe can be explained as a case where he had no intention to mislead you. This means, that your opponent has not been punished, but had compensated you.

### **8) Correct way of promotion**

**Question** Which is the right way to promote? Keep in hand the Queen then put it on the eighth rank, then remove the pawn from seventh rank and push the clock?

**Answer** The correct procedure is: 1. Move the pawn from the seventh to the eighth rank; 2. Remove the pawn from the board; 3. Place a piece on the square from which the pawn was removed; and 4. Press the clock. Note: If the piece you want is not available, you may stop the clock and ask for the arbiter's assistance

### **9) Inverted Rook is a Queen?**

If numerous moves have been played before the discovery of the inverted queen by an arbiter, do we have to return back to the position just before the promotion?

Is a mate delivered by a move of the inverted queen considered a mate with a legal move that immediately terminates the game? **Answer** Article 6.12.b: A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available. The clocks may be stopped when a player needs a Queen.

Attention to Article 4.6:

*When, as a legal move or part of a legal move a piece has been released on a square, it cannot then be moved to another square. --*

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

Articles of Article 3 and especially Article 37.e: *When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a queen, rook, bishop or knight of the same colour.*

It is clear that the not all requirements are fulfilled when a player does not exchange the pawn for another piece or even leaves the pawn on the board. The inverted rook is only a rook and not a queen.

**10) As long as the piece in place of the promoted pawn does not touch the promoting square, the player may change his mind** **QUESTION** A boy promoted a pawn and picked up a queen, but then he saw that promoting to a queen would lose, so he chose a knight instead. His opponent objected and the arbiters agreed that the touch-move rule applied. Is this interpretation correct?

**Answer** The boy picked up a queen from the table, kept it in his hand, and before he placed it on the promotion square, he changed his mind. If the queen did not touch the promotion square, then the boy had the right to promote to another piece. Refer to Article 4.4.d: If a player promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

**11) The player calls for a "Queen" – Shall the arbiter place it on the square or give it to player?**

**Answer** The correct procedure is: 1.The player plays the pawn to the last rank and, if the desired piece is not available, he stops the clocks. 2.He summons the arbiter and informs him about the piece he needs. 3.The arbiter gives the piece to the player and the player himself places the piece on the board. 4.The arbiter starts the clock.

## 12. Recording the moves

- 1) **Punishment for repeatedly writing the moves in advance**
- 2) **Irregular in recording the moves**
- 3) **Writing the time in the score sheet is allowed**
- 4) **Penalty for not recording the moves**
- 5) **A player has the right to record the moves in pairs**
- 6) **Incorrect recording of moves**
- 7) **If a player is unable to keep score, deduct 10 minutes**
- 8) **Can I take my opponent's score sheet for verification?**
- 9) **A player may ask for the opponent's scoresheet only when not obliged to record his moves**
- 10) **A player does not have to write the opponent's move after the opponent has completed the move**
- 11) **Penalty for stopping to write the moves when he still had more than 20 minutes?**

**1) Punishment for repeatedly writing the moves in advance Question** A player informed that his opponent wrote a number of more or less forced moves in advance. The arbiter warned this player in English and in German. He rather angrily erased some moves and continued the game, saying some bad words in Polish. The arbiter warned him again. The other players were quite disturbed. As a kind of provocation, he again wrote some moves in advance, so the arbiter stopped the clocks and declared the game lost.

2)

**Answer** The arbiter's decision was correct.

### 3) Irregular in recording the moves

**Answer** Ask the player why he does not write his moves. This should be done privately before the start of the tournament. It is possible that he has a handicap or is even unable to write. Who knows? If his answer truly indicates that he is unable to do this, the Laws of Chess provides measures that can be taken. If his answer is unsatisfactory then the arbiter should inform the player in advance as to what penalty he has in mind.

**3) Writing the time in the score sheet is allowed Question** Is this to be considered as note taking or not?

**Answer** *12.4 The score sheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.*

So, it is permitted to record the times on the clocks. Whether it is the used or the remaining clock times is irrelevant.

#### **4) Penalty for not recording the moves**

**Question** During a recent FIDE tournament (90 min + 30 sec each move), I was in “time trouble” and just playing within the 30 second increment. My opponent, an experienced player, wasn’t recording the moves, so I stopped the clocks and complained to the FIDE International Arbiter.

Then, while waiting the 3 or 4 minutes for the arbiter to appear, my opponent took advantage of the situation to complete his scoresheet. However, I was very surprised that the arbiter only gave him a “warning”!

Another issue is that some players write “undecipherable moves,” and receive no penalty. The notation should be “legible.”

**Answer** In most cases the Laws of Chess do not describe an explicit penalty for a rule infraction, and the arbiter can apply one or more of the following penalties mentioned in Article 13.4:

- a. warning,
- b. increasing the remaining time of the opponent,
- c. reducing the remaining time of the offending player,
- d. declaring the game to be lost,
- e. reducing the points scored in a game by the offending party,
- f. increasing the points scored in a game by the opponent to the maximum available for that game,
- g. expulsion from the event.

You are unhappy with the arbiter’s ruling, but he was not wrong. Although awarding you 2 extra minutes was a viable option.

#### **5) A player has the right to record the moves in pairs**

**Question** What is the correct procedure for the recording of moves? For example, if a game starts 1.d4 Nf6 2.c4 e6, does Black have to record White’s move before making his own, or can he move and then record both moves at the same time?

**Answer** The second paragraph of Article 8.1 of the Laws of Chess states: *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.* So it is clear that both methods are allowed.

#### **6) Incorrect recording of moves**

**Question** Player A was down to my last five minutes before the first time control, and so was not recording the moves. The opponent B, who had more than five minutes remaining, started to play his reply to my move before recording my previous move and his subsequent reply,

obviously in order to deny A thinking time. However, a number of captures were made, and instead of writing down, for example, Bxd4, he merely placed 'x' in the appropriate section of the score sheet. Should these players, be penalised?

**Answer** The way B recorded the moves was not correct. And when the arbiter did not intervene, A had full right to protest. The outcome, would have been to force your opponent to record the moves correctly, while his clock was running with some time compensation to you. Long algebraic notation (Ng1-f3 instead of Nf3) is not even the official notation, but there is no arbiter who would blame a player for using this long notation.

### **7) If a player is unable to keep score, deduct 10 minutes**

If a player due to physical or religious reasons, is unable to keep score, an amount of time, decided by the arbiter, shall deducted from his allotted time at the beginning of the game.

The fourth paragraph of Article 8.1 *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.*

may be quite useful, especially when Jewish players have to play on the Sabbath. There are some players who will play on Sabbath but will not write down the moves. With this provision, it is possible to appoint an assistant, who will write the moves. A certain amount of time will be deducted from the player's time. So, for example, if the first time control is 2 hours for 40 moves, normally 10 minutes will be deducted.

### **8) Can I take my opponent's score sheet for verification?**

**Answer** As long as a player has more than 5 minutes left on his clock, in normal games, he is obliged to keep score. If a player stops writing the moves, with more than 5 minutes remaining, the arbiter is obliged to inform the player that he must keep score. The arbiter can give the offending player an official warning and if the problem persists, the arbiter can declare the game lost by this player. Under no circumstances can a player take the opponent's scoresheet; explicit permission from the arbiter must be granted.

### **9) A player may ask for the opponent's scoresheet only when not obliged to record his moves**

**Answer** The only situation in which a player may ask for the opponent's scoresheet is in the event that the player was not obliged to record his moves. This situation occurs only when a player has less than 5 minutes left on his clock and a flag has fallen. Only in this case can the opponent's score sheet be requested. When a player has more than 5 minutes left on his clock, he has to record the moves. If a player does not write the moves, the arbiter must issue a warning and if the player frequently does not record the moves in the same game, the arbiter should apply Article 12.7:

*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.*

**10) A player does not have to write the opponent's move after the opponent has completed the move**

**Question** According to the FIDE laws, a player is required to record each move before making the next one. What should an Arbiter do about a player who has to be continually reminded to update his score sheet. Should such a player be warned and then have a time penalty imposed or suffer a forfeit if he still continues to make several moves without updating his score.

**Answer** Article 8.1 of the Laws of Chess: *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.* To make it clear: a player does not have to write the opponent's move after the opponent has completed the move. He may think about his own next move and after he has completed this move, he then may record the two completed moves. Yes, a player, who does not fulfil the requirements of Article 8.1 should be penalised. The first penalty is a warning. All these penalties are described in Article 13.4 of the Laws of Chess. But what if a player, in spite of the penalties mentioned above, refuses to record the moves? The arbiter has no choice. He has to apply Article 12.7: *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*

Every arbiter should be very careful before using it, seeing if there are other ways to solve problems without applying it.

**11) Penalty for stopping to write the moves when he still had more than 20 minutes?**

**Answer** At the moment a player having more than 5 minutes on his clock stops writing the moves, his opponent has to summon the arbiter. For this reason he may stop the clocks, because he needs the arbiter's assistance. Furthermore, when the arbiter sees that his opponent has not written a lot of moves, he has to give the other player additional time as compensation. It is up to the arbiter how much time to give for this.

### 13. Touched Piece

**1) Player A made a move- did not press clock - B made a move**

**– A claimed touched piece**

**2) A deaf player claims that the opponent did not say “I adjust”**

**3) A player loses his right to claim a draw once he has "touched" a piece deliberately**

**1) Player A made a move- did not press clock - B made a move**

**– A claimed touched piece**

**Answer** What is written about the completion of moves in Article 6.8a of the FIDE Laws of Chess: *During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1, and 5.2)*

In previous practice a player would make a move and before he was able to stop his clock, his opponent would make a move. Therefore, the sentence was added that a player must always stop his clock. In the case you describe the player can still stop his clock and start the opponent’s.

**2)A deaf player claims that the opponent did not say “I adjust”**

**Answer** Let us assume that in this game player A was not deaf and exactly the same thing had happened. Player A summons the arbiter and informs him about what happened and player B tells the arbiter that he had said: “J’adoube”. What shall you decide? You have to accept B’s remark that he had said: “J’adoube”. It means, no punishment.

**3) A player loses his right to claim a draw once he has "touched" a piece deliberately**

**Answer** A player touches a piece and moves another one? At that moment the opponent may claim that the player must play the piece that was touched first. If the opponent does not claim this, then the fact that the player played another one is of no consequence. The question is only: How long does the opponent have to make a claim? Is it one move or can he wait for 5 moves or must he do it immediately? When an arbiter sees a player touching a piece but then moving another, he should interfere immediately.

## 14. Stalemate

- 1) **Agreed for stalemate, later found that it was not a stalemate**
- 2) **Player resigns, but arbiter overrules that it is a stalemate**
- 3) **Stalemate and clock falls simultaneously**

**1) Agreed for stalemate, later found that it was not a stalemate Question** A had two connected pawns versus a king. He made a move which he thought stalemated his opponent. Both shook hands and the clocks were stopped. The opponent then pointed out that it wasn't stalemate. The arbiter ruled that game should remain a draw since they had shaken hands and stopped the clocks.

**Answer** A announced stalemate and both shook hands

A stopped the clocks (or the opponent did with your consent) These are sufficient reasons to agree with the decision of the director.

**2) Player resigns, but arbiter overrules that it is a stalemate Question** It was Black's move and Black resigned, but the arbiter overruled the resignation and decided the game was drawn because of stalemate.

Was this decision correct? Can the arbiter even take such a decision without a claim from one of the players? What would happen in a "normal" game? Does the position on the board

(stalemate) have priority over a resignation  
Kd6, f7                      Black: Ka5, c4

White: b2, c3, Qc6,

**Answer** The following articles are essential to this situation: *5.1.b. The game is won by the player whose opponent declares he resigns. This immediately ends the game. 5.2.a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.*

In this case there is no difference between a "normal" game, a rapid game, or a blitz game. Usually a player resigns when he has the move and in the situation described, the stalemate is already established, so the game is over. Therefore, according to Article 5.2.a the game is drawn. It is irrelevant that a player resigned after the game was legally finished.

### **3) Stalemate and clock falls simultaneously**

**Answer** What does 'pat' mean. It is stalemate. I understand that player B was 'stalemated'. Article 5.2 says: *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.*

The last sentence is essential. At the moment the stalemate position is on the board, the game is over. Anything that happens afterwards, for instance a flag fall, is not relevant. The interpretation of Player B is wrong. It was a draw.

## 15. Wrong results

- 1) **A player resigned his game, but the next day claimed that the result was not valid because his score sheet showed that he had checkmated his opponent's king – award the point**
- 2) **What is the Correct Result? - Tseshkovsky – Sasikiran**
- 3) **If result is wrongly entered and pairing published – do not change pairing**
- 4) **Wrong result discovered after a few days**

**1) A player resigned his game, but the next day claimed that the result was not valid because his score sheet showed that he had checkmated his opponent's king – award the point** **Question** A player resigned his game, but the next day claimed that the result was not valid because his score sheet showed that he had checkmated his opponent's king. The arbiter did not accept this because both players had accepted the result. Who was correct? **Answer** Three Articles of the Laws of Chess are relevant here:

*Article 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.*

Reading Article 8.7, one could say that it is possible for the arbiter to change the result. Let us say that the move made after the player was checkmated is considered an illegal move. In that case, Article 7.4 cannot be applied, because it was not found during the game. Therefore we turn to Article 5.1. According to this article the game is over after the opponent is checkmated. It does not have to be claimed, the game is simply over, and all that happened afterwards is apparently irrelevant. The arbiter can apply Article 8.7 as long as the tournament is still in progress. Keep in mind whether it is a Swiss or a round robin tournament and at which stage of the tournament the correct result was discovered.

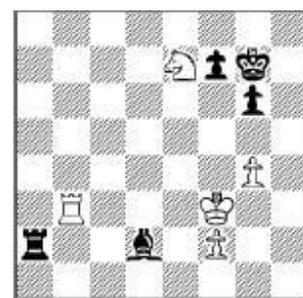
### **2) What is the Correct Result? - Tseshkovsky – Sasikiran**

After the pairings of round 2 were published at Aeroflot Open, Moscow, the Indian GM Sasikiran told that new pairings have to be made, because the result of the game Tseshkovsky – Sasikiran was not 0-1, as it was published, but 1-0. He was told that it was very difficult to change published pairings, the result could be changed and from round 2 the pairings would be made according to the correct standings.

The available documents were the scoresheets and the round protocol made by the senior arbiter. The arbiter first checked the protocol and it showed 1-0. This means that no mistake was made when the results were saved to the Swiss

program. Then he checked the scoresheets and 0-1 was written on top of both, which was

confirmed by the match arbiter and the players. But then he discovered that Sasikiran had written 1-0 on his scoresheet, but not in the place where the result is normally written. This was, by the way, the final position after 39.Nxe7. Apparently somebody had overstepped the time (Sasikiran?) or Tsekhovsky had resigned, because after 39...Bg5 40.Nd5 Bh4 Black is clearly better. The next morning the arbiter met Sasikiran in the breakfast hall and asked him to explain what had happened. His first question was, “Did you see a flag in one of the displays?” He answered, “Yes, I did and it was in my display.” The second question was, “What times did the clocks show when the clocks were stopped?” He answered, “His clock showed 1:00, my clock showed 0:59.” Then it was very clear that the match arbiter had made a mistake and the arbiter corrected the result with the full support of Sasikiran. If a prize for fair play had been available, he would have received it. Then he informed GM Tsekhovsky at the start of the round that he had won his first round game, he was very surprised, but accepted the result.



### 3) If result is wrongly entered and pairing published – change the pairing?

**Answer** *The problem is what the arbiter should do if the error was discovered later. Then there is at least one general rule: if it happened in a rated tournament, the correct result must be sent to FIDE. Furthermore, it depends on when the error was discovered. If it had been discovered before the pairings of the next round in a Swiss tournament were published, the result would have been corrected. If the mistake had been discovered after the start of the next round the pairings need not be changed. Whether the result is corrected for the next round or not depends on many factors, e.g., the number of rounds left, the rankings of the two players involved at the moment the error was discovered and so on.*

### 4) Wrong result discovered after a few days

If posting wrong results was discovered just at the end of the tournament, what should the arbiter have done?

**Answer** What to do if the mistake was discovered during the tournament? Very simple. It should be corrected immediately and the pairings of the subsequent rounds should be made with the correct standings. In the report to the federation and FIDE the correct result must be transmitted, in case the tournament is rated

## 16. Quick Play Finish

- 1) Is it correct for two players to agree for draw, after the arbiter declares result in a QP?
- 2) Shall time be given to claimant, as he has to prove that the opponent is playing for time
- 3) Is it possible for a claimant to win?
- 4) Is a player trying to make progress? If the arbiter is of the opinion that the player is not trying, he should declare the game drawn.
- 5) Player A's flag falls in a winning position for him (He had claimed a draw under 10.2).
- 6) To make a best judgment, may the Arbiter ask for a winning plan from the non-claimant? - No
- 7) When the claimant plays only a few moves, the arbiter has no possibility to decide whether the opponent did make efforts to win or not. Flag fall means that the game is lost.
- 8) Rapid QPF claim, should the arbiter stop the clock, after a flag fall?  

Rapid QPF claim- should arbiter stop the clock, after both flags fall?
- 9) K+R Vs lone K may be a draw, if there is no improvement in position after QP finish claim
- 10) Shall the score sheet written by a spectator be used as proof for QP finish claim?
- 11) In what circumstances should the arbiter award the claimant's opponents extra time?
- 12) Can I withdraw my QP Finish draw claim ?

1) Is it correct for two players to agree for draw, after the arbiter declares result in a QP?

**Answer** Generally the chief arbiter should respect your decision, especially with regard to Article 10.2. As Article 10.2.d states: The decision of the arbiter shall be final relating to 10.2 a, b, and c. it gives the arbiter too much power. If both players had written the result on their scoresheet and signed them, then this problem would not have arose. The left the board

without signed scoresheets, in which case, he made a mistake.

**2) Shall time be given to claimant, as he has to prove that the opponent is playing for time**

**Question** According to Article 10.2, if the arbiter postpones his decision or rejects the claim, he may add 2 minutes time to the opponent's clock. Is at least 5 or 6 moves necessary to decide whether the opponent is playing for time or not.

**Answer** The rule states that a claim based on Article 10.2 is only possible from the moment a claimant has less than 2 minutes left. The reason for this was to avoid a player making such a claim during a lengthy phase of the endgame. The claimant has to give the arbiter the opportunity to make the correct decision and therefore a player must make his claim with enough time on the clock for a reasonable continuation of the game. Reject a claim if you do not see a reasonable number of moves.

**3) Is it possible for a claimant to win?**

**Answer** According to Article 9.1c: *A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.*

If a player refuses a draw offer, he risks losing, and this is what happened in the situation you describe. Therefore, the arbiter does not help player "B" to win. It is irrelevant if a player is awarded two extra minutes. Finally, the arbiter can declare the game drawn or won for either player if he, for instance, oversteps the time limit. As you know, appeals are not allowed

**4) Appeal cannot be made against the arbiter for 10.2 rule decision**

**Answer** A claim based on "nothing" cannot be correct. Therefore your decision was correct. But suppose that Black had known about Article 10.2. *10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter.*

*a) If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.*

*b) If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen.*

*c) If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.*

*d) The decision of the arbiter shall be final relating to 10.2 a, b, c.*

Even then you are correct, because an appeal regarding a decision under 10.2 is prohibited; the arbiter is, unfortunately, always right.

**5) Player A's flag falls in a winning position for him (He had claimed a draw under 10.2).**

What is the correct result?

**Answer** The exact procedure to claim a draw is described in Article 10 of the Laws of Chess: Quickplay finish. Provided the claimant had less than 2 minutes left on his clock at the moment he was claiming and he had stopped the clocks when he claimed, In Rapidplay also, such a claim is allowed. And an arbiter really has the right to decide that the game is drawn. But according to Article 10.2, it is possible to postpone your decision and to even reject the claim. In Blitz games such a claim is not possible, because Article C4 of Blitz states: “*Article 10.2 does not apply.*”

**6) To make a best judgment, may the Arbiter ask for a winning plan from the non-claimant?**

**Answer** The easiest way to avoid any controversy connected with Article 10.2 is to use Fischer-mode in the final phase of the game. Yet, this is too simple an answer, and there are fewer digital clocks than mechanical ones. It is almost impossible to satisfy everyone when applying Article 10.2. However, the arbiter should never ask the players’ opinions or discuss his decision. Moreover, the position on the board is irrelevant. The only thing the arbiter has to do is observe whether the non-claiming player is trying to make progress. Admittedly, there are situations where it is (almost) impossible to make a clear-cut decision.

**7) When the claimant plays only a few moves, the arbiter has no possibility to decide whether the opponent did make efforts to win or not. Flag fall means that the game is lost.**

**Question** Player ‘A’ and ‘B’ are playing. Player ‘A’ has K+R and player ‘B’ K+R+B. Player ‘A’ having less than 2 minutes on his clock claims a draw saying that this is a theoretical draw. a.

Whether the arbiter should declare a draw or postpone his decision and player ‘B’ should be awarded 2 extra minutes?

b. If he postpones his decision, how many moves must player ‘A’ defend the position?

c. Suppose player ‘A’ makes only 2 or 3 moves and his flag falls what result should occur?

d. Suppose player ‘B’ makes a blunder and loses what will be the result whether player ‘B’ will be declared lost or the draw claim of player ‘A’ will stand?

e. If the arbiter postpones his decision and the flag of player ‘B’ falls what will be the result?

**Answer** An arbiter “does not know” what a theoretical draw is. The reasons to claim a draw are: 1. “*The opponent is making no effort to win by normal means.*” He uses the fact that his opponent is short of time.

2. “*It is not possible to win by normal means.*” The only way to win is again the fact that the player is short of time. Otherwise he cannot win the game. a. It is very difficult whether the arbiter should declare a draw or postpone his decision. In the event the arbiter had followed the game for many moves and he believes that the only goal of the non-claimant is to win on

time, he may declare a draw. But when he is unaware of what happened in the game so far, he should postpone his decision and he may award to extra minutes to the non-claimant. b. If the arbiter postpones decision, he has to wait for a flag fall. (old rule).

c. The arbiter should have the option of making a decision after seeing what is going on in the game. When the claimant plays only a few moves, the arbiter has no possibility to decide whether the opponent did make efforts to win or not. Flag fall means that the game is lost.

d. If player B, who did not claim for a draw, blundered, then it is possible that he might even lose the game. At the moment A claimed a draw, B had the possibility to agree. By not doing so, he took the risk that he might even lose the game. e. Article 10.2 says that the arbiter makes his decision after a flag has fallen or even before. It is not important which flag fell.

### **8) In Rapid QP finish claim, should the arbiter stop the clock, after a flag fall?**

**Answer** 1. The Rapid regulations say that the arbiter shall refrain from signaling a flag fall.

2. The Rapid regulations say also, that, if both flags are down, the game is drawn.

The question is should the arbiter at the moment the second flag falls stop the game and declare the game drawn? By the way, this question has nothing to do with Article 10.2, but it has to do with the Rapid regulations generally. The arbiter shall stop the game at the moment the second flag falls.

About the result of the game, the position is not relevant. The only thing that is relevant is the way the game was continued after a player claimed a draw. Not the position, but the continuation of the game is decisive for the arbiter's decision.

### **9) K+R Vs lone K may be a draw, if there is no improvement in position after QP finish claim**

**Question** Whether a player who has a winning position (for example K+R+Q vs. K+R) but does not have sufficient time to force the mate can also apply QP finish draw? If he offers a draw but the opponent refuses (wanting the win on time) can the player with the superior position claim the draw?

**Answer** An arbiter does not know what a winning or better position is. Some positions cannot be won by a player. For instance: White: Kb1 Rc2 Black: Kh8. Black cannot win this position and White probably can win this position. Suppose Black has less than two minutes and he claims a draw, order the players to continue the game. Suppose the continuation is as follows: 1...Kg8 2. Rg2, Kf8 3 Rf2 Ke8 4 Re2 Kd8 5 Rd2 Kc8 6 Rc2 Kb8 7 Rb2 Ka8 8 Ra2 Kb8 9 Rb2 and so on. At a certain moment Black's flag falls. Does White win the game? White was making no effort to win the game by normal means, i.e. to checkmate the opponent's king. Declare the game drawn.

**10) Shall the score sheet written by a spectator be used as proof for QP finish claim? - yes**

**11) In what circumstances should the arbiter award the claimant's opponents extra time?**

**Question** When does according to Article 10.2 claimant's opponent get extra time? In Article 10 where a player in a quickplay finish makes a claim that the opponent is only playing to win on time it says "The arbiter may postpone his decision and may award the claimant's opponent extra time (up to 2 minutes)" In what circumstances has or should the arbiter award the claimant's opponents extra time.

But in what circumstances the player who is trying to win will get extra time as mentioned in Article 10.

**Answer** Article 10.2 says clearly, that, after the arbiter has postponed his decision, he MAY award two extra minutes thinking time to the opponent of the claimant. The word "MAY" is intentional, to give the arbiter the freedom of judgement to make a correct decision. Therefore do not expect clear statements. In general, time will be added when the opponent is really disturbed and he can well use this extra time.

**12) Can I withdraw my QP Finish draw claim ?**

As a matter of fact at this moment cases like these are not covered in the Laws of Chess. This means it is still up to the arbiter how to decide. This principle is not unreasonable. Withdrawing a claim is, not possible.

## 17. Tie break

### 1) Order of tie-breaks to be decided in advance

### 2) Tie -break system to be used during Team Swiss events

### 3) Consider a bye, *only* for calculations of Buchholz and SB, as a draw against a Virtual opponent

### 1) Order of tie-breaks to be decided in advance

**Question** Can it be announced that the order of the tiebreak criteria will only be decided at the end of the event?

**Answer** There is no problem with deciding which tiebreak system will be used at the end of the tournament. Because it was an open tournament, each player knew the conditions in advance and can make their own choice to participate or not.

### 2) Tie -break system to be used during Team Swiss events **Question** Please let me know which tie -break system should be used during Team Swiss events.

**Answer** It matters how the final standings will be decided: game points or match points. If the final standings are based on match points, then a good first criterion could be game points (the sum of the scores of game results) and vice versa.

In both cases the second criterion could be Sonneborn-Berger system for teams which is the sum of the scores of the opponents' team, each multiplied by the scores achieved against this opponent team. Here is an example where each team plays on four boards:

# opponents 12 23 11 43 1 score team #5 against opponents 2 2½ ½ 4 0 total scores opponents 12½ 10 17 8 19 The Sonneborn-Berger Score of team #5 is:  $2 \times 12\frac{1}{2} + 2\frac{1}{2} \times 10 + \frac{1}{2} \times 17 + 4 \times 8 + 0 \times 19 = 90\frac{1}{2}$ .

### 3) Consider a bye, *only* for calculations of Buchholz and SB, as a draw against a virtual opponent

**Question** Rakesh Kumar Jena received a walk over from Singh Amarjot in the first round of a 11 round national championship. His opponenet in the third round Subhayan Kundu received a walk over from Uma Shankar in the first round. Calculate the Buchholz score of Jena.

Rd.		Name	IRtg	Pts	Res.	C
1		Singh Amarjot	1425	0	+	b
2		Srijit Paul	1596	6½	1	w
3		Subhayan Kundu	1696	7	1	b
4		Jayakumar S	1749	7½	1	w
5		Iniyam P	1796	7½	1	b
6		Raghunandan K S	2019	9	1	w
7	FM	Mitrabha Guha	1925	8	½	b
8		Siva Mahadevan	1819	8	1	w
9		Hirthickkesh Pr	1880	7½	1	b
10	FM	Sankalp Baliarsingh	1786	8	0	b
11		Raja Harshit	1687	8	½	w

**Answer** The formula to calculate Buchholz score of a player P is  $S_{von} = SPR + (1 - SfPR) + 0.5 * (n - R)$

Where  $S_{von}$  is the virtual score

SPR is the score of the player P before round R

SfPR is the actual result in the forfeit round

N is the total number of rounds.

Jena is player P here. Before round 1, his score SPR is 0. His score in round 1 SfPR is 1 and  $n = 11$

1) In round 1, it is assumed that Jena has not played against Singh Amrjot, but against a virtual opponent. The score of VO at the end of the tournament is  $S_{von} = 0 + (1 - 1) - 0.5 * (11 - 1) = 5.0$ .

2) Jena's opponent in third round, Kundu had a walk over against Uma Shanakar (indirect opponent) in first round. For Jena's Buchholz purpose, Kundu is considered to have drawn

against a virtual opponent in round 1.

Actual score of Kundu at the end of the tournament = 7 For Jena's Buchholz, Kundu's score =  $7 - 0.5 = 6.5$

Jena's Buchholz score =  $5^* + 6.5 + 6.5^* + 7.5 + 7.5 + 9 + 8 + 8 + 7.5 + 8 + 8 = 81.5$

**Question** Raja Harshit's opponent first round opponent Koshtu Varaha Prem did not play against Parthib Bose in the sixth round of a 11 round national championship. His opponenet in the eleventh round Rakesh Kumar Jena received a walk over from Singh Amarjot in the first round. Calculate the Buchholz score of Raja Harahit.

Rd.	Name	IRtg	Pts	Res.	C
1	Koshtu Varaha Prem	1342	4 + .5	1	w
2	Roneet Das	1440	5	1	b
3	Hirthickkesh Pr	1880	7½	½	w
4	CM Nitish Belurkar	1857	7	1	w
5	Siva Mahadevan	1819	8	0	b
6	Ritam Nag	1619	8	1	b
7	Anand Nadar	1798	8	1	w
8	Raghunandan K S	2019	9	0	w
9	Arka Sengupta	0	6½	1	b
10	Iniyan P	1796	7½	1	w
11	FM Rakesh Kumar Jena	1961	9 – 0.5	½	b

- Raja Harshit had two indirect opponents
- Round 1 opponent Koshtu forfeited his game against Parthib Bose in Round 5 and got 0 in this round
- For Raja Harshit's Buchholz, Koshtu has drawn this game. So, he gets half, instead of 0
- For Buchholz purpose, Koshtu's score with respect to Raja is  $4 + 0.5 = 4.5$  and not 4
- Similarly, Raja's eleventh round opponent Jena had received a walk over point in the first round from Singh (indirect opponent). But, it is assumed that Jena had drawn with a virtual opponent in this round, for Raja's Buchholz calculation.
- Jena's score w.r.to Raja's Buchholz is  $9 - 0.5 = 8.5$
- Buchholz of Raja =  $4 + .5^* + 5 + 7\frac{1}{2} + 7 + 8 + 8 + 8 + 9 + 6\frac{1}{2} + 7\frac{1}{2} + 9 - 0.5^{\wedge} = 79.5$

**Question** Rounak Pathak did not play against Cheela Naga Sampath in the fourth round of a national championship. Calculate the Buchholz score of Rounak at the end of the tournament.

- Answer Rounak Pathak did not play Round 4 against Cheela
- Therefore, it is assumed that Rounak played against a virtual opponent instead of Cheela in Rd 4.
- We have to remove the score of Cheela and add the virtual opponent's score, calculated as below.

Rd.	Name	Rtg	Pts	Res.	C
1	Porwal Anish	0	3½	1	b
2	Barath M	1732	7	1	w
3	Jayakumar S	1749	7½	0	b
4	Cheela Naga Sampath	1632	3½	-	b
5	Dubey Sanchay	0	4½	1	w
6	Munemane Ameya	1607	6	0	b
7	Viekash V K	1264	6½	½	w
8	Goyal Sarthak	0	4½	1	b
9	Gurung Rahul	1584	6½	½	w
10	Vatsal Singhania	1570	4½	1	b
11	Trinav Rattan	1611	7	0	w

- Rounak is Player P and he did not play against Cheela in Rd 4.
- For Rd 4,  $R = 4$
- $SPR$  (Score of Rounak before Rd 4) = 2
- $SfPR$  (Forfeit score of Rounak in Rd 4) = 0
- Number of rounds  $n = 11$
- $Svon = SPR + (1 - SfPR) + 0.5 * (n - R)$
- $= 2.0 + (1 - 0.0) + 0.5 * (11 - 4) = 3.5 = 6.5$
- Buchholz score of the Virtual opponent of Rounak in Round 4 = 6.5

$$\text{Buchholz of Rounak} = 3.5 + 7 + 7.5 + 6.5 + 4.5 + 6 + 6.5 + 4.5 + 6.5 + 4.5 + 7 = 66$$

## 18. Rating

1) Norm for tournaments starting in one FRL period and ending in another

### 1) Norm for tournaments starting in one FRL period and ending in another

**Question** A tournament began on September 28, 2012. At the time, the October FIDE rating list had not been published. Based on the existing ratings when the tournament began (September list), After the 5th or 6th round that the new FIDE ratings appeared on the FIDE web site. Unfortunately, based on the new ratings, the tournament was a Category IX. Therefore, an International Master needed  $6\frac{1}{2} / 9$  for a norm and not  $6 / 9$ . What is the proper thing to tell the players about this during the event? At what rating category should this tournament is rated? The key point is that players devised their strategies about which games they needed to draw and which they needed to win.

**Answer** You have to use the September 2012 rating list for rating calculations. You should inform the players immediately about the new situation.

## 19. Pairing

- 1) I forfeited my second round – can I be paired with same opponent in later round?
- 2) Half point bye in FIDE rated events allowed?
- 3) Only two players leading in the final round – both have WBWBWW – can they be paired?
- 4) Forbidden pairings for political reasons
- 5) An up floater in 2<sup>nd</sup> round will not get up float in 3<sup>rd</sup> and 4<sup>th</sup> rounds
- 6) A gets Black for the third straight time - realises now that in one of the earlier rounds he played with colours reversed – correct the colours according to the players have played
- 7) Importance of floaters
- 8) Same players are paired again if one of them had given a walkover in the earlier rounds. Is this correct?

### 1) I forfeited my second round – can I be paired with same opponent in later round?

**Question** A player overslept before the second round and forfeited the game because he arrived late. In the fourth round, he was once more paired against his second round opponent because they had the same number of points. His opponent then refused to play and the arbiter awarded another forfeit, this time with the result the other way around. Is it possible for two opponents to be paired against each other twice in this way, or was this a bug in the pairing program? What has to be done when the opponent refused to play the fourth round?

**Answer** When a game is decided by forfeit the computer, following the rules of the Swiss pairing system, “forgets” the number of the opponent and the colors with which the players were supposed to play. It only “remembers” that one player received one point and the other zero points. This is not a bug in the program; this is how a forfeited game should be treated. By the way, the forfeited game will not be rated. Therefore, the same players can be paired against each other in subsequent rounds.

The fact that his opponent was angry to “meet” the same opponent again is not a good reason to change the pairings. Moreover, there are situations that might cause the other players to be angry if the pairings were changed.

## 2) Half point bye in FIDE rated events allowed?

Won't this disturb the ranking order of the players after the tenth round?

**Answer** The rule regarding half-point byes is not forbidden. However, these byes are, of course, excluded from the rating calculations. Several tournaments in Holland that use the same rule.

## 3) Only two players leading in the final round – both have WBWBWW – can they be paired?

**Answer** it is 100% right to pair the players with a colour balance of +2 against each other in the final round, according to the regulations of the Swiss System based on Ratings. In these Regulations there is a chapter named Colour Preferences:

*An absolute colour preference occurs when a player's colour difference is greater than 1 or less than -1, or when a player played with the same colour in the two latest rounds. The preference is white when the colour difference is < 0 or when the last two games were played with black, otherwise black. In this case the (obligatory) colour is already written down on the score card. (This rule is not in effect when pairing players with a score of over 50% in the last round).*

In a Swiss tournament the arbiter should always try to keep the number of games played with white equal or almost equal to the numbers of games with black for every player. Yet unfortunately it is not always possible to fulfil this requirement. So if a player has white in round one, the arbiter tries to do his best to give that player black in the second round, white in the third round, and so on. Still it is almost impossible to achieve it. There is a rule that says a colour difference of two is permitted, but a colour difference of three is forbidden. It means for instance that four whites and two blacks are OK, but five whites and two blacks is forbidden.

Therefore, in a tournament of 7 rounds, where there are two leaders who did not play before and both players had four whites and two blacks in the previous rounds; the above mentioned rule (in italics) makes an exception and permits the arbiter to pair these two players against each other. This is the only way to establish the real winner of the tournament.

## 4) An up floater in 2<sup>nd</sup> round will not get up float in 3<sup>rd</sup> and 4<sup>th</sup> rounds

**Question** *“In the 2nd round A was up floater and in the 8th round it happened again. Some of the International Arbiters told that the rule is a player can receive only one up float in a tournament.”*

**Answer** The rule is that, if possible, a player, being an up floater, will not get an up float in two consecutive rounds. So having an up float in the 2nd round, an up float in the 5th round, and the 8th round is possible.

**5) A gets Black for the third straight time - realises now that in one of the earlier rounds he played with the colours reversed - correct the colours according to the players have played** **Question** During the remaining rounds player A gets Black for the third straight time. He protests to the arbiter and says he should get Black only twice in a row. The arbiter looks at the previous pairing sheets and informs player A that he has played Black twice, not three times consecutively. Player A is shocked and realises now that in one of the earlier rounds he played with the colours reversed. Is the arbiter authorised to change the colours in the pairing sheet after the players have played with reversed colours and given their results?

**Answer** Article 7.2 of the Laws of Chess: *“If a game has begun with colours reversed, then it shall continue, unless the arbiter rules otherwise.”*

The the arbiter is entitled to start another game with correct colours if he decides so. The arbiter entered a wrong result. As soon as this is discovered, he has to correct it in his files. No doubt about it. The same applies to the colours. He has to correct the colours according to the players have played. What happened in consecutive rounds he cannot change, but from the moment he has correct results and the colours the players played with in previous rounds, he should make the pairings according to the pairing rules of the used Swiss system.

**6) Question** Is there any FIDE-approved program for tournament management designed for the Pocket PC, excluding Smart Phones, which are forbidden by the Rules of Chess?

**Answer** The following programs are approved by FIDE: Program Swiss System

Swiss Master Dutch System GMB Lim System

SWISS CHESS Dutch System SVBOSS

Dutch System VEGA DUBOV System

Swiss Manager Dutch System Vega –

Dutch System

JavaFo engine – Dutch system

Furthermore, the Monroi Personal Tournament Manager is also endorsed by FIDE. For further information refer to the Monroi [website](#).

**7) Importance of floaters**

**Question** In open tournament pairings, what is the importance (in priority) of floaters? Is it widely used everywhere (or should it be)? **Answer** If there is a group of 7 players, one of the players has no opponent in this group, but has to be paired against a player with a lower score. This player is called a floater and in this case a "down" floater. His opponent is called an "upfloater". The question is now: who shall be the downfloater? Using the first system of pairings, #7 will be the downfloater, because #1 plays the first player of the second half, #4, and so on. If the second system is used, the pairings will be 1 – 7, 2 – 6, and 3 – 5 and in this situation #4 shall float down and finally in the third system #7 will be the downfloater. In these three systems the player who remained unpaired, floated down.

There are also systems where the downfloater is chosen from the group before the arbiter makes the pairings. For instance in system 2 it is usual, that #1 floats down and that the pairings are: 2 -7, 3 - 6, 4 – 5. It is clear that the system concerning what procedures will be

used must be announced before the start of the tournament. Sometimes another player will float down. An example: in a previous round, a player already had been a downfloater, or even two rounds before. In these cases another player will float down.

Again using the second system: suppose #4 floated down in the previous round, the pairings would be: 1-7, 2-6, 3-4 and #5 floats down.

**8) Same players are paired again if one of them had given a walkover in the earlier rounds. Is this correct?**

**Answer** Player A and player B were paired in a certain round. For some reason the game was not played. For instance one of the players, let us say player A, did not show up. What should the arbiter do in this situation? He has to “unpair” the game between these two players, He has to give 1 point to B, 0 to A and also to discard the colours with which they were assumed to have played. It means nothing can be found in the files about a game between these two players. And this is correct. And in this (correct) situation it is possible that the same players may be paired again against each other

## 20. Round Robin

### 1) Players who withdraw from a round-robin after playing 50% of their games

#### 1) Players who withdraw from a round-robin after playing 50% of their games

**Question** Clarification concerning players who withdraw from a round-robin after playing 50% of their games and how this affects their opponents. In the FIDE Handbook C (it does not say for certain whether the opponents get a point added to their score or not. The opponents only get a “+” symbol, is “+” a point?

**Answer** In such a case, a “+” is placed in the cross table of the opponents and the player who withdraws receives a “-”. The “+” is counted as a win, and “-” as a loss, for the final standings of the tournament. These games are not counted for rating calculations. In a Swiss tournament, after the player withdraws they are simply not paired in future rounds and the played games stand.

## 21. Talking & Consulting

- 1) A player would walk over and examine the board of his “Friend,” nod his head or wink
- 2) No Analysis, No conversation
- 3) Two GMs conversing outside the playing hall, while their games are in progress

1) A player would walk over and examine the board of his “Friend,” nod his head or wink

**Answer** If the interpretation of events is correct then it is a violation of the Laws of Chess. See Article 12.2:

*During play the players are forbidden to make use of any notes, sources of information, advice, or analyse on another chessboard...*

It could be that the player involved was receiving advice or it could be that you are wrong.

### 2) No Analysis, No conversation

**Question** The black player claimed a draw under the three-repetition rule. The arbiter checked the records on the score sheets, where the last moves (1.Nf7+ Kh7 2.Ng5+ Kh8) were repeated three times, and it seemed that the position had been exactly repeated three times. The arbiter asked the white player if he agreed and he signed the scoresheet trusting the arbiter. After the game, while analysing the position, the black player showed his opponent how he could have won.. Suddenly, it was realized that during the first “repetition” of the position, Black had one pawn more on the f7-square and it was captured the next move. In fact, the position was repeated only twice and the draw claim was incorrect.

The Arbiter’s Commission discussed the case and decided to continue the game from the above mentioned position, considering the importance of the game result and the fact that the arbiter had made a mistake. Black refused to continue the game, as a few minutes ago he himself had shown his opponent the winning moves, so he lost the game. Was the decision made by the Arbiter’s Commission correct?

**Answer** In case the arbiter was not present at the board during the last-played moves, replay the whole game on a separate board after a player has claimed a draw. This incident is again a clear proof how dangerous it is to rely on the scoresheets only and not to replay the game.

It is clear that the claiming player and the arbiter made a mistake. Also the other player made a mistake by accepting and not checking the arbiter’s decision. All parties involved were wrong.

It is also very important that the players signed the scoresheets that confirmed that they agreed to a draw. Though the acceptance was based on the wrong reasons, still they accepted and confirmed it. So, the draw stands.

The mistake was discovered a few minutes after the finish of the game. If it had been discovered after some hours or after some days would you have reached the same decision? This would not have been the case. That Black showed his opponent after the game how White had the possibility to win the game makes the case more complicated, but it is not relevant.

During the game players are forbidden to leave the playing area. The reason is clear: conversing or analysing the game must be prevented. A game cannot be continued when players, as in this instance, have permission to leave the playing area and have the possibility of analysing the game. Continuation of the game is therefore impossible.

### **3) Two GMs conversing outside the playing hall, while their games are in progress**

As the arbiter was entering the playing hall, he met two players of the main group (both were grandmasters), just outside of the playing hall. He asked them what the result of their game was, because he thought they had played each other. He was very surprised - and from a professional point of view as an arbiter - shocked that their games were still in progress. They were not playing each other, but were having an interesting conversation outside of the playing hall.

## 22. Disturbance to Opponents

- 1) Remove the opponent's queen from the board, but continue to think whether to capture with pawn or knight
- 2) I forgot to say "j'adoube"
- 3) Repeated draw offers
- 4) A standing opponent is a disturbance
- 5) A player may adjust the pieces only when it is his move

### 1) Remove the opponent's queen from the board, but continue to think whether to capture with pawn or knight

**Answer** Some players are of the opinion that their behavior cannot disturb their opponent, unless the opponent's clock is running. When informed them of their incorrect behavior, they often exclaim, "But I'm doing this on my own time, while my clock is running." Explain that their "own" time in such situations does not exist.

The question describes such a situation. Removing Black's queen from the board for such a long time and then playing the capturing piece is clearly a disturbance. One reason is that it deprives the opponent from having a clear view of the position on the board. The discretion rests with the arbiter as to when to intervene and he doesn't need to wait for a protest from the opponent.

### 2) I forgot to say "j'adoube"

**Question** Some players have the bad habit of not placing the pieces in the centre of the squares when they move. A player who forgot to say "j'adoube" in such a situation and his opponent then claimed he had touched the piece. He was so surprised that he stood and asked if the opponent really would make the claim, bearing in mind the numerous other adjustments he had made during the game. When the answer was affirmative, the player left the board without calling the arbiter. Who was to blame? Can the arbiter make them continue the game when he learns the details or is the game lost for the player who left the board without resigning?

**Answer** The player who had to constantly adjust the pieces should have informed the arbiter about the opponent's bad behaviour. The arbiter should then warn the opponent. The arbiter cannot stop a player from resigning, but something should have been done to avoid the situation escalating as it did.

### 3) Repeated draw offers

**Question** At move 17, in mutual time-trouble, a lower rated opponent A offered a draw in a worse position. The opponent declined by making a move (without saying anything). A then

offered a draw after each of his move up to move 28 (after which he stood better and apparently no longer was satisfied with a draw). I find this behavior very irritating and unethical. My question is: Is there a rule against repeated draw offers?

**Answer** Yes, there is a rule against repeated draw offers. Article 12.6 of the Laws of Chess: "It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw."

In a case like this, the player should go to the arbiter and inform him about the opponent's behaviour. In the grandmasters' practice it is normal that after a refusal the player who offered a draw will not repeat this. It is then up to the opponent to offer a draw.

#### **4) A standing opponent is a disturbance?**

**Answer** The question is: what shall be considered disturbing or annoying? What is disturbing for one player, is not necessary disturbing for another. And if a player goes to the arbiter and starts to complain about the behavior of his opponent, it is not easy for the arbiter to judge the situation, to try to understand whether the behavior is really unpleasant or not, to take a correct decision and to inform the opponent about his decision in such a way that the opponent does not feel offended.

A constant problem for the arbiter is the player who has finished his game. According to the Laws of Chess he is considered a spectator. It means he should leave the playing area. But it is very difficult to remove them.

#### **5) A player may adjust the pieces only when it is his move**

**Question** Is it possible to readjust the pieces, even using j'adoube, when the opponent is thinking? Is there a penalty for a player who keeps adjusting the pieces a lot of times, with the clear intent to disturb his opponent?

**Answer** Article 4.2: "Provided that he first expresses his intention (e.g. by saying "j'adoube"), the player having the move may adjust one or more pieces on their squares." One thing is already very clear: A player may adjust the pieces only when it is his move. When a player adjusts the pieces on his opponent's time, the arbiter has to penalise the player. The penalty depends how serious the disturbance is. Normally I would compensate the player who was disturbed.

The penalties are described in Article 13.4 of the Laws of Chess: a) warning; (b) increasing the remaining time of the disturbed player;

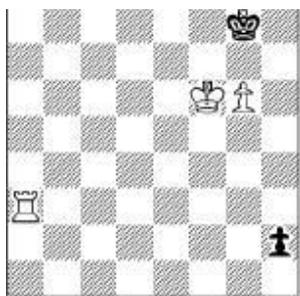
(c) reducing the remaining time of the offending player; (d) declaring the game to be lost; and (e) expulsion of the offending player from the tournament. Even when a player adjusts the pieces "on his own time" frequently, consider this disturbing the opponent.

### 23. Cheating & Misconduct

- 1) I have winning position– I go to arbiter table to get score sheet and come back – I am losing
- 2) I could not win, but I have plenty of time – So, I do not sit over the board, keep walking
- 3) In rapid, both players claim that it is their turn to move
- 4) Is it possible to rule on credibility in a situation where it is obvious that one of the players is lying?
- 5) B stops and covers the clock to claim QPF draw – Opponent starts it and finds flag fallen
- 6) The arbiter sends a player out, but he is not going out

1) I have winning position– I go to arbiter table to get score sheet and come back – I am losing

Black is winning because there is no mate after 61...h1=Q. Black then went to the arbiter to obtain new scoresheets with the position as follows (see next diagram):



When he returned to the board, he probably expected White to resign. Instead, Black resigned because he faced mate in the following position (see next diagram): Of course, White cheated by moving the rook from a3 to b3. The appeals committee denied Black's protest and upheld the win for White who later admitted (in front of several people, including a member of the appeals board) that he had intentionally

Black went to the arbiter with a protest, the arbiter refused the appeal, and then he went to the Appeals Committee who also refused the appeal. The arbiter and the Appeals Committee likely based their decision on Article 7.5 of the Laws of Chess:

*If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated.*

It is very important that Article 7.5 states that the "displacing" must be found during the game, which means that the game result cannot be changed if the displacement was found after Black had resigned.

Only penalty was to expel the white player from the tournament, but this event happened in the last round. The arbiter or the Appeals Committee can not punish the white player since this is unforeseen in the Laws of Chess. The Organising Committee might have acted by reducing the prize money, or by barring the player from participating in future tournaments, and reporting the case to the national federation. In turn, the national federation could ban this player from officially sanctioned events.

**2) I could not win, but I have plenty of time – So, I do not sit over the board, keep walking**

**Answer** We have to consider two different situations:

1. When this happens at the end of the first time control. Then there is nothing that can be done. The arbiter is also unable to do anything except to forbid player B to have conversations with other players.
2. If it is the final time control session, player A may claim a draw pursuant Article 10.2.

**3) In rapid, both players claim that it is their turn to move**

**Answer** Frankly, to solve a problem like this is almost impossible. It is clear that one of the players is cheating. But who is cheating whom? It is virtually impossible to prevent cheating. The only thing you can do is to try to reconstruct the game. But often this is also ‘mission impossible’. There is a solution, but it may not be possible in all games, that being if the game was played with an electronic clock with a move counter. But even this is not absolute proof, but only an indication. When the game is played with a DGT clock, the position of the lever can be an indication.

**4) Is it possible to rule on credibility in a situation where it is obvious that one of the players is lying?**

**Question** Is it possible to rule on credibility in a situation where it is obvious that one of the players is lying?

**Answer** Not an easy question. In the Preface it states that the Laws of Chess assume that the arbiter has the necessary competence, sound judgement and absolute objectivity. An arbiter has the ability to rule on credibility based on a sound judgment. In the Olympiad, a player claimed that his opponent overstepped the time on move 38. The scoresheets showed 40 moves had been played, but he stuck to his assertion that at move 38 the flag had dropped. It was 100% sure that the claimant was lying and thought about letting the game continue, even if the claimant disagreed. But at the same time the arbiter tried to convince him that he was wrong. And finally he admitted it. But, it is very difficult to make the correct decision in the face of conflicting assertions.

**5) B stops and covers the clock to claim QPF draw – Opponent starts it and finds flag fallen**

**Question:** In a rapid game (20/20), both players (A&B) were *very* short of time. The clock was placed on the side of the table I was approaching and thus could not see its face. As I reached the table, Player B stopped the clock (on his time/on his move) and claimed a draw according to 10.2. When stopping the clock, player B's hand covered the face of the clocks as well. Then suddenly player A argued that the position was not drawn and started the clocks again. I then immediately stopped both clocks.

Now, player A saw that player B's flag was down and claimed a win on time also arguing that player B deliberately covered the face of the clock to "hide" the fact that his flag has fallen. Now, players A&B were both on their feet and they were about to hit each other. After much dialog, the arbiter managed to calm down both players. He then gave both players a warning regarding bad behaviour The decision was to declare it drawn because there was no proof that B's flag fell - player A started it again and because of this, B's flag could have fallen. Both players accepted the decision. Was this the correct one?

**Answer:** The situation is quite funny. In situations such as this it is very difficult to apply the Laws of Chess. It is an excellent judgment. A lot of arbiters disagree with me, but: excellent decision.

#### **6) The arbiter sends a player out, but he is not going out**

One of the games ended but one of the players did not leave the roped-off playing arena. The arbiter asked him to leave but the player was very slow to leave. The arbiter got angry and now asked the player to leave the playing hall. The player left but stood in the doorway of the hall to watch. Now the arbiter became really angry and he disqualified the whole team. Was it justified? Was there any other measure he could have taken?

It is very difficult to answer questions like this one. Get the arbiter's version of this matter also. Only when all the parties have had the opportunity to give their opinion is it probably possible to judge the situation. It sounds that there was something else going on here. It is hard to believe that the arbiter decided to exclude a whole team based on what you described.

## 24. Rapid

### Draw claim-Rapid

#### **1) Draw claim – no score sheet – may be proved by writing the moves (if already decided in the Technical meeting)**

**Answer** A player has the right to claim a draw in a rapid game and it is the task of the arbiter to confirm the correctness of the claim. One knows it is very difficult, even almost impossible in some situations, to verify such a claim. Generally, if it is impossible to verify, the arbiter should reject it and you acted correctly.

By the way, if a player claims a draw, after he has stopped the clocks, he has to write down the moves that produced the position in which 50 moves have been played without a capture or a pawn move, or the moves that allowed for a triple repetition claim if that be the case.

### Illegal move – rapid

#### **1) (A) makes an illegal move while his opponent's (B) flag is down. (B) requests additional two minutes**

**Answer** In Blitz game Article B3c states:

*An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player by any possible series of legal moves, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.*

If all the requirements are fulfilled, the game is therefore lost for the player who completed an illegal move. The flag fall is irrelevant.

The situation is different in Rapid games and covered by Article 7.4 of the Laws of Chess and Article B5 of the Rapid rules:

*7.4 a. If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position.*

The opponent of the player who made an illegal move receives two extra minutes. It is not relevant when the player's flag fell. In all situations the player's time after the correction should be two minutes.

## **Rapid – Flag fall**

**1) A announced checkmate against B, while B claimed a win on time. The referee declares win for A. While he's away recording the result, Player B notices that it was not checkmate**

**Answer** If a player checkmates the opponent's king and the last move is legal, the game is won for this player, even when the opponent (or the arbiter in normal games) notices after the checkmate move the player's flag has fallen.

If a player resigns, and it is very clear that he resigned, the game is over and lost for the player. If the arbiter simply accepts the checkmate and confirms the result without checking it and without the resignation of the player, then it is very clear the arbiter made a mistake.

Finally, the arbiter must only act after one of the players has requested it, because it's a rapid game.

**2) Signaling a flag fall in Rapid and Blitz games is not the duty of the arbiter**

**Answer** Well, the clarification is very simple. Signaling a flag fall in Rapid and Blitz games is not the duty of the arbiter. The players themselves, and to be very clear, only the players, are responsible for it. Contact some English speaking arbiters about whether we have to replace "refrain" with another verb.

**3) Both flags have fallen – is it a draw, if it can be proved which flag fell first?**

**Answer** The game is a Rapid game according to the definition stated in Article A1:

*"A 'Rapid game' is one where all the moves must be made in a fixed time of 15 to less than 60 minutes for each player." A4.3 of the Laws of Rapidplay says: If both flags have fallen, the game is drawn."*

The situation is clear in this case. Why is the game a draw if we use clocks that clearly indicate which side first overstepped? There are several reasons: 1. The arbiter may not call a flag fall, therefore the game continues if the opponent does not make a claim. 2. There is the problem that we still have both digital and mechanical clocks and it happens quite often that nobody knows which flag fell first. And to have different rules for digital and mechanical clocks is not right.

**4) Both flags have fallen & Arbiter is watching**

One player's flag fell first, but the other player didn't stop the clock and claim his win before his flag also fell. This job of stopping the clock is the player's and not the arbiter's in that time control. Thus both flags were down.

**Answer:** In rapid games (all moves in 15- less than 60 minutes) and blitz games (all in less than 15 minutes) the arbiter is not responsible for calling the flag. Only the players are responsible. Even when it is clear which flag fell first and the arbiter has seen everything, the game is still a draw.

### **5) Touched piece in Rapid – Opponent is away, but arbiter is there**

**Question:** If during a rapid play tournament an arbiter witnesses a player touching a piece then moving another piece whilst his opponent is away from the board, what should he do?

**Answer:** Article A4.b of the Rapidplay Laws says that the arbiter shall make a ruling according to Article 4, only if requested to do so by one or both players. Article 4 deals with a touched piece. The arbiter must make a decision only if requested by a player. If a player leaves the board, he can do so, but he assumes the risk that his opponent may do something as described in your letter. The arbiter can act only after a claim. If there is no claim, the arbiter shall do nothing.

## 25. Blitz

### Clock

1) **When it is absolutely impossible to discover the correct times, the arbiter should rule that a new game be played**

2) **8 sec left - While pushing the electronic clock he knocked it off the table. When he got it off the ground it was turned off**

3) **Can he stop the clocks to fetch the queen himself, on promoting a pawn?**

1) **When it is absolutely impossible to discover the correct times, the arbiter should rule that a new game be played**

**Question** What happens in a blitz tournament when it is found that only one clock is working? For instance, a player claims that his clock has 3:31 and his opponent's clock still has the full 5:00 minutes. How many minutes should the arbiter give to both players?

**Answer** It is very important to discover what went wrong. There are several possibilities:

One player may not have stopped his clock after he made his move, in which case the game should simply continue. If both players pressed the clock correctly, but one clock kept running, then the arbiter has to replace the clock and use his best judgment to correct the clock times. It is not unusual to divide the used time equally in such cases. A third possibility is that one clock was running only when it was the player's move and the other clock did not run at all. In that case the arbiter has to replace the clock and keep in mind that one player has used 1 minute and 29 seconds on his clock. Since it is quite normal in a blitz tournament for all the games to start at the same moment, the arbiter can compare the total reflection time in other games with the time used in this game, and then calculate the time that was used by the player whose clock was not running. Finally, when it is absolutely impossible to discover the correct times, the arbiter should rule that a new game be played. It does not make any difference that this was a blitz game instead of a "normal" game. Only in case of a wrong clock setting would it be impossible to make changes, provided both players have completed three moves.

2) **8 sec left - While pushing the electronic clock he knocked it off the table. When he got it off the ground it was turned off**

**Answer** The regulations say that the arbiter should use his best judgement to re-set the clocks.

3) **Can he stop the clocks to fetch the queen himself, on promoting a pawn?**

**Question** Volkov pushed a pawn all the way to promotion, but seeing no queen handy, he

stopped the clocks and went to fetch another one from a nearby board. In fact he had plenty of time and the board was very close to him, so he could have done this without stopping the clocks and with no real damage to him. Is he entitled to do this?

**Answer** Volkov made a mistake when he stopped the clocks to fetch a queen from another board. It can cause misunderstandings and it is not only better, but also necessary to summon the arbiter. In that case the situation is very clear.

Grivas left the board to find an arbiter and to protest. It is clear that he did not resign, but it was probably unclear to Volkov that he had left the board to summon an arbiter. Nevertheless, it was a real mistake for Volkov to return the pieces to the initial position. As a matter of fact, it is not forbidden to leave the board. The decision of the Appeals Committee was correct, therefore the arbiter's decision to replay the game was incorrect.

### **Draw claim blitz**

**1) K+B Vs K+B – is the game to be continued until flag falls?**

**2) Theoretically the 50-move rule or triple-repetition can be applied. But how to prove it?**

**3) It is possible to claim a draw in Blitz, (50 move rule or repetition of position) without score sheet?**

**4) Checkmate, but without noticing it, offered a draw**

**1) K+B Vs K+B – is the game to be continued until flag falls?**

**Answer** It is ridiculous and even unfair to continue the game in the position described by you. In principle a player has the possibility to apply the 50 move rule, but even this is against the spirit of the Laws of Chess. Watch the continuation of the game and declare a draw if play continued with just bishop moves. Your opponent's behaviour brings the game of chess into disrepute.

**2) Theoretically the 50-move rule or triple-repetition can be applied. But how to prove it?**

**Question** There is a situation that A plays with B and the position is K+R vs. K+R (similar cases K+N, K+Q, K+B (different colours) vs. same material). So this is not a draw by rule. Can player A claim a draw some way (there is the 50-move rule, but what is the procedure?)

One player wants to play on because he knows that he has rights and he will not lose the game.

**Answer** In normal and also in Rapid games a player has several options. One of the

possibilities is Article 10.2. Many players and even arbiters do not know that in Rapid games this Article can be applied. In Blitz games we have a different situation. Article B3b of the Blitz rules says explicitly: “Article 10.2 does not apply.” Theoretically the 50-move rule or triple-repetition can be applied. But how to prove it? The player has to show a scoresheet and in a Blitz game this is almost impossible.

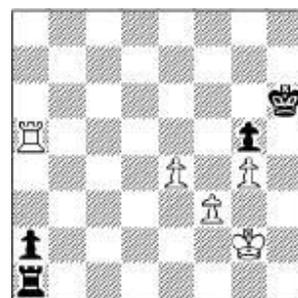
### **3) It is possible to claim a draw in Blitz, (50 move rule or repetition of position) without score sheet?**

**Question** In the game Grivas-Volkov in the Blitz event, the following position arose:

The position looks totally drawn to me, and in fact the players repeated the moves Kh2 Kg6 Kg2 Kh6 about 10 times before

GM Grivas decided to claim a draw. The arbiter of that game informed him that

such draw claims are not applicable in Blitz games. Mr. de Ridder confirmed this, whereupon Grivas resigned due to his 22 seconds on the clock as opposed to Volkov's 2 minutes. Isn't there anything to be done about such cases?



**Answer** The same position appeared at least ten times on the board before Grivas claimed a draw. You mentioned also that the arbiter saw this. Article 9.2 states: “The game is drawn, upon a correct claim by the player having the move, when the same position for at least the third time has just appeared and the player claiming the draw has the move.”

And neither in the Rapidplay Rules, nor in the Blitz Rules there is an article that it is not possible to claim a draw as in this situation. Probably somebody will say that there is no scoresheet. But in the FIDE Laws of Chess there is no Article that the claimant has to present a (complete) scoresheet. Only claims based on Article 10.2 (Quickplay finish) are not possible in Blitz games.

### **4) Checkmate, but without noticing it, offered a draw**

**Answer** A point should have been awarded to the player who checkmated. Everything that happened afterwards is irrelevant, even the draw offer.

### **Blitz Flag Fall**

- 1) White captures last piece of Black and his flag falls while holding both pieces in hand**
- 2) Player “A” (K+P) lost on time and Player “B” (K+B) claimed a win – B is correct**
- 3) In cases of two competing claims, it is accepted that what happens on the board, in this case the completion of an illegal move, has preference above what happens next to**

**the board**

- 4) For the claim on time, to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped**
- 5) When both flags have fallen, arbiter can interfere**
- 6) “The flag is considered to have fallen when a player has made a valid claim to that effect.”**
- 7) You checkmate, but your opponent claim that your flag has fallen**
- 8) Mate in one move, but the flag falls – lost**
- 9) Both flags have fallen & Even when it is clear which flag fell first and the arbiter has seen everything, the game is still a draw**

**1) White captures last piece of Black and his flag falls while holding both pieces in hand**

**Question** White had a king, queen, rook, bishop, and some pawns; while Black had a king and bishop. White's flag fell at the exact moment that he captured Black's bishop. Black claimed the win on time just as the white player was holding both bishops in his hand, without having completed his move. But the game was declared a draw because Black cannot checkmate his opponent by any series of legal moves once White completes his move. Was this decision correct or should Black have won because White hadn't completed his move?

**Answer** Consider this simple position, White plays 1.Qxa1+, presses his clock, and Black's flag falls. The question is: Did White win the game or is it a draw? The answer is simple: it is a draw, because the only move Black can play is 1...Kxa1. The decision to declare the game drawn is based on Article 6.9: *Except where Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.* Therefore, the correct decision is to declare the game a draw.

**2) Player “A” (K+P) lost on time and Player “B” (K+B) claimed a win – B is correct**

**Answer** Player “B” is correct, as he is able to checkmate the opponent's king.

**3) In cases of two competing claims, it is accepted that what happens on the board, in this case the completion of an illegal move, has preference above what happens next to the board**

**Question** With only a few seconds left, A completed his move and then realised that it was illegal. Opponent B did not see it and began to think. Suddenly he made to capture my king, but before he could his flag fell. I immediately stopped the clock and claimed a win while he

captured my king. I believe I stopped the clock before he touched my king.

Now both of us claimed a win and to my astonishment the arbiter awarded my opponent the full point. Is this correct?

a. **Answer** Article B3c states: *An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player by any possible series of legal moves, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.* Although the Laws of Chess do not adequately describe what to do in such cases of two competing claims, it is generally accepted that what happens on the board, in this case the completion of an illegal move, has preference above what happens next to the board (the flag fall).

**4) For the claim on time, to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped**

**Question** In a blitz game, player A makes a move that will result in mate next move. Player B unfortunately stops the clocks with the intention to resign. Suddenly, player B sees that his opponent's flag has fallen and then claims a win on time, in a matter-of-fact way. Can the arbiter declare the game lost for player B?

**Answer** The arbiter wrong in this matter. Player B did not openly or clearly declare that he wanted to resign and Player B's flag was still up when he stopped the clocks. Article B7 of the Rapid play rules and this Article is also valid for Blitz, then Player B acted correctly. See Article A4.2: *"To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped."*

**5) When both flags have fallen, arbiter can interfere**

**Answer** Article A4.d3 of the Laws of Rapidplay says: "If both flags have fallen, the arbiter shall declare the game drawn." This Article says clearly, that the game is over. The arbiter shall interfere and announce the draw. The case when an arbiter is not present and the players continue the game after both flags have fallen, is not likely. The total available time for the round is over and it is quite normal that the arbiter tends to the games that are still in progress. If the arbiter does not show up and the game has a result other than a draw (checkmate or a player resigns), this result stands.

**6) "The flag is considered to have fallen when a player has made a valid claim to that effect."**

**Question** The black player made a move where he mated himself (so this move is illegal). The

white player saw this and stopped the clock, but unfortunately his flag had fallen. The mate is illegal, so the rule that mate should end the game immediately is not applicable. But there is no scoresheet so from arbiter's point of view you can't check this. On the other hand the claim was too late (flag). What should the result be?

**Answer** One thing is clear: Black made an illegal move. The fact that White stopped the clocks probably meant that Black had even completed the illegal move. Furthermore it was a Blitz game. Article B3c of the Blitz rules states, that in this case *White is entitled to claim a win before making his own move*. Another relevant Article is Article A4.d of the Rapid rules, but also applicable for Blitz games:

*“The flag is considered to have fallen when a player has made a valid claim to that effect.”*

Here there were two claims, one from each player. And the question is which one should have priority. The first claim is valid. This means that Black lost the game.

### **7) You checkmate, but your opponent claim that your flag has fallen**

**Question** One of the players (P) checkmated his opponent's king (R), but the player (R) whose king was mated called the arbiter. He said that he was the winner because the flag of the opponent had fallen. The arbiter declared a draw. Was he wrong? Must the flag be up in the checkmate position?

**Answer** It is clear that the sequence, in which flag fall and the checkmate move take place, is very important. If a flag drops down a split of second before the opponent makes his checkmate move the player whose flag fell has lost the game.

More difficult is the situation if flag fall and making the checkmate move happen at the same moment. It is accepted that in that case the action on the board (making the checkmate move) takes precedence. As you see, the role of the arbiter is in these matters is very important, even decisive!

### **8) Mate in one move, but the flag falls - lost**

**Answer** When in a Rapid or Blitz game a flag falls and the opponent has still mating material, the game is lost. Even the fact that he can mate his opponent in one move does not change the result.

Article A4.d of the Rapid Rules (and this applies also to the Blitz Rules) is very important: *“The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signaling a flag fall. but he may do so if both flags have fallen”* The case mentioned under b) is a bit different. B did not claim A's flag fall in time. And as you know, mate finishes the game immediately.

### **9) Both flags have fallen & even when it is clear which flag fell first and the arbiter has seen everything, the game is still a draw**

One player's flag fell first, but the other player didn't stop the clock and claim his win before his flag also fell. This job of stopping the clock to be the player's and not the TD's in that time control. Thus both flags were down.

### **Blitz - Illegal move**

- 1) **My king under check – but I touch my queen – you need not move the queen**
- 2) **My king is under check – but I make another move**
- 3) **Illegal move costs the game, after the claim**
- 4) **A Promote to 8<sup>th</sup> rank – say “Queen” and press clock –  
B claims win for illegal move – pawn still on 8<sup>th</sup> rank – A loses**
- 5) **If a player makes an illegal move, "the opponent is entitled to claim a win before making his own move"**
- 6) **White promotes the pawn to a black queen – is it illegal? – yes – if not claimed, can black use the queen for play? – yes**
- 7) **After making an illegal move and before pressing the clock, can I take back the move?**
- 8) **Shall the arbiter interfere after a checkmate?**

**Checkmate by A - then an illegal move by B, then king capture by A – B claims win**

- 9) **After pawn capture, the pawn was not removed from board –later this pawn was moved – is it O.K. yes**
- 10) **As long as a player has not stopped his own clock and started his opponent's, a player has the possibility to correct an illegal move**
- 11) **Two bishops of same colour, without pawn promotion**
- 12) **An illegal move can not be corrected or claimed, after making a move**

- 1) **My king under check – but I touch my queen – you need not move the queen**

**Answer** Article 1.2: --- *Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed.* And this Article applies to normal, rapid and blitz games. Article B3c of the Rules of Blitz Chess: *An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected.* This Article is also very clear. A player may claim an illegal move after

the opponent has completed the illegal move. So, after a player has made an illegal move and has stopped his own clock and started the opponent's. This means that Player A did not have to move his queen, unless there was a legal move with the queen that stopped the check.

## **2) My king is under check – but I make another move**

*Answer Article B3c of the Blitz rules: An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves with the most unskilled counterplay, then the claimant is entitled to claim a draw before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected. One thing is very clear: If a player completed an illegal move and the opponent did not claim it, the opponent legitimized the illegal move. But, it is also clear that the position on the board is illegal. The player who completed the first illegal move is now entitled to claim the illegality. It is not fair, but this is the consequence of Article B3c. Article A4c of the Rapid rules: An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.*

But Article A4c is not applicable in Blitz games. Regarding your remark about the 50-move rule: only the player on move is entitled to claim a draw, but he is not forced to claim it. So if the 50<sup>th</sup> move produces checkmate – the checkmate stands.

## **3) Illegal move costs the game, after the claim**

**Question** During a recent Blitz tournament, each player had 5 minutes for the whole game; a player claimed a win because the opponent made an illegal move. To everyone's surprise the arbiter ordered the players to continue the game. The injured party became very upset and lost the game when she overstepped the time limit.

**Answer** If the arbiter decided that the players had to continue the game without any investigation as to whether there was an illegal move or not, he of course, made a mistake.

## **4) A Promote to 8<sup>th</sup> rank – say "Queen" and press clock – B claims win for illegal move – pawn still on 8<sup>th</sup> rank – A loses**

**Answer** In such a situation the player who needs a queen, may stop the clocks and ask the arbiter for assistance. The arbiter's decision was correct.

## **5) If a player makes an illegal move, "the opponent is entitled to claim a win before making his own move"**

**Answer** The rules are clear. “Making a move” means to move a piece from one square to another one and to have released it on that square. As long as a piece is still in the hand of a player, the move has not been made.

**6) White promotes the pawn to a black queen – is it illegal? – yes – if not claimed, can black use the queen for play? - yes**

**Answer** This is already covered in the Laws of Chess. The opponent’s last move is an illegal move (wrong promotion). Article B3c of the Blitz Rules and ask your special attention for the second sentence:

“An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player's King by any possible series of legal moves with the most unskilled counterplay, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.”

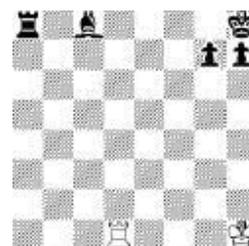
**7) After making an illegal move and before pressing the clock, can I take back the move?**

**Answer** Article B3c. Blitz Rules: “An illegal move is completed once the opponent’s clock has been started. However, the opponent is entitled to claim a win before making his own move.” Apparently a player may correct an illegal move before he stops his own clock and starts his opponent’s clock. What if a player touched a piece, takes an opponent’s piece and then discovers the move is illegal? Article 4 of the Laws of Chess: *“If the player having the move deliberately touches on the chessboard a. one or more of his own pieces, he must move the first piece touched that can be moved, or b. one or more of his opponent’s pieces, he must capture the first piece touched, which can be captured c. one piece of each colour, he must capture the opponent’s piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.”*

**8) Shall the arbiter interfere after a checkmate?**

Checkmate by A - then an illegal move by B, then king capture by A. B claims win

**Question** The continuation was: 1. Rd8+ Bb7+ 2. Rxh8 (taking the King). Black said: “It is forbidden to take the King; you must claim an illegal move.” (1) At which moment is a game finished? (2) What is the result of this game? There are two possibilities: (a) Mate finishes the game immediately (art. 5.1a). What happens afterwards, (after the game) is irrelevant.



Therefore: (a) The game finished after 1. Rd8 # 1-0; *but* (b) In a blitz game the arbiter does not do anything and waits for the players to tell him the result. The opponent must, for instance,

claim the illegal move, because there is no role for the arbiter. If the opponent does not claim and he makes a move, the game continues. It is unclear whether taking the King must be considered as an illegal move, therefore: Draw.

The correct answer is based on the presence of the arbiter, who watched the game. And apparently his presence (sometimes by coincidence) is decisive. This is contrary to the general rule that the arbiter does not play a role in a Blitz game

**Answer** Does mate finish a blitz game and is the arbiter allowed to interfere in case of mate? In "normal" games the arbiter has this right; it is even his duty to interfere when a player is checkmated.

In Blitz games we apply the Laws of Rapid games with some exceptions: an illegal move cannot be corrected after the opponent has made his move and a player can claim a win after the opponent has made an illegal move, but before he himself has made a move.

Neither in the Rapid or Blitz Laws, there is no exception in case of checkmate. Apparently checkmate finishes the game immediately and the arbiter may interfere. There is probably something wrong, because the arbiter cannot control all games, but, nevertheless, these are the Laws.

**9) After pawn capture, the pawn was not removed from board – later this pawn was moved – is it O.K. - yes**

Answer On move 'x' White captures a black pawn, let us say on e4, with his Bishop. The black pawn was not taken from the board and the Bishop went to another square. (Two pieces on the same square is very unlikely.) White stops his clock and starts Black's clock. At that moment, Black could claim a win, because White did something illegal. Black did not claim. He played a move, stopped his clock and started White's clock. By completing his move, Black waived the right to claim a win and the game must be continued in the position, which is now on the board, including the pawn on e4. It means that Black could play, at some later move, his pawn from e4 to e3 without any legal consequence. In "normal" and rapid games, you have to go back to the move when the irregularity occurred.

**10) As long as a player has not stopped his own clock and started his opponent's, a player has the possibility to correct an illegal move**

The situation is very clear. As long as a player has not stopped his own clock and started his opponent's, a player has the possibility to correct an illegal move.

**11) Two bishops of same colour, without pawn promotion**

Question: It's player A's turn and they find out A has two light-squared bishops, and there have been no promotions. Both players agree in that everything was OK at the beginning of the game.

**Answer:** In a rapid game the "normal" Laws will apply. It means that we have to go back to the situation in which the illegal move was played. This is almost impossible, as there is no scoresheet available. The timetable of a tournament does not give one the possibility to play another game. The only practical solution is, to continue the game.

Article 4a of the Laws of Rapidplay says: "Once each player has made three moves, no claim can be made regarding incorrect piece placement, orientation of the board and clock setting." This is a deviation of the "normal" Laws of Chess, due to the schedule of the tournament.

In a Blitz game the situation is different. Article 3 of the Blitz Game Rules says: "Once the opponent has made his own move, an illegal move cannot be corrected." It means the game will be continued, although there was an illegal move. Therefore a game with two bishops of the same colour without promotion is possible.

## **12) An illegal move can not be corrected or claimed, after making a move**

**Question** A player can benefit from deliberately playing illegal moves. For example, let us imagine that I am in a dead lost position against you. However, I pick up my Rook and remove your Queen with a bang. You waste a second blinking because you had not thought your Queen was under attack as indeed it was not- my Rook had been a knight's move away. But time is of the essence in blitz; so you push a pawn to keep the game going. I tricked you.

**Answer:** No, no, do not push a pawn, but stop the clocks, summon the arbiter, request some witnesses to stay and then inform the arbiter how you were playing illegally, and claim the game. And if the arbiter agrees you have great fun. If there are no witnesses, you have a problem.

### **Promoted the pawn – no queen available – “I said Queen and mate” – my flag falls Lost**

**Answer:** The game is lost, provided the opponent had mating potential. When a pawn is promoted to a Queen and no Queen is available, stop the clocks, summon the arbiter and seek the arbiter's assistance. He has to give you a Queen and then he would restart the game.

## **Wrong piece placement**

### **1) In case of reverse king and queen placement castling with this king is not allowed**

**Question** In a blitz tournament and a few moves into a game A realized that he had reversed the position of his queen and king. He proposed that the situation be corrected, but his opponent refused, insisting that the game continue in this manner. Was castling a legal move, and if so, how is it done?

**Answer** See the second paragraph of Article A4 of the Rapidplay rules, which also applies to Blitz games: *In case of reverse king and queen placement castling with this king is not allowed.*

## 26. Team events

### Arbiters for team championship

For every four boards there was one arbiter and although many of them had no experience in international tournaments, they had no problems with the clocks or acting appropriately. One additional advantage of the Fischer modus is probably that we need fewer arbiters. If we work with experienced arbiters, then one arbiter for every eight boards should be sufficient.

### Board order submitted, but not received

**Question** The time at which team captains had to submit the team line-ups was 10.00 a.m. The round was scheduled for 3 p.m. The captain of team X (made up of players A, B, C, D, E, F, G and H) did not change the team line-up (6 boards), so the team should have played as listed. But when they arrive, the team was in a different order and this is how they started to play. What is the procedure of the arbiter in that situation whether or not the opponent's claim?

**Answer** This kind of problem in team competitions is familiar and have encountered them several times, for instance in the Olympiads. Until 1997, the captains delivered the team line-ups in the morning and about 13.00 o'clock they were published. If a captain did not deliver a line-up, the basic team was supposed to play. It happened many times that the Chief Arbiter did not receive a team line-up and proceed posting the names of the basic team, but afterwards the team captain claimed that he had timely delivered another line-up. And the Chief Arbiter had no proof that the team captain was right or wrong.

At the start of the round two players informed that they had prepared for the wrong colours. The start of these two games were postponed. One player who was the opponent of the wrongly informed player was not happy with this delay and protested strongly, but the decision was not changed.

### Clock, Black's right?

**Answer** The arbiter has the right to decide where the clocks were to be placed. See Article 6.4 of the new Laws of Chess. It is better to place the clocks so that the clocks are also facing the same way. Especially in Zeitnot the arbiter can see in one glance where there are problems.

### Role of Captain

- 1) **Is a team captain allowed to tell a player to claim a draw based on the 50-move rule?**
- 2) **Role of a captain**
- 3) **Draw acceptance by captains**

## 1) Is a team captain allowed to tell a player to claim a draw based on the 50-move rule?

**Answer** Regarding draw claims either based on three repetitions of position, the 50 move rule, or on Article 13c, the tournament regulations of FIDE say:

*1. A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself to give only brief information, based solely on the circumstances pertaining to the match.*

For example,

if asked by a player whether he should accept an offer of a draw, the captain should answer “yes”, “no”, or delegate the decision to the player himself. He shall give no information to a player concerning the position on the chess board and/or the clock times, nor consult any other person and/or computer as to the state of the game. The captain shall refrain from any intervention during play. There is more written about the role of the captain, but these two paragraphs answer your question. Hence, the captain is not allowed to inform the player that he has the possibility to claim a draw.

## 2) Role of a captain

**Question** In a team competition, one of the players asks his captain permission to accept the draw proposal of his opponent. The captain, quite a strong player, even stronger than the players on his team, notices that the last opponent’s move is a blunder and he advises his player to continue. The question is of course: Is this ‘advice’? The question to the captain can be considered an evaluation of the current position. The same may occur in the situation where a player wants to offer a draw, asks his captain for permission but in fact the players and the captain are using a kind of code. For instance: “Continue”, means: “Check your position, because your position is much better, even winning”. An arbiter cannot detect these tricks.

**Answer** The FIDE Handbook writes about the role of the captain:

3. The first danger appears: the captain may advise his player based on the circumstances pertaining to the match. How can an arbiter check that the advice given is not based on the actual situation on the board? The answer is simple: the arbiter is not able to check it.

4. It is impossible for the arbiter to monitor the captains. Many times they leave the playing hall to get drinks for the players, to smoke a cigarette or simply to take a walk. It means the captain has the possibility to talk to other persons and even to go to his room, check the position with a computer and return to the playing hall, advising the player to accept or to offer a draw.

5. The player should decide himself and the captain cannot take any final decision.

6. The arbiter again has the problem that it is absolutely impossible to control the situation. Another problem is that a player and captain speak their own language and it happens very often that an arbiter does not speak or understand that language.

7. A fine article, but many times the interests are so high that players and captains forget what good sportsmanship means. Even if the captain may say only “Yes” or “No” the way he is saying this or the face he makes can be an indication of something else. The best would be for the captain *to delegate the decision to the player himself*, but this demands a lot of wisdom from a captain.

#### **4) Draw acceptance by captains**

**Question** It happens very often that during the game (even a few minutes after the start of the round) the captains start to speak to each other and inform the players to agree to draws. Are they really allowed to do so? Where is this written?

**Answer** Article of the Regulations of the Chess Olympiad: “During the games the captain must refrain from interfering in any way. He is, however, entitled to advise his players on the offering or accepting of draws or resigning of games, provided that he makes no comment on the actual position on the chessboard, and confines himself to giving brief information which can in no way be construed as an opinion about the progress of the game. The exchange between captain and player must take place in the presence of a controller.”

In the Tournament Rules there is some clarification. He (the captain) may say to a player “offer a draw”, “accept the draw” or “resign the game”. For example, if asked by a player whether he should accept an offer of a draw, the captain should answer “yes”, “no” or delegate the decision to the player himself

## **27. Role of an Arbiter**

### **1) Task of an arbiter**

The task of the arbiter is also described in the Laws of Chess itself. An arbiter should be designated to control the competition. His duties are:

To see that the laws are strictly observed.

To supervise the progress of the competition, to establish that the prescribed time-limit has not been exceeded by the players, to arrange the order of resumption of play of adjourned games, to see that the arrangements in Article 13 are observed (to see that the information on the envelope is correct), to keep the sealed move envelope until the resumption of the adjourned game, etc.

To enforce the decisions he may make in disputes that have arisen during the course of the competition.

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 by each other or by the audience.

To impose penalties on the players for any fault or infraction of the Laws.

The situation during a World Championship match is, of course, ideal; no less than three arbiters simultaneously keep an eye on one game. And even in this situation something can happen that has not been foreseen.

### **2) The qualifications of an arbiter**

He must know the rules of the game extremely well. But he should also know what is going on in the game itself at any given time.

A second requirement – in a way related to expertise – is that the arbiter must be alert.

The best thing the arbiter can do, in a case like this, is to remove the players concerned from the playing hall, using as much tact as possible and asking them to analyze their game elsewhere.

An arbiter should be tactful (diplomatic).

The arbiter should also be modest.

Another very important point is that the arbiter must be discreet.

The requirements which an arbiter must fulfill in order to be considered for the appointment of international arbiter of FIDE.

l Thorough knowledge of the Laws of Chess and the FIDE Regulations for chess competitions.

l Absolute objectivity, demonstrated at all times during his activity as an arbiter.

l Sufficient knowledge of at least one official FIDE language. (The official FIDE languages

are English, French, German, Spanish, Portuguese, Arab, Russian and Chinese)

1 Experience as chief or deputy arbiter in at least four important chess competitions.

It is my opinion that the requirements which I have formulated and the requirements which the FIDE demands an arbiter to fulfill, complement each other perfectly, in so far they are not the same.

### **3) What is the role of the arbiter?**

What is the role of the arbiter? Very frequently the arbiter is the contact between the organizers and the players. As a result of this, the arbiter is usually extremely well-informed about the wishes of the players.

Nowadays, the arbiter is called in at a much earlier stage and a great many items are discussed with him. A few of the arbiter's duties: He checks the playing hall and discusses the placement and size of the playing tables with the organizers

The arbiter checks the chairs. The arbiter checks the board and the pieces that will be used, paying special attention to the relationship between the board and the pieces. He also tests the chess clocks.

The arbiter tests the lighting; the lighting is beginning to play an increasingly important role, particularly at important matches. Not only is it important to the players, it is also important to a number of other people who are professionally involved at such a match.

The arbiter checks the distance between the audience and the players. It might surprise you to know that most players greatly appreciate the presence of the audience. They seem to be inspired by it, in some way or another.

The arbiter checks that there are toilets nearby.

### **4) Duties of the arbiter during the round.**

It goes without saying that it is his duty to see to it that everything runs as smoothly as possible and that the players are able to play their games without being disturbed.

Something that often strikes me is the fact that many of the players are not well acquainted with the rules of the game, particularly with regard to the finer details. As a result some unpleasant situations sometimes develop. And in these situations the arbiter must take action.

The role of the arbiter is also very important during so-called Swiss tournaments. These are tournaments with a great many participants, 200 for example, and only a limited number of rounds, say 9 or 11 rounds. It is obvious that the pairings in a tournament like this are crucial. The arbiter must pair the players after every round on the basis of the number of points that the players have won up until that moment and the colors they have played with. The basic principle is that every player plays another player only once, that as far as possible players with the same score play each other, and that everyone alternates as much as possible between the black and white pieces.

During the later rounds, in particular, the above-mentioned stipulations, as well as a few others, give the arbiter some headaches.

The arbiter should make sure that the players know the pairings for the next round in good time. Every night, send the pairings to all the hotels at which players were staying, in order to make sure that each player had the new schedule in his possession at breakfast the next morning.

## 28. Miscellaneous

### Analysis

#### 1) Are non-playing observers allowed to have pocket computers analyse games they are watching?

**Question** Are non-playing observers allowed to have pocket computers analyse games they are watching?

**Answer** It is written in the FIDE Handbook, in the Regulations for the World Chess Championships, that the players are not allowed to analyse in the playing area. Furthermore Article 12.2 states:

*During play the players are forbidden to make use of any notes, sources of information, advice, or analyse on another chessboard.*

The situation you describe is quite precarious, but not unusual in big Open tournaments. Since the spectators are walking amidst the tables, they are able to contact the players quite easily. In such situations forbid them from analysing in any way, whether on pocket chessboards or on pocket computers.

#### 2) May I analyse in the playing hall after my game?

**Answer** Refer to Article 12.5: *“Players who have finished their games shall be considered to be spectators.”*

This means that players who have finished their games have to leave the playing venue, because the playing venue is the exclusive place for chess players. It is difficult for an arbiter to remove the players from this area, but players have to stop analyzing immediately when told to do so. They understand perfectly that analysing in the playing area is disturbing. Before the tournament always ask the organisers where the analysing room is located. Ask the organiser also to show the bathrooms and smoking area. Stop analysing in the playing area immediately!

### Correct way to end a game – Shaking hands not sufficient

Question A dirty trick that is being used in junior tournaments: One player is losing badly, so he reaches out and offers his hand. The opponent is under the impression that the player is resigning. Therefore, he also reaches out his hand. All of a sudden, the losing player yells out: “Draw.” When the other player disputes it, the losing player says that it is too late. They already shook hands. What should the arbiter do in such cases? My understanding is that the handshake is completely irrelevant, since it does not constitute a draw agreement; especially when it is evident that one of the players is cheating. Therefore, the arbiter should refuse to declare the game a draw and should penalize the cheating player.

**Answer** Recent anecdote. A player with a lost position wanted to shake hands with his opponent. The opponent was confused and was wondering if he had just accepted a draw offer that was never made or whether the player had resigned. Then the player told him that

they did not shake hands at the beginning of the game and that he only wanted to correct this transgression. But, his intention was to get a draw.

In a normal game, there is only one way to be certain about the result. Both players should write the (same) result on their scoresheet and they should sign both scoresheets. In rapid and blitz tournaments, it is normal to write the result and then sign a result sheet. Each arbiter has to follow this procedure, and many Swiss-pairing programs produce these result sheets.

### **Coughing Opponent**

**Question** At a recent tournament a player A's scoresheet occasionally and accidentally rested on the top right hand corner of the board (certainly not on the playing surface). Whenever that happened, the opponent reached over and moved it without asking. Also, as the game progressed, he had a cough (quiet and nervous) which afflicted him whenever it was my move. A took no action, Should he have done something more than simply refusing to let it upset me.

**Answer** It is understandable that the opponent was disturbed, but he could simply ask A to properly place the score sheet on his side of the table. With regards to your opponent's coughing, A should inform the arbiter about it. Recently there was such a complaint, but when observed the game from a distance, the aggrieved player was correct. It was not being done deliberately. When a glass of water was give to the offending player, he understood the implication, so the coughing stopped.

### **Drunken Player**

#### **What do we do with a Drunken Player?**

During one round, a player was drunk. On a previous occasion, the game was declared lost for such a player. In this instance, he did not look very healthy, but he made his moves in an acceptable way. He recorded the moves correctly, although he was in zeitnot, and there was no reason for any action to be taken. Occasionally his friends brought him a cup of coffee, some of his friends had to wake him up from time to time, there was no reason to interfere. Therefore, sometimes you do nothing with a drunken player

#### **Half point byes**

**Answer** Provided it is announced before the start of the tournament, there is nothing wrong with it. These half-points may not be counted for ratings. Only games actually played will be considered for rating calculations.

#### **Handicapped players Tony Miles played by lying on a table**

It is unfair, unsporting and unethical to disallow a disabled player from participating in a tournament. It is really not his fault. Yes, the player could (before the event) inform the Arbiter of his condition. But, sometimes a player may be shy about this.

It was a double-round tournament with 8 players, therefore 14 rounds. During rounds 1-6, Miles had a lot of pain, but was able to play in a normal way, sitting on a chair. But from round 7 it was impossible in his opinion, which was confirmed by a doctor, to continue playing in a sitting position. The tournament committee and the arbiters agreed that he might play the next rounds lying on a massage table. In round 7 he played Ljubojevic, who apparently accepted the situation. The next game was versus Polugaevsky. It was played without problems. The same happened in the following rounds when he played Korchnoi and Timman, although Korchnoi told Miles after the game that he had the feeling that he was playing a handicapped player.

### **How a change in rule is effected?**

**Answer** The process is this: the members of the Rules and Tournament Regulations Committee make a proposal to the FIDE Executive Board, who then sends the proposed change to the General Assembly. The members of the General Assembly are the representatives of the Federations, who then may discuss the item with players, arbiters, organizers etc.

### **I resign**

#### **1) How does a player declare that he resigns?**

**(Saying O.K. & giving hand over board is not resigning)**

#### **2) Shake hands to resign**

#### **1) How does a player declare that he resigns? (Saying O.K. & giving hand over board is not resigning)**

**Answer** It is true that your opponent did not declare that he resigned. There several ways to resign: (1) the opponent says: I resign; (2) by stopping both clocks and saying: I resign; (3) by laying down the King; and (4) in writing. The arbiter was correct. That he did not stop the clocks when the discussions started was a mistake.

#### **2) Shake hands to resign**

**Question** Player A sees that he will be mated in two moves and extends his right hand. Player B shakes it, looks at the board, makes a move and presses the clock. Player A realizes that this is not the move he feared, makes another move and presses the clock. This goes on for another two or three quick moves when apparently the position is about equal. Then Player B stops playing, says that A has resigned anyway and claims the win. Player B disagrees and says that they just shook hands and that the game continued. After some bickering the game was agreed a draw. Of course, after the handshake neither player signed the scoresheet and bringing the

game into disrepute will also be a factor.

**Answer** Shaking hands does not mean that a player resigns. Without any doubt it is of course very strange. Is it to congratulate his opponent for his birthday, to accept a draw, to resign? It is unclear. One thing is sure: the players continued the game and after some moves Player B protested. This protest was too late, but even if he had protested immediately, it would be very difficult to accept this protest. If you, as an arbiter, see that something happens in a game, for instance shaking hands, stopping clocks, starting analyses, starting talks, putting pieces in the initial position and so on, rush to the players, ask them what happened and order them to sign the scoresheets. Do not forget to check that the players have written the same result on both scoresheets.

### **Kasparov needed clarification during a game**

**Question** In Seville Karpov – Kasparov, Kasparov approached Guert Gijssen and asked if it was really necessary, in order to claim a draw, that you have to reach the same position three times with the same player on move. If Kasparov had claimed a draw, Guert would have refused it and would have penalized him. And on the basis of what FIDE rule were you allowed to give Kasparov information about the “drawing rules”? You helped Kasparov, by saving him from a penalty, when you should have been completely neutral by denying him an answer.

**Answer** The conversation was more or less as follows: Kasparov: “To claim a draw for triple repetition of position, is it really necessary that each time the same player has the move?”

Gijssen: “Yes, it is.” Nothing wrong. When a player asks something about the rules, answer his question. Furthermore, always bring a copy of the Laws of Chess to a tournament, and leave it where the players’ can access it, if they wish.

### **Playing area and playing venue**

**Question** Article 12.2 reads: "The players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter." What is the playing area? Is it the board, table and chairs or does it include the whole playing hall?

**Answer** The playing area is the area in the playing hall where the boards are situated. Only players, arbiters and stewards are allowed to enter this area. For instance, the spectators' area in the playing hall does not belong to the playing area.

### **Scheveningen system**

There was a match Russia vs. The Rest of the World in the Kremlin in Moscow. Each team had ten players and two reserve players. The system of play was the Scheveningen system: each player played all the players of the other team and, with ten players on each team, there were therefore ten rounds.

Before the match there was a lot of discussion about how to apply the Scheveningen system. A team should have in each round the same color on all boards. The big advantage of this system is that all players alternate white and black. For the individual player this system is without any doubt the best, but in a team event it has probably a disadvantage. It was the opinion of some players that the team that was playing with the white pieces in the last round would have a big advantage. Then we tried to develop a system that in each round each team has 5 blacks and five whites. We were not able to create such a system and a system with 6 whites and 4 blacks was developed.

## **Sick players**

**1) Shall the arbiter give some time to a sick player? - yes** **Question** During one game a coach informed that two of his players were playing each other, but one of them was crying. I discovered that the player had a headache and felt a little bit warm. The coach brought pills to reduce his temperature, but the sick player kept crying while trying to concentrate at the board. The clock was running and I thought it would be wise to suspend the game for 10 minutes to allow him some rest to recover. However, this is not in the chess rules and the opponent was away from the board so I could not consult him. Can the arbiter impose such a decision?

**Answer** It is not explicitly written in the Laws of Chess, but it is implied. Here are some examples. In the Preface: *The Laws assume that arbiters have the necessary competence, sound judgment and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgment and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.*

The arbiter should be flexible, especially with young players, and the youth of a player may be considered a special factor. Article 13.2:

*The arbiter shall act in the best interest of the competition.*

## **Can I stop the clocks and request to go to my room to take my medicine?**

How long should such a time out last - 3 minutes?

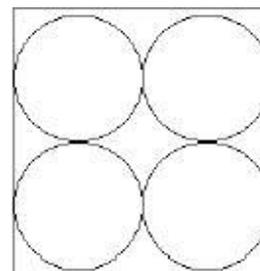
**Answer** It is always possible to stop the clocks and to ask for the arbiter's assistance. It is up to the arbiter to decide whether stopping the clocks was justified or not. It is also up to the arbiter to grant you a time out. Personally the arbiter would give you such a time out. Even though the request was made at a difficult moment for the arbiter, as there are normally many Zeitnot cases at this point in a tournament and, if possible, an arbiter has to go with you to your room.

## **Size of board and pieces**

**1) Question** When the chess pieces are provided by the organiser in an important tournament what

set is the most popular to use (brand name & availability)? What to do with players refusing to use a particular set of pieces?

**Answer** It is very difficult to give the name of a brand. At this moment the squares of the chessboards used in top tournaments are 5.5 cm x 5.5 cm. The King is 9.4 cm high. And you know probably that four pawns must just fit in one square.



In the following drawing you see one square and the four pawns.

In the final GMA Qualification Tournament in Moscow 1990 Seirawan did not like the typical Russian pieces provided by the organisers, but unfortunately no other pieces were available.

The other case was before the match Kasparov – Karpov in Seville 1987. Karpov did not like the Knights. They were too luxurious. They were replaced by simpler Knights.

The base diameter of a pawn is 2.75 cm.

### **Sleeping Player**

**Question** An intoxicated player fell asleep at the chessboard for over an hour. With less than 10 minutes of time remaining on his clock, he was suddenly awakened by another player who punched the sleeping player on the arm and pointed to his clock. The sleeping player awoke, went to the washroom, and returned to the chessboard to continue the game.

**Answer** Cases such as this are not described in the Laws of Chess. The arbiter has to ensure that all games are played in a correct way and that the final result will be reached through normal means. An opponent may protest if the arbiter woke up a player. Yet what is one to do if the arbiter, standing close to the board of the sleeping player, has to cough, even quite loudly?

### **Spectator interference**

**1) If a player feels disturbed by those playing next to him, he is allowed to stop the clock and request the arbiter's assistance**

**2) Flag fall indicated by a spectator**

**1) If a player feels disturbed by those playing next to him, he is allowed to stop the clock and request the arbiter's assistance**

**Question** Can spectators comment on the game? Doesn't one need a correct score sheet to make a claim? Can the clocks be stopped? What if I am playing next to all this commotion in a crowded event? When can I just stop keeping score?

**Answer** It is absolutely forbidden for spectators to give any comments. This applies to such situations as flag falls, illegal moves, bad behavior, and claims, etc. It is not necessary to have a complete scoresheet to make a claim according to the FIDE Laws of Chess.

The clock can be stopped if a player needs assistance from the arbiter. For instance, a player may stop the clock during a pawn promotion if the piece to which the pawn promotes is not available.

If a player feels disturbed by those playing next to him, he is allowed to stop the clock and request the arbiter's assistance. But if the arbiter decides that it was unnecessary to stop the clock, he has the authority to penalize the player who did so.

## **2) Flag fall indicated by a spectator**

**Question** Two players end up with the following material: White with a King and Black with a King and Rook. Black was three moves away from mating White. Black's flag fell but his opponent did not notice it. A spectator noticed it and made a remark to direct White's attention to it. White then claimed a draw. Black objected and called the Arbiter for a decision because of the interference from a spectator (External interference?). The Arbiter ruled in favour of Black and awarded a full point. Was the Arbiter's decision correct? What should a player do with interferences such as these?

**Answer** When spectators interfere, the situation always becomes unpleasant. The problem is that officially they do not play any role, but as a matter of fact, their actions can be decisive and produce a different result. The actual situation in the game was that Black overstepped his time and his opponent did not have mating potential. Then the decision of the arbiter is very easy: draw. The fact that Black was three moves from mate is not important. Therefore the conclusion is that the arbiter's decision was wrong, although understandable. The only thing the arbiter could have done was to expel the interfering spectator from the playing hall.

## **3) If flag indicated by spectator in Rapid or Blitz, play a new game with less time**

A player's flag fell, and his opponent had a little time left when a schoolboy spectator pointed out the flag fall. The opponent suggested that both players be given two extra minutes. The TD, in his wisdom, awarded A, a zero!

**Answer:** Signalling a flag fall is the responsibility of the player. Even the arbiter shall refrain from it in Rapid and Blitz. Unfortunately an innocent (?) schoolboy pointed out that your flag had fallen and your opponent claimed a win. You were very annoyed, because the game is a draw when your opponent's flag has fallen as well. If there was enough time for another game, Better to play another game, even with less time on the clocks for both players. If this is impossible - and in rapid tournaments this is often the case – There is no decision other than that which the TD made.