



# **All India Chess Federation**

## **Senior Arbiter Examination 2017**

**Organised by**

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**& Vellore District Chess Association**

**Study Material**

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# **Laws of Chess**

# Laws of Chess

## INTRODUCTION

FIDE Laws of Chess cover over-the-board play.

The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Chess (which was adopted at the 84th FIDE Congress at Tallinn (Estonia) coming into force on 1 July 2014.

In these Laws the words 'he', 'him', and 'his' shall be considered to include 'she' and 'her'.

## PREFACE

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

A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess.

It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

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

## BASIC RULES OF PLAY

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

- 1.1 The game of chess is played between two opponents who move their pieces on a square board called a 'chessboard'. The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move. A player is said to 'have the move' when his opponent's move has been 'made'.
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- 1.3 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2 b).

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

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

Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king, usually indicated by the symbol  K

A white queen, usually indicated by the symbol  Q

Two white rooks, usually indicated by the symbol  R

Two white bishops, usually indicated by the symbol  B

Two white knights, usually indicated by the symbol  N

Eight white pawns, usually indicated by the symbol 

A black king, usually indicated by the symbol  K

A black queen, usually indicated by the symbol  Q

Two black rooks, usually indicated by the symbol  R

Two black bishops, usually indicated by the symbol  B

Two black knights, usually indicated by the symbol  N

Eight black pawns, usually indicated by the symbol 

Staunton Pieces



p Q K B N R

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



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

**Article 3: The moves of the pieces**

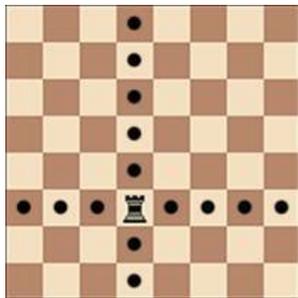
- 3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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

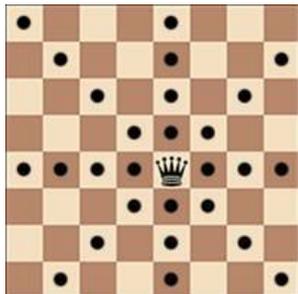
- 3.2 The bishop may move to any square along a diagonal on which it stands.



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



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



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

intervening pieces.

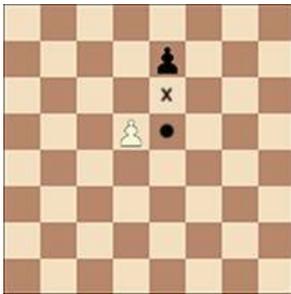
- 3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



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

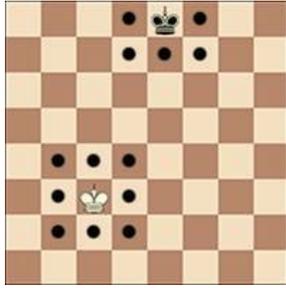


- A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following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



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

3.8 There are two different ways of moving the king:



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



Before white kingside castling



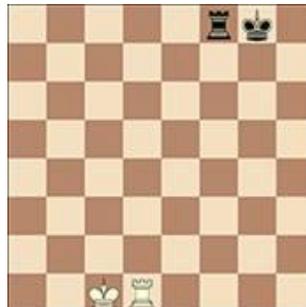
After white kingside castling

Before black queenside castling

After black queenside castling



Before white queenside castling



After white queenside castling

Before black kingside castling

After black kingside castling

1. The right to castle has been lost:
  - a. if the king has already moved, or
  - b. with a rook that has already moved.

2. Castling is prevented temporarily:
  - a. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
  - b. if there is any piece between the king and the rook with which castling is to be effected.

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

- 3.10
  - a. A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.
  - b. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9
  - c. A position is illegal when it cannot have been reached by any series of legal moves.

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

- 4.1 Each move must be made with one hand only.
- 4.2 Provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”), only the player having the move may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
  - a. one or more of his own pieces, he must move the first piece touched that can be moved
  - b. one or more of his opponent’s pieces, he must capture the first piece touched that 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 that can be moved or captured. If it is unclear whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.
- 4.4 If a player having the move:
  - a. touches his king and a rook he must castle on that side if it is legal to do so
  - b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
  - c. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may

include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

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

4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

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

1. the pawn does not have to be placed on the square of arrival,
2. removing the pawn and putting the new piece on the square of promotion may occur in any order.

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

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

- a. a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand.
- b. castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- c. promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

4.9. If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

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

- 5.1
  - a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.
  - 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 in accordance with Article 3 and Articles 4.2 – 4.7.
  - b. The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves. The game is said to end in a ‘dead position’. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.
  - c. The game is drawn upon agreement between the two players during the game. This immediately ends the game.
  - d. The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).
  - e. The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (see Article 9.3).

## COMPETITION RULES

### Article 6: The chessclock

- 6.1 ‘Chessclock’ means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.  
‘Clock’ in the Laws of Chess means one of the two time displays.  
Each time display has a ‘flag’.  
‘Flag-fall’ means the expiration of the allotted time for a player.
- 6.2
- a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock (that is to say, he shall press his clock). This “completes” the move. A move is also completed if:
    1. the move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c, 9.6a, 9.6b and 9.7), or
    2. the player has made his next move, in case his previous move was not completed.

A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

- b. A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to ‘hover’ over it.
- c. The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.
- d. Only the player whose clock is running is allowed to adjust the pieces.
- e. If a player is unable to use the clock, an assistant, who must be acceptable to the

arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

- 6.3 a. When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
- b. The time saved by a player during one period is added to his time available for the next period, where applicable.

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

6.4 Immediately after a flag falls, the requirements of Article 6.3 a. must be checked.

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

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

- 6.7 a. The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

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

6.9 Except where one of Articles 5.1.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 that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

- 6.10 a. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock.

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

6.11 If both flags have fallen and it is impossible to establish which flag fell first then:

- a. the game shall continue if this occurs in any period of the game except the last period.
- b. the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

- 6.12
- a. If the game needs to be interrupted, the arbiter shall stop the chessclock.
  - b. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
  - c. The arbiter shall decide when the game restarts.  
If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.
- 6.13 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying only on information shown in this manner.

#### **Article 7: Irregularities**

- 7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.
- 7.2
- a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.
  - b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.
- 7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.
- 7.4 If a player displaces one or more pieces, he shall re-establish the correct position in his own time. If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.
- 7.5
- a. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.  
If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by

a queen of the same colour as the pawn.

- b. After the action taken under Article 7.5.a, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

- 7.6 If, during a game, it is found that any piece has been displaced from its correct square the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

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

- 8.1 a. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the 'scoresheet' prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Appendix E.1 a.
- b. The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.
- c. 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.
- d. Both players must record the offer of a draw on the scoresheet with a symbol (=).
- e. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organiser of the competition.
- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.
- 8.5 a. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
- b. If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.
- c. If no complete scoresheet is available, the players must reconstruct the game on a

second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

- 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.
- 8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

**Article 9: The drawn game**

- 9.1 a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.  
 b. However, if the rules of a competition allow a draw agreement the following shall apply:
1. A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
  2. The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).
  3. A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.
- 9.2 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):
- a. is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or
  - b. has just appeared, and the player claiming the draw has the move.

Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:

1. at the start of the sequence a pawn could have been captured en passant.
2. a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

- 9.3 The game is drawn, upon a correct claim by a player having the move, if:

- a. he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
  - b. the last 50 moves by each player have been completed without the movement of any pawn and without any capture.
- 9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.
- 9.5 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). 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 two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.
- 9.6 If one or both of the following occur(s) then the game is drawn:
- a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
  - b. any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.
- 9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2 – 4.7.

**Article 10: Points**

- 10.1 Unless the rules of a competition specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½).

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

- 11.1 The players shall take no action that will bring the game of chess into disrepute.
- 11.2 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only with the permission of the arbiter can
- a. a player leave the playing venue.
  - b. the player having the move be allowed to leave the playing area.

c. A person who is neither a player nor arbiter be allowed access to the playing area.

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

During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.

The rules of a competition may specify a different, less severe, penalty.

The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

Smoking is permitted only in the section of the venue designated by the arbiter.

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

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

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.

11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

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

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

12.2 The arbiter shall

- a. ensure fair play.
- b. act in the best interest of the competition.
- c. ensure that a good playing environment is maintained.
- d. ensure that the players are not disturbed.
- e. supervise the progress of the competition.
- f. take special measures in the interests of disabled players and those who need medical attention.

12.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made, and impose penalties on players where appropriate.

- 12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.
- 12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.
- 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games are not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.
- 12.9 Options available to the arbiter concerning penalties:
- a. warning
  - b. increasing the remaining time of the opponent
  - c. reducing the remaining time of the offending player
  - d. increasing the points scored in the game by the opponent to the maximum available for that game
  - e. reducing the points scored in the game by the offending person
  - f. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score)
  - g. a fine announced in advance
  - h. expulsion from the competition.

## **APPENDICES**

### **Appendix A. Rapidplay**

- A.1 A 'Rapidplay' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.
- A.2 Players do not need to record the moves.
- A.3 The Competition Rules shall apply if
- a. one arbiter supervises at most three games and
  - b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
- A.4 Otherwise the following apply:

- a. From the initial position, once ten moves have been completed by each player,
    1. no change can be made to the clock setting, unless the schedule of the event would be adversely affected.
    2. no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.
  - b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. 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. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.
  - c. To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.
  - d. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.
- A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

### **Appendix B. Blitz**

- B.1 A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.
- B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.
- B.3 The Competition Rules shall apply if
- a. one arbiter supervises one game and
  - b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
- B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.
- B.5 The Rules for a competition shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

**Appendix G.  
Quickplay  
Finishes**

- G.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.
- G.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.
- G.3. a. This Appendix shall only apply to standard play and rapidplay games without increment and not to blitz games.
- G.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.
- G.5 If Article G.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12 b). He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means
- a. If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
- b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

- G.6 The following shall apply when the competition is not supervised by an arbiter:
- a. A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.  
He may claim on the basis:
1. that his opponent cannot win by normal means, and/or
  2. that his opponent has been making no effort to win by normal means.

In (1) the player must write down the final position and his opponent must verify it.  
In (2) the player must write down the final position and submit an up-to-date  
scoresheet. The opponent shall verify both the scoresheet and the final position.

The claim shall be referred to the designated arbiter.

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# Competition Rules & Tiebreak Regulations

## 05. FIDE Competition Rules

Approved by the 1986 General Assembly, 2007 PB

Amended by the 1989, 1992, 1993, 1994, 1998, 2006, 2010, 2014 General Assemblies and 2011 Executive Board.

### Preface

All chess competitions shall be played according to the FIDE Laws of Chess (E.I.01A). The FIDE Competition Rules shall be used in conjunction with the Laws of Chess and shall apply to all official FIDE competitions. These Rules shall also be applied to all FIDE-rated competitions, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these Rules before the start of the competition. In these Rules the words 'he', 'him' and 'his' shall be considered to include 'she' and 'her'.

National Laws take precedence over FIDE Rules.

### 1 Scope

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

1.2 These Rules apply to the following levels of competition.

L1: Official FIDE events as defined by the FIDE Events Commission (D.IV.01.1) or FIDE World Championship and Olympiad Commission (D.I, D.II)

L2: Competitions where FIDE titles and title norms can be earned

L3: FIDE Rated Competitions

L4: All other competitions Rules that apply to specific types of competitions shall have the competition level indicated.

Otherwise the rules shall apply to all levels of competitions.

1.3 These competition rules may contain regulations defined by other FIDE Commissions, which are listed in the FIDE Handbook. Where possible, references to these external regulations shall be shown.

### 2 The Chief Organiser (CO)

2.1 The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a CO. He, together with the federation or organising body, may appoint an Organising Committee to be responsible for all financial, technical and organisational matters. Other rules hereunder may apply also to the role of the CO. He and the Chief Arbiter (see 3)

must work closely together in order to ensure the smooth running of an event.

### 3 The Chief Arbiter (CA)

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

3.2 Prior to the start of the competition:

- (1) he may draw up additional rules in consultation with the CO;
  - (2) he shall check all the conditions for play, including the playing venue, playing area, lighting, heating, air conditioning, ventilation, noise, security and so on.;
  - (3) he must acquire through the CO all the necessary equipment, ensure a sufficient number of arbiters, auxiliary technical staff and assistants are engaged and ensure that conditions for the arbiters are satisfactory. Whether the playing conditions meet the requirements of these FIDE Rules is his final decision.
- 3.3 At the conclusion of the event the CA shall report as appropriate.

#### **4 Preparation of the Playing Hall**

Refer to the Technical Commission Rules

#### **5 Chess Equipment**

Refer to the Technical Commission Rules

#### **6 Play**

- 6.1 All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA (in consultation with the CO).
- 6.2 If possible, a separate area outside the playing area shall be provided where smoking is permitted. This shall be easily accessible from the playing area. If local ordinances totally prohibit smoking on the premises, the players and officials shall be given easy access to the outside.
- 6.3 If mechanical chessclocks are used, they shall be set so that each unit registers six o'clock at the first time control.
- 6.4 For FIDE events (L1) with 30 players or more, at any stage, a large digital countdown device shall be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement shall be made five minutes before the game is due to start and again one minute before the start of the game.
- 6.5 After the finish of the game, the scoresheets shall be signed. Then: the arbiter or the players shall place the kings in the middle of the board to indicate the result of the game. For a win by White, the kings shall be placed on e4 and d5 (the white centre squares); for a win by Black, the kings shall be placed on d4 and e5 (the black centre squares), for a draw, the kings shall be placed on d4 and d5 or on e4 and e5.  
But, if electronic boards are used, an illegal move shall be made, before placing the kings in the centre.
- 6.6 Where it is clear results have been arranged (E.I.01A.11.1), the CA shall impose suitable penalties (E.I.01A.12).
- 6.7 A glossary of common relevant terms in several languages should be available to the arbiter.

#### **7 Pairings**

- 7.1 Responsibility for the drawing of lots and the actual pairings rests with the CA.
- 7.2 The drawing of lots for the first round of a round-robin competition shall be arranged by the CO, to be open to the players.
- 7.3 In L1, L2: round robin competitions and preferable Swisses, the drawing of lots shall take place at least 12 hours before the start of the first round. In L1 all participants shall attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first-round pairings shall be announced as soon as possible thereafter.
- 7.4 If a player withdraws, or is excluded from a competition after the drawing of lots but before the

beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimize amendments to pairings that have already been announced.

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

7.6 If the pairings are to be restricted in any way – for example, players from the same federation shall, if possible, not meet in the last three rounds - this shall be communicated to the players as soon as possible, but not later than the start of the first round. 7.7 For round-robin competitions this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be used for competitions of 9 to 24 players 7.8 For the pairings of a Swiss-system competition the pre-announced pairing system and program shall apply. (C.04)

## 8 Unplayed Games

“Player” in 8.1 -8.3.3, includes a “team” where appropriate.

8.1 If a player has lost a game by default for insufficient reason, he shall be expelled unless the CA decides otherwise.

### 8.2 Round robins

(1) Each player has entered into a contract to play throughout the tournament.

(2) When a player withdraws or is expelled from a tournament, the effect shall be as follows:

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

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

### 8.3 Swisses

(1) If a player withdraws, the results shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated

(2) If a player cannot play a particular round it is essential to inform the Pairings Controller and CA **before** the pairings for that round are made.

(3) In an L2, L3 or L4 tournament: If, after the round has started two players do not have a game, then they can be paired against each other. This is only allowed when the arbiter and both players agree and they have not already played in this tournament. The arbiter shall adjust the clock times in an equitable manner.

(4) In an L2, L3 or L4 tournament the rules may permit a player to take a half point bye in a given round. It is only allowed if adequate notice has been given and is agreed to by the arbiter.

Such permission might not be granted to a player who receives conditions, or who has been given a free entry to the tournament. It is not permitted in the last round of a tournament.

## 9 Conduct of the Players

9.1 Once a player has formally accepted an invitation, he must play except in exceptional circumstances (force majeure), such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or for withdrawing.

9.2 All the participants should be dressed in a suitable manner.

9.3 A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship (E.I.01A.12.9)

9.4 A player shall not speak about any game while it is in progress, except as allowed in the Laws of Chess..

9.5 In a team competition a player must not stand behind the opposing team during play.

9.6 All complaints concerning the behaviour of players or captains shall be made to the arbiter. A player is not permitted to complain directly to his opponent (E.I.01A.11.5)

## **10 Penalties, Appeals**

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

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

10.3 A player or a registered official representing a player or team may appeal against any ruling made by the CA or CO or one of their assistants. Such an official may include the player's team captain, head of delegation or other person as defined in the rules of the event.,

10.4 An appeal shall be accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the AC shall be final. The fee is returnable if the appeal is successful. The fee (or part of it) may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

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

11.1 Television cameras that are noiseless and unobtrusive are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.

11.2 Only authorised photographers may take photographs in the playing venue. Use of flash in the playing area is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise. The Competition Rules may include other rules due to the peculiarities of the event. The authorised photographers may take photographs without flash during the rest of the round in the playing area, only with the permission of the CA

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

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

12.1 Depending on the rules of the specific competition, the captain shall be required to deliver at a specific time a written list naming the players in his team participating in each round, to communicate to his players the pairings, to sign the protocol indicating the results in the match at the end of play.

12.2 A team captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.

12.3 The team captain must not stand behind the opposing team during play.

12.4 If the team captain wishes to speak to one of his players, he shall first approach the arbiter.

The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain.

12.5 A team captain is entitled to advise the players of his team to make or accept an offer of a draw unless the regulations of the event stipulate otherwise. He shall not intervene in a game in any other way. He must not discuss any position on any board during play.

12.6 The team captain may delegate his functions to another person, provided he informs the CA of this in writing in advance.

### **Berger Tables for Round-Robin Tournaments**

Where there is an odd number of players, the player against the highest number will have rest.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**11 or 12 players:**

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

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

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

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

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

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

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

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

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

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

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

**13 or 14 players:**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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## Tiebreaks

### 12.1. Choice of Tie-Break System

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

#### 12.1.1. Play-Off

- a. Adequate time must be set aside for a conclusion to be reached.
- b. The pairing system and rate of play must be determined in advance of the start of the event.
- c. All eventualities must be covered in the regulations.
- d. It is recommended that play-offs only be arranged for disposition of the first place, a championship or qualifying places.
- e. Where subsidiary places are also being decided during the play-off, each position shall be determined in accordance with the play-off. For example, three players tie: number 1 wins the play-off, number 2 comes second and number 3 third. Number 2 shall receive the second prize.
- f. Where two players are tied after the first place has been decided, they shall split any prize money to which they are entitled. For example: four players tie, and a knockout is arranged. Players 3 and 4 knocked out in the semi-final shall share the 3rd and 4th prizes equally.
- g. Where time is limited before a closing ceremony, games between players potentially involved in such ties in the last round may be scheduled to commence earlier than other games in the tournament.
- h. If there is a play-off it shall commence after a break of at least 30 minutes after the conclusion of the last main game involving players in the play-off. Where there are further stages, there shall be a break of at least 10 minutes between each stage.
- i. Each game shall be supervised by an arbiter. If there is a dispute, the matter shall be referred to the Chief Arbiter. His decision shall be final.
- j. Initial colours shall be determined by lot in all cases below.
- k. The following is an example where time for play-off is somewhat limited.
  1.
    - a. If two players have to play a tie-break match, they play a two-game mini-match at the rate of all the moves in 3 minutes with 2 seconds added on for each move from move 1. If this match is tied:
      - b. A new drawing of lots for colours shall take place. The winner shall be the

first winner of a game. After each odd-numbered game the colours shall be reversed.

2. If three players have to take part in a play-off:
  - a. They play a one-game round robin at the rate as in 1 (a). If all three players again tie:
  - b. The next tie-break shall be used (see **G.**), and the lowest-placed player eliminated. The procedure is then as in (1) (a).
3. If four players have to take part in a play-off they play a knockout. The pairings shall be determined by lot.  
There shall be two-game elimination matches at the rate as in (1) (a).
4. If five or more players have to take part in a play-off, they are ranked by the next tie-break (see **G.**) and all but the top four are eliminated.
5. The right is reserved to make necessary changes.
6. Where only two players are involved in the play-off, they may play at a slower rate of play, if time permits, by agreement with the CA and CO.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**(d1) The Koya System Extended**

The Koya system may be extended, step by step, to include score groups with less than 50 %, or reduced, step by step, to exclude players who scored 50 % and then higher scores.

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

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

**(f) Sonneborn-Berger System**

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

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

**(g) Team Competitions**

(g1) Match points in team competitions that are decided by game points. For example:

2 points for a won match where a team has scored more points than the opposing team.

1 point for a drawn match.

0 points for a lost match.

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

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

(a) Sonneborn-Berger

(b) The Koya System for Round-Robin Tournaments

(b1) The Koya System Extended

(c) Number of games won

(d) Direct encounter

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

(a) Match points in team competitions

(b) Game points in team competitions that are decided by match points

The tie is broken by determining the total number of game points scored.

(c) Direct encounter

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

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

- (a) Buchholz System
- (a1) Median Buchholz
- (a2) Median Buchholz 2
- (a3) Buchholz Cut 1
- (a4) Buchholz Cut 2
- (a5) Sum of Buchholz: the sum of the Buchholz scores of the opponents
- (b) Sonneborn-Berger System
- (b1) Sonneborn-Berger for Individual Tournaments
- (b2) Sonneborn-Berger for Team Tournaments A: the sum of the products of the match points made by each opposing team and the match points made against that team, or
- (b3) Sonneborn-Berger for Team Tournaments B: the sum of the products of the match points made by each opposing team and the game points made against that team, or
- (b4) Sonneborn-Berger for Team Tournaments C: the sum of the products of the game points made by each opposing team and the match points made against that team, or
- (b5) Sonneborn-Berger for Team Tournaments D: the sum of the products of the game points made by each opposing team and the game points made against that team
- (b6) Sonneborn-Berger for Team Tournaments Cut 1 A: the sum of the products of the match points made by each opposing team and the match points made against that team, excluding the opposing team who scored the lowest number of match points, or
- (b7) Sonneborn-Berger for Team Tournaments Cut 1 B: the sum of the products of the match points made by each opposing team and the game points made against that team, excluding the opposing team who scored the lowest number of match points, or
- (b8) Sonneborn-Berger for Team Tournaments Cut 1 C: the sum of the products of the game points made by each opposing team and the match points made against that team, excluding the opposing team who scored the lowest number of game points, or
- (b9) Sonneborn-Berger for Team Tournaments Cut 1 D: the sum of the products of the game points made by each opposing team and the game points made against that team, excluding the opposing team who scored the lowest number of game points.

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

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

- (a) ARO {See 2.A.(a)}
- (b) AROC {See 2.A.(a1)}

**F. Handling Unplayed Games for Calculation of Buchholz (Congress 2009)**

- (a) For tie-break purposes, the result of an unplayed game shall be counted as a draw against the player himself.
- (b) For tie-break purposes all unplayed games in which players are indirectly involved (results by

forfeit of opponents) are considered to have been drawn.

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

This gives the formula:

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

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

n = number of completed rounds

Svon = score of virtual opponent after round n

SPR = score of P before round R

SfPR = forfeit score of P in round R

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

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

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

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

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

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

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

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

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

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

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

Direct encounter

The greater number of wins

Sonneborn-Berger

Koya System

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

Match points (if ranking is decided by game points), or

Game points (if ranking is decided by match points)

Direct encounter

Sonneborn-Berger

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

Direct encounter

The greater number of wins

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

Buchholz Cut 1

Buchholz

Sonneborn-Berger

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

Direct encounter

The greater number of wins

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

AROC

Buchholz Cut 1

Buchholz

Sonneborn-Berger

**(e) Team Swiss Tournaments:**

Match points (if ranking is decided by game points), or

Game points (if ranking is decided by match points)

Direct encounter

Buchholz Cut 1

Buchholz

Sonneborn-Berger

# Rating Regulations

## **FIDE Rating Regulations**

Effective from 1 July 2014

Approved by the 1982 General Assembly and amended by the General Assemblies of 1984 through 2012.

### **0. Introduction**

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

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

### **1. Rate of Play**

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

**2. Laws to be followed**

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

**3. Playing Time per Day**

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

**4. Duration of the Tournament**

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

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

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

4.13 For tournaments lasting more than 90 days, interim results must be reported on a monthly basis.

**5. Unplayed Games**

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

**6. Composition of the Tournament**

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

6.2 In a round-robin tournament, at least one-third of the players must be rated. Subject to this requirement,

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

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

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

6.3 In a Swiss or Team Tournament:

6.31 For an unrated player's first performance to count, he must score at least 1/2 point.

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

6.4 In the case of a round-robin tournament where one or more games are unplayed the results of the tournament must be reported for rating as if it for a Swiss System tournament.

6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated.

6.6 Matches in which one or both of the players are unrated shall not be rated.

**7. Official FIDE Rating List**

7.1 On the first day of each month, the QC shall prepare a list which incorporates the rated play during the rating period into the previous list. This shall be done using the

rating system formula.

- 7.11 The rating period (for new players, see 7.14) is the period where a certain rating list is valid.
- 7.12 The following data will be kept concerning each player whose rating is at least 1000 as of the current list: FIDE title, Federation, Current Rating, FIDE ID Number, Number of Games rated in the rating period, Date of Birth, Gender and the current value of K for the player.
- 7.13 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list. Official FIDE events may be rated on the list even if they end on the last day before the list date.
- 7.14 A rating for a player new to the list shall be published only if it meets the following criteria:
  - 7.14a If based on results obtained under 6.2, a minimum of 5 games.
  - 7.14b If based on results obtained under 6.3, a minimum of 5 games played against rated opponents.
  - 7.14c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods totalling not more than 26 months, are pooled to obtain the initial rating.
  - 7.14d The rating is at least 1000.
  - 7.14e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least 5 games) by using all the rating data available.
- 7.2 Players who are not to be included on the list:
  - 7.21 Players whose ratings drop below 1000 are listed on the next list as 'delisted'. Thereafter, they are treated in the same manner as any other unrated player.
  - 7.22 Titled players who are unrated are published in a separate list concurrently with the list of rated players.
  - 7.23 Inactive players are considered rated at their most recent published rating for purposes of rating and title results.
    - 7.23a A player is considered to commence inactivity if he plays no rated games in a one year period.
    - 7.23b A player regains his activity if he plays at least one rated game in a period and he is then listed on the next list.

## 8. The working of the FIDE Rating System

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

- 8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables

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

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

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

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

D	PD		D	PD		D	PD		D	P
	H	L		H	L		H	L		
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94

40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

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

8.21 If an unrated player scores zero in his first rated event, his score is disregarded.

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

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

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

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

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

Then determine dp for each of these players.

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

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

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

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

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

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

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

8.3 The Rating  $Rn$  which is to be published for a previously unrated player is then determined as if the new player had played all his games so far in one tournament. The initial rating is calculated using the total score against all opponents. It is rounded to the nearest whole number.

8.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.

8.5 Determining the rating change for a rated player

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

- 8.52 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In other tournaments games against unrated opponents are not rated.
- 8.53 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.54 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.55 (a) Use table 8.1(b) to determine the player's score probability PD  
 (b)  $\Delta R = \text{score} - PD$ . For each game, the score is 1, 0.5 or 0.  
 (c)  $\Sigma \Delta R \times K =$  the Rating Change for a given tournament, or Rating period.
- 8.56 K is the development coefficient.  
 K = 40 for a player new to the rating list until he has completed events with at least 30 games  
 K = 20 as long as a player's rating remains under 2400.  
 K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.  
 K = 40 for all players until their 18th birthday, as long as their rating remains under 2300.
- 8.57 The Rating Change is rounded to the nearest whole number. 0.5 is rounded up ( whether the change is positive or negative ).
- 8.58 Determining the Ratings in a round-robin tournament.  
 Where unrated players take part, their ratings are determined by a process of iteration. These new ratings are then used to determine the rating change for the rated players.  
 Then the  $\Delta R$  for each of the rated players for each game is determined using  $R_u(\text{new})$  as if an established rating.

## 9. Reporting Procedures

- 9.1 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.

## 13. Inclusion in the Rating List

- 13.1 To be included in the FRL or FIDE Rapid/Blitz Rating Lists, a player must be registered through a national chess federation which is a member of FIDE. The Federation must not be temporarily or permanently excluded from membership.
- 13.2 It is the responsibility of national federations to inform FIDE if players should not be included in the FRL.
- 13.3 Any player excluded from either rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special dispensation to be included.

# **Basic Concepts of Swiss Pairing Rules**

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

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

- A The number of rounds to be played is declared beforehand
- B Two players shall not play each other more than once
- C Should the total number of players be (or become) odd, one player is unpaired. He receives a bye: no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise
- D A player who, for whatever reason, has received any number of points without playing, shall not receive a bye.
- E In general, players are paired to others with the same score
- F For each player the difference of the number of black and the number of white games shall not be greater than 2 or less than -2.  
Each system may have exceptions to this rule in the last round of a tournament.
- G No player will receive the same colour three times in a row.  
Each system may have exceptions to this rule in the last round of a tournament.
- H
  1. In general, a player is given a colour as many times as he is given the other colour.
  2. In general, a player is given the colour other than that he was given the previous round.
- I The pairing rules must be such transparent that the person who is in charge for the pairing can explain them

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

#### **A Pairing Systems**

- 1 The pairing system used for a FIDE rated tournament shall be either one of the published FIDE Swiss Systems or a detailed written description of the rules shall be explicitly presented to the participants.
- 2 While reporting a tournament to FIDE the Arbiter shall declare which of the official FIDE Swiss systems was used. If another system was used, the Arbiter has to submit the rules of this system for checking by the Swiss Pairing Committee.
- 3 Accelerated methods are acceptable if they were announced in advance by the organizer and are not biased in favour of any player.
- 4 The FIDE Swiss Rules pair the players in an objective and impartial way, and different arbiters or software programs following the pairing rules should arrive at identical pairings.
- 5 It is not allowed to vary the correct pairings in favour of any player.  
Where it can be shown that modifications of the original pairings were made in favour of

a player to achieve a norm, a report may be submitted to the Qualification Commission to initiate disciplinary measures through the Ethics Commission.

### **B Initial Order**

- 1 Before the start of the tournament a measure of the player's strength is assigned to each player. The strength is usually represented by rating lists of the players. If one rating list is available for all participating players, then this rating list should be used.  
It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible.
- 2 Before the first round the players are ranked in order of, respectively
  - a. Strength (rating)
  - b. FIDE-title (GM-IM- WGM-FM-WIM-CM-WFM-WCM-no title)
  - c. alphabetically (unless it has been previously stated that this criterion has been replaced by another one)
- 3 This ranking is used to determine the pairing numbers; the highest one gets #1 etc.

### **C Late Entries**

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

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

- 1 Adjourned games are considered draws for pairing purposes only.
- 2 Byes, and pairings not actually played, or lost by one of the players due to arriving late or not at all, will not be taken in account with respect to colour. Such a pairing is not considered to be illegal in future rounds.
- 3 Unplayed games do not count in any situation where the colour sequence is meaningful.

So, for instance, if a player has a colour history of BWB=W (i.e. no valid game in round-4) will be treated as if his colour history was =BWBW. WB=WB will count as =WBWB, BWW=B=W as ==BWBBW and so on.

- 4 A player who is absent without notifying the arbiter will be considered as withdrawn unless the absence is explained with acceptable arguments before the next pairings are published.
- 5 Players who withdraw from the tournament will no longer be paired.
- 6 Players known in advance not to play in a particular round are not paired in that round and score 0 (unless the regulations of the tournament say otherwise).
- 7 The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament.
- 8 If either
  - o result was written down incorrectly, or
  - o a game was played with the wrong colours, or
  - o a player's rating has to be corrected (and playing numbers possibly recomputed as in C.3),

and a player communicates this to the arbiter within a given due time delay after publication of results, these facts have to be used for the standings and the pairings of the round to come. The time delay shall be fixed in advance due to the timetable of the tournament.

If the error notification is made after the pairing but before the end of the next round, this will affect the next pairing to be done.

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

- 9 After a pairing is complete sort the pairs before making them public.  
The sorting criteria are (with descending priority)
  - o the score of the higher player of the pairing involved;
  - o the sum of the scores of both players of the pairing involved;
  - o the rank according to the Initial Order (C.04.2.B) of the higher player of the pairing involved.
- 10 The pairings once published shall not be changed unless two players have to play the second time.

#### **C.04.3 Swiss Systems officially recognized by FIDE**

- Dutch System (see C.04.3.1)
- Lim System (see C.04.3.2)
- Dubov System (see C.04.3.3)

- Burstein System (see C.04.3.4)

### **C.04.3.1. Dutch System**

Version as agreed by the 83rd FIDE Congress in Istanbul 2012

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

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

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

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

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

- score
- pairing numbers assigned to the players accordingly to the initial ranking list and subsequent modifications dependent on possible late entries

##### **A.3 Score brackets**

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

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

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

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

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

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

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

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

S1 players are tentatively paired with S2 players.

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

C M0 is the number of players moved down from higher score groups (it may be zero)

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

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

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

- A An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player had the same colour in the two latest rounds he played. The preference is white when the colour difference is less than -1 or when the last two games were played with black. The preference is black when the colour difference is greater than +1, or when the last two games were played with white.
- B A strong colour preference occurs when a player's colour difference is +1 or -1. The strong colour preference is white when the colour difference is -1, black otherwise
- C A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game.  
Before the first round the colour preference of one player (often the highest one) is determined by lot.
- D While pairing an odd-numbered round players having a strong colour preference (players who have had an odd number of games before by any reason) shall be treated like players having an absolute colour preference as long as this does not result in either additionalfloaters or floaters with an higher score or pairs with a higher score difference of the paired players.
- E While pairing an even-numbered round players having a mild colour preference (players who have had an even number of games by any reason) shall be treated and counted as if they would have a mild colour preference of that kind (white resp. black) which reduces the number of pairs where both players have the same strong colour preference.
- F Players who did not play the first rounds have no colour preference (the preference of their opponents is granted)

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

Provided there are P0 (see A6) pairings possible in a score bracket:

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

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

*w in odd rounds: 0; in even rounds: number of players who had an odd*

	<i>number of unplayed games which have a mild colour preference for white (see A7.e)</i>	
<i>b</i>	<i>in odd rounds: 0; in even rounds: number of players who had an odd number of unplayed games which have a mild colour preference for black (see A7.e)</i>	
<i>W</i>	<i>(remaining) number of players having a colour preference white</i>	
<i>B</i>	<i>(remaining) number of players having a colour preference black</i>	
<i>a</i>	<i>number of players who have not played a round yet</i>	
<i>X1</i>	<i>If <math>B+b &gt; W+w</math> then</i>	$X1 = P0 - W - w - a,$
	<i>else</i>	$X1 = P0 - B - b - a.$
	<i>If <math>X1 &lt; 0</math> then</i>	$X1 = 0$
	<i>In even rounds:</i>	
<i>Z1</i>	<i>If <math>B &gt; W</math> then</i>	$Z1 = P0 - W - b - w - a$
	<i>else</i>	$Z1 = P0 - B - b - w - a.$
	<i>If <math>Z1 &lt; 0</math> then</i>	$Z1 = 0$

#### A.9 Transpositions and exchanges

- A In order to make a sound pairing it is often necessary to change the order in S2. The rules to make such a change, called a transposition, are in D1
- B In a homogeneous score bracket it may be necessary to exchange players from S1 to S2. Rules for exchanges are found under D2. After each exchange both S1 and S2 are to be ordered according to A2.

#### A.1 Definitions: Top scorers, Backtracking

0

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

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

#### A.1 Quality of Pairings - Definition of X and P

1

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

Starting with the extreme requirement:

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

B6

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

The quality of the pairings is defined in descending priority as

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

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

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

X is the number of pairings not fulfilling all colour preferences which is acceptable at a special stage during the pairings algorithm. The first value of X is X1 (see A8) and is increasing.

## B Pairing Criteria

### *Absolute Criteria*

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

- B.1 A Two players shall not meet more than once.  
 B A player who has received a point or half point without playing, either through a bye or due to an opponent not appearing in time, is a downfloater (see A4) and shall not receive a bye.
- B.2 Two players with the same absolute colour preference (see A7.a) shall not meet (therefore no player's colour difference will become  $>+2$  or  $<-2$  nor a player will receive the same colour three times in row)

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

**If a top scorer is paired against a non-top scorer, the latter is considered a top scorer for colour allocation purposes.**

### *Relative Criteria*

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

- B.3 The difference of the scores of two players paired against each other should be as small as possible and ideally zero (*note for programmers: see section D.4 regarding how to use this criterion after repeated application of rule C.13*)
- B.4 As many players as possible receive their colour preference
- B.5 No player shall receive an identical float in two consecutive rounds.
- B.6 No player shall have an identical float as two rounds before.

## C Pairing Procedures

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

**C.1 Incompatible player**

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

- o if this player was moved down from a higher score bracket apply C12.
- o if this score bracket is the lowest one apply C13.
- o in all other cases: move this player down to the next score bracket

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

- a Determine P0 according to A6.b. Set  $P1 = P0$   
Determine M0 according to A6.c. Set  $M1 = M0$
- b Determine X1 according to A8.a  
In even rounds: determine Z1 according to A8.b

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

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

**C.4 Establish sub-groups**

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

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

According to A2.

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

Pair the highest player of S1 against the highest one of S2, the second highest one of S1 against the second highest one of S2, etc. If now P pairings are obtained in compliance with the current requirements the pairing of this score bracket is considered complete.

- o in case of a homogeneous or remainder score bracket: remaining players are moved down to the next score bracket. With this score bracket restart at C1.
- o in case of a heterogeneous score bracket: only M1 players moved down were paired so far.  
Mark the current transposition and the value of P (it may be useful later).  
Redefine  $P = P1 - M1$   
Continue at C4 with the remainder group.

**C.7 Transposition**

Apply a new transposition of S2 according to D1 and restart at C6.

**C.8 Exchange**

- a In case of a homogeneous (remainder) group: apply a new exchange between S1 and S2 according to D2 and restart at C5.
- b In case of a heterogeneous group: if M1 is less than M0, choose another set of M1 players to put in S1 according to D3 and restart at C5

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

Terminate the pairing of the homogeneous remainder. Go back to the transposition marked at C6 (in the heterogeneous part of the bracket) and restart from C7 with a new transposition.

**C.1 Lowest Score Bracket**

3

In case of the lowest score bracket: if it is heterogeneous, try to reduce the number of pairable moved-down players (M1), as shown in C14.b2. Otherwise backtrack to the penultimate score bracket. Try to find another pairing in the penultimate score bracket which will allow a pairing in the lowest score bracket. If in the penultimate score bracket P becomes zero (i.e. no pairing can be found which will allow a correct pairing for the lowest score bracket) then the two lowest score brackets are joined into a new lowest score bracket. Because now another score bracket is the penultimate one, C13 can be repeated until an acceptable pairing is obtained.

Such a merged score bracket shall be treated as a heterogeneous score bracket with the latest added score bracket as S1.

**C.1 Decrease P1, X1, Z1, M1**

4

**a For homogeneous score brackets:**

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

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

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

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

Restart from C3.a

**b For heterogeneous score brackets:**

1 If the pairing procedure has got to the remainder at least once, reduce P1, X1 and, in even rounds, Z1 as in the homogeneous score brackets and restart from C3.a

2 Otherwise, as long as M1 is greater than 1, reduce M1 by 1 and restart from C3.a

If M1 is one, set M1=0, manage the bracket as homogeneous, set P1=P0 and restart from C2.b.

**D Transposition and exchange procedures****D.1 Transpositions**

### D1.1 Homogeneous or remainder score brackets

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

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

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

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

### D1.2 Heterogeneous score brackets

The algorithm is in principle the same as for homogeneous score brackets (See D1.1), especially when  $S1 = S2$ ,

If  $S1 < S2$  the algorithm must be adapted to the difference of players in S1 and S2.

Example: S1 contains 2 players 1, 2, (in this sequence)

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

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

### D.2 Exchange of players (homogeneous or remainder score bracket only)

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

#### General procedure:

- Sort the groups of players of S1 which may be exchanged in decreasing lexicographic order as shown below in the examples (List of S1 exchanges)
- Sort the groups of players of S2 which may be exchanged in increasing lexicographic order as shown below in the examples (List of S2 exchanges)
- The difference of numbers of players concerned in an exchange is: (Sum of numbers of players in S2) – (Sum of numbers of players in S1). This difference shall be as small as possible.
- When differences of various options are equal:
  - Take at first the option top down from the list of S1 exchanges.
  - Take then the option top down from the list of S2 exchanges.
- After each exchange both S1 and S2 should be ordered according to A2

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

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

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

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

## E Colour Allocation rules

For each pairing apply (with descending priority):

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

# **Regulations for the Titles of Arbiters**

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

As approved by GA 1982, amended by GA 1984 to 2013.

### **1. Introduction**

- 1.1 The following regulations can only be altered by the General Assembly following recommendation by the Arbiters' Commission.
- 1.1.1 Changes to the regulations shall only be made every four year, commencing from 2004 (unless the Commission agrees urgent action is required).
- 1.1.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly.
- 1.1.3 The titles for award are International Arbiter (IA) and FIDE Arbiter (FA).
- 1.1.4 The titles are valid for life from the date awarded or registered.
- 1.1.5 The judging unit is The FIDE Arbiters Commission.
- 1.1.6 The Arbiter Commission is appointed by the General Assembly for the same period of office as the FIDE President. The Commission shall include a Chairman, appointed by the FIDE President, a Secretary, appointed by the Chairman in consultation with the FIDE President, and not more than 11 experts, maximum one per federation, who shall have voting rights in the Commission. No federation shall have more than one representative in the Commission.
- 1.1.7 The Presidential Board or Executive Board may confirm the titles under 1.1.3 in clear cases only, after consultation with the Arbiters Commission chairman.

### **2. General Regulations**

- 2.1.  
1
- Format: Swiss, Round Robin or other
- Level: World, Continental, National championship
- Type: Individual or Team
- Certificate  
s: number of norm certificates to be issued
- Norms: number of norms that can be used in application

<b>Format</b>	<b>Level of Event</b>	<b>Type</b>	<b>Certificates</b>	<b>Norms</b>
All kind	World	any kind	no limit	no limit
All kind	Continental	any kind	no limit	no limit
Swiss	International	any kind	1 per 50 players	no limit
Round Robin	International	any kind	maximum 2	no limit
Swiss	National	Individual / Team	1 per 50	maximum 2

	Championships		players	
Round Robin	National Championship	Individual / Team (adult)	maximum 2	maximum 2
Rapid Chess	World / Continental	any kind	no limit	maximum 1

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

1. a minimum of four boards per team;
2. a minimum of ten teams;
3. at least 60% of the players are FIDE rated;
4. at least five rounds.

2.1.3 Two (2) different formats of tournaments shall be included as norms for the applications for both FA and IA title (i.e. Swiss or Round Robin or Team Tournaments). Only Swiss System Tournaments may be accepted in case that at least one (1) of them is an international FIDE rated chess event with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds.

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

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

All of the following:

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

for titles or rating, may be awarded the title on passing an examination set by the Arbiters' Commission.

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

All of the following:

- 4.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.
- 4.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 4.3 Obligatory knowledge of English language, minimum at conversation level; and of chess terms in other official FIDE languages.
- 4.4 Minimum skills at user level to work on a personal computer. Knowledge of pairing programs endorsed by the FIDE, Word, Excel and E-mail.
- 4.5 Skills to operate electronic clocks of different types and for different systems.
- 4.6 Experience as arbiter in at least four FIDE rated events such as the following:
  - a) The final of the National Individual (adult) Championship (maximum two norms).
  - b) All official FIDE tournaments and matches.
  - c) International tournaments where FIDE title norms for players are possible.
  - d) International FIDE rated chess events with at least 100 players, at least 30% FIDE rated players, and at least seven rounds (maximum one norm).
  - e) All official World and Continental Rapid and Blitz Championships for adult and juniors (maximum one (1) norm).
- 4.7 The title of the International Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one IA norm.
- 4.8 Being a match arbiter in an Olympiad is equivalent to one IA norm. No more than one such norm will be considered for the title.
- 4.9 The title of International Arbiter can be awarded only to applicants who have already been awarded the title of FIDE Arbiter.
- 4.10 All the norms for the IA title must be different from the norms already used for the FA title and must have been achieved after the FA title has been awarded.
- 4.11 At least two (2) of the submitted norms shall be signed by different Chief Arbiters.

#### **5. Application Procedure**

5.1 Application forms for the titles listed in 1.1.3 are annexed hereto. They are:  
Tournament Report Form with cross-table and decisions on appeals – IT3 (one for each norm)

Arbiter Norm Report Form – IA1 or FA1 (one for each norm)

Arbiter Title Application Form – IA2 or FA2.

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

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

In case the applicant is the Chief Arbiter of the event, then the Organizer or the

Federation Official may sign the certificate.

5.3 All norms included in the applications must have been achieved in events with starting dates that fall within a six-year period. The application must be submitted not later than the second FIDE Congress after the date of the latest event listed. Norms from Seminars are valid for a period of four (4) years.

5.4 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee. If the applicant's federation refuses to apply, the applicant can bring his case to the Arbiters' Commission, who will investigate it. If it is found that there is no sufficient reason for the refusal, the applicant can appeal to FIDE and apply (and pay) for the title himself.

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

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

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

## 6. Arbiters' Licence.

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

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

6.2.2 The licence fee for arbiters of national levels is valid for life.

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

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

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

6.3 The licence fee will be:

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

(NA):

- 6.4 Failure to pay the licence fee will lead to exclusion from the FIDE Arbiters' list.
- 6.5 The Arbiters' licence will come into effect from 01. 01. 2013.
- 6.6 From 01. 01. 2013 all arbiters of FIDE rated tournaments shall be licensed.
- 6.7.1 An arbiter who has become inactive (see annex 2, articles 1.3 and 1.4) is considered not to be licensed any more.
- 6.7.2 In order to be active again the arbiter has to pay for a new licence, according to 6.3.
- 6.8 If the article 6.6 is not fulfilled, the tournaments shall not be rated.
- 6.9 From 01. 01. 2013 the licence fee will be charged together with the application fee for all awarded arbiter titles.

**7. List of Application Forms:**

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

**8. Annex 1:** Regulations for the training of the chess arbiters.

**Annex 1a:** Regulations for the Organization Internet Based FIDE Arbiters' Seminars.

**Annex 1b:** List of Lecturers for the FIDE Arbiters Seminars.

**9. Annex 2:** Regulations for the classification of the arbiters.

**Annex 2a:** A' Category Arbiters.

**Annex 2b:** B' Category Arbiters.

**Annex 2c:** C' Category Arbiters.

**Annex 2d:** D' Category Arbiters.

**Annex 2e:** National Arbiters.

**Annex 2f:** Inactive Arbiters.

**10. Annex 3:** List of Licensed Arbiters.

**11. Annex 4:** Arbiters' structure in FIDE events.

**12. Annex 5a:** Disciplinary regulations for Arbiters.

**Annex 5b:** FIDE Arbiters' Commission Disciplinary Subcommittee.

**13. Annex 6:** Anti cheating guidelines for Arbiters.

# **Anti-cheating guidelines for Arbiters**

## Anti cheating guidelines for Arbiters

(These guidelines shall be included in the subjects and will be taught in all Workshops, FIDE Arbiters' Seminars and Courses for International and FIDE Arbiters). The FIDE Laws of Chess that have been in effect from 1 July 2014 introduced new provisions against cheating. Specifically: 12.2 The arbiter shall: (a) ensure fair play. It means that it is the Arbiter's duty to avoid the cheating by the players. The Laws also explicitly forbid electronic devices: 11.3.a During play players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard 11.3.b During a game, a player is forbidden to have a mobile phone, electronic means of communication or any device capable of suggesting chess moves on their person in the playing venue.

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

Tournament organizers are also free to introduce their own regulations and conditions for events, provided they are in accord with the Laws of Chess. Such regulations may include that: - Arbiters should remind players of the existence of the new AC regulations. - Organizers and arbiters are encouraged to carry out regular screening tests via the FIDE Internet-based Game Screening Tool - Integral application of Law 11.3.b. In case of breach, the arbiter shall take measure in accordance with article 12.9.f and forfeit the player. - Additional security in the form of ACC-certified metal detectors/x-ray machines, scanners, electronic jamming devices, manned by qualified security staff, subject to applicable restrictions in each individual jurisdiction.

Each tournament should adopt at least one measures from the ones listed in Annex D. The list is to be adjourned on a time-to-time basis by the ACC. - Obligation to present the AC Form at least 4 weeks before the start of the tournament (or as otherwise specified in Paragraph 02 of the current FIDE Rating regulations). Complaints For these reasons during a tournament the arbiter shall have a duty to record each and every allegation of cheating by a FIDE-rated player meaning that players cannot "informally" tell an arbiter that they suspect that another player is cheating. This also applies to any other person having a FIDE Identity Number. All cheating-related communications shall be duly recorded by the arbiter and subsequently filed to the ACC.

**Part A: In-Tournament Complaints** Potential cheating incidents may be observed during play directly by a tournament arbiter. They can also be reported to the arbiter by a player, a spectator

or, indeed, the ACC (e.g., based on statistical analysis or on-site inspection). If the report is based on possible breaches of Article 11.2 or 11.3a, then the arbiter shall investigate the breach in the usual manner, with reference to Article 12.9 for possible penalties. If the complaint is specifically about possible cheating, then the Chief Arbiter shall, in the first place, identify the complainant and invite him to fill out a Complaint Form (Appendix A). The complainant shall provide to the arbiter the reasons why the complaint is being made, and shall sign the form on completion. However, if the complainant is tense, the arbiter shall record the name of the complainant and ask for his signature, and only at a later time ask him to fill in the form, but no later than the end of the round.

Upon receiving a complaint, the arbiter shall take steps to investigate it, whenever possible in coordination with the ACC, using his/her judgment in how this investigation is to be carried out. Any additional information that the arbiter gathers shall be added to the report. The report shall be forwarded to the FIDE Office at the completion of the tournament, who shall pass it on to the ACC. All information in the report shall remain confidential until an investigation is completed by the ACC. In case of breach of privacy requirements before the investigation is completed, the ACC reserves the right to publicize the details of the investigation and shall refer all offenders to the Ethics Committee.

On completion of the investigation the ACC shall issue an official report, explaining its process and decisions. If the complaint is manifestly unfounded, the complainant can receive a warning by the ACC, whereupon his name will be added to a special "Warning database" maintained by the ACC. Upon receiving a second warning within a period of six months, the complainant shall be sanctioned (three months suspension for first violation, six months suspension for second violation).

**Part B: Post Tournament Complaint** Potential cheating may also be reported after a tournament has been completed, based, for example, on new findings (e.g. confessions, statistical evidence). In general, a Post Tournament Report should be based on very substantial evidence, and complainants are required to illustrate their case in great detail for the ACC to actually consider it. PTRs can be filed only by interested parties such as players, Federations and chess officials. The ACC may also open a case based on its own post-tournament findings. Investigation of alleged cheating incidents shall be started: i. By an in-tournament report from the Chief Arbiter/ Organizer of a tournament; ii. By a post-tournament report; or iii. As a result of self-originated investigation by the ACC. Each investigation will be carried out by an investigating Committee appointed by the ACC, known as the Investigating Committee (IC).

The IC shall be formed on a case-to-case basis. 1. How players can cheat during the game - An arbiter should know how a cheater typically acts and which devices are used for cheating. Typically, a player can cheat by: i) accepting information by another person (spectator, captain, co-player, etc.); or ii) getting information from any source of information or communication (such as books, notes, etc., or any electronic device). It is the arbiter's duty to take care of situations that may yield suspicions of cheating during the entire duration of the round. Often a cheater is using a mobile phone hidden in a pocket. This is forbidden according to Art. 11.3.b of

the laws of chess. To find hidden mobile phones and other electronic devices, the use of hand-held metal detectors and other equipment (such as mobile phone jammers, hand-held security metal detectors, walk-through metal detectors, automatic electro -magnetic screening devices for metallic/non-metallic items, closed circuit cameras) is highly recommended in all tournaments.

Arbiters should exercise caution and delicateness in asking for and carrying out a check with hand-held metal detectors. If a metal detector gives a signal it is important to clarify the reason, if necessary by an inspection of the player and his belongings as described in Art. 11.3.b of the Laws of Chess. 2. Which precautions can be taken to prevent cheating - The Arbiter must have a discreet control of the players that are leaving the playing area very often, for their contact with other players, spectators and other persons, according to Article 12 of the Laws of Chess. - The arbiter should be aware that in some cases a cheater gets information by a third party. The arbiter should prevent any contact between players and spectators such as talking and/or giving/receiving signals. - The arbiter should never tolerate the use of chess programs in the playing venue. In case he should detect a player or a spectator using a chess program in the playing venue, he should immediately inform the Chief Arbiter. - Organizers are free to assign extra arbiters to the specific task of preventing cheating.

During a tournament, the arbiter is encouraged to use the FIDE screening tool with games in pgn format, since that tool can identify cases needing further attention, or more likely, show that a player is not to be considered suspicious based on his or her games. 3. Screening games for precaution and information - During a tournament, the arbiter is encouraged to compile games in PGN format and submit them to the FIDE screening tool. This is not a cheating test and gives no statistical judgment, but its information is useful to have beforehand in case any suspicions are voiced or situations may be developing. - In early rounds (such as 1-3 of a 9-game event) there will always be outliers because the total number of relevant moves is small, but any cheating player will likely be among them. - In middle rounds, honest outliers will tend to “regress to the mean”, while records of some past cases show no-sanctioned players having become more obvious.

Trials have shown it possible by this time to be confident in the absence of statistical ground for suspicion against any player. - On the other hand, a persistent outlier may be ground for contacting ACC, calling for a full statistical test, and for “unobtrusive” actions such as increased watchfulness of a player. - The screening tool will provide tables with guidelines based on players’ ratings for gauging the magnitude of outliers. For instance, 67% matching is more “normal” for 2700- players than for 2300. Again only the full test can give any kind of judgment. 4. How to deal with suspicious behavior - In case of a suspicious player’s behavior the Arbiter must always follow the player on his way out of the playing venue (to the bar, toilets, smoking area etc.), in order to avoid any contact of the player with other persons and any use of sources of information or communication.

In multiple cases, there has been use of mobile phones in the toilet. Therefore the arbiter should note how often a player leaves the playing area and if this is significant take appropriate

measures trying to find out the reason. 5. How to deal with the new Article 11.3 of the Laws of Chess - The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter, or a person authorized by the arbiter, shall inspect the player and shall be of the same gender as the player. - Usually the arbiter will inspect a player as described in Art. 11.3.b of the Laws of Chess only in case of suspicion of cheating or after receiving an official In-Tournament complaint, but only if he comes to the conclusion that the complaint is not evidently unfounded. If he decides to make an inspection on whatever grounds, he is not obliged to give the player a special reason; however he should be calm, polite and discreet.

The inspection of a player should be carried out in a separate room by a person of the same gender. Only this person, the player and one witness (also of the same gender) may have access to this room during the inspection. The player is entitled to select a second witness of his own choice. - If there is no matter of urgency, the inspection of a player and his belongings should generally be carried out before or immediately after the end of the game. Still, the arbiter should be aware that it is possible to hide the electronic devices somewhere in or near to the playing venue as also to give them to a third party shortly before the end of the game. The arbiter has also the right to check the player, who decided to leave the playing venue or upon request of a player who filed an In-Tournament complaint, but only once during the round.

If a player refuses to be inspected it is advised that the arbiter explains the rules to him. If the player still refuses he shall get a warning. If he still refuses to submit to an inspection he shall lose his game. - If random inspections are considered, they must be announced in the rules of the competition in advance. 6. How to deal with accusations - The procedure how to deal with accusations is described in the part of Complaints. If any FIDE-Identified person presents an accusation of cheating, the arbiter should ask him/her to make an official In-Tournament complaint. In case of refusal, the arbiter shall make a remark in the tournament report and annotate the person's name as having presented a cheating accusation. In this case the accused player shall not be informed by the arbiter. If the arbiter receives an In-Tournament complaint he can inform the accused player after the end of his game and ask him for comment. - The arbiter should mention in his tournament report any In-Tournament complaints and inspections, if any, specifying the result of each action. 7. How to deal with false accusations. - In case of a false accusation by a player the Arbiter shall penalize him according to the Article 12.2 of the laws of Chess.

The following technical equipment shall be adopted by the Tournament Direction to contrast potential cheaters in Top level tournaments. The actual equipment to be adopted shall be agreed between the ACC and the Tournament Direction on a case-to-case basis. - Mobile phone jammers; - Hand-held security metal detectors - Walk-through metal detectors - Automatic electro-magnetic screening devices for metallic/non-metallic items - Closed circuit cameras In most cases, a hand-held metal detector will prove enough to secure that electronic devices are not being carried into the playing venue, and should thus always be considered as the first-choice device. The actual equipment to be adopted shall be agreed between the ACC and the Tournament Direction on a case-to-case basis. FIDE Internet-based Game Screening Tool

The Commission recommends the implementation of a FIDE Internet-based Game Screening Tool for pre-scanning games and identifying potential instances of cheating, together with the adoption of a full-testing procedure in cases of complaints. Together they shall meet the highest academic and judicial standards, in that they have been subject to publication and peer review, have a limited and documented error rate, have undergone vast empirical testing, are continuously maintained, and are generally accepted by the scientific community.

Once in place, the Internet-based Game Screening Tool will be accessible to arbiters and chess officials and will be a useful instrument to prevent fraud, while the full test procedure will adhere to greater privacy as managed by FIDE and ACC. The FIDE Internet-Based Game Screening Tool FIDE will supply organizers and arbiters with an Internet-based Game Screening Tool that will be accessible to all authorized FIDE officials (IO, IA, ACC members) and National Federations. The Internet-based Game Screening Tool shall be hosted on a FIDE-dedicated webpage and will enable authorized parties to upload games in pgn format for a “fast test” that will identify potential outliers in the tournament – i.e. players whose performance is far above their expected level and potentially compatible with computer-assisted play. The results of the “fast test” are to be kept confidential and are only meant to assist the Chief Arbiter in identifying cases that may call for further measures to assure that players are adhering to the rules. If requested, the ACC shall provide assistance to the Chief Arbiter in determining such measures. It should be reminded that only a “full test” can confer reliable statistical evidence on whether the outlier is receiving external help, so that the results of the “fast test” are not applicable for judgments of complaints. - 10 -

# **Standards of Chess Equipment and tournament venue for F I D E Tournaments**

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

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

Approved by the 1975 Central Committee

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

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

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

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

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

## **2. Chess Pieces**

### **2.1 Material**

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

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

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

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

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

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

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

## **2.4 Colour of the pieces**

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

## **3. Chess boards**

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

## **4. Chess tables**

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

## **5. Chess clocks**

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

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

- (a) Clocks must function in full accordance with the FIDE laws of chess.
- (b) The display at all times should show the time available to complete a player's next move.
- (c) The displays must be legible from a distance of at least 3 meters.
- (d) From at least a distance of 10 meter a player must have a clearly visible

indication which clock is running.

(e) In case of passing a time control, a sign on the display must give clear signal which player passed the time limit first.

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

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

(h) Special attention should be given to the correct announcement of passing time controls.

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

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

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

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

## **6. Tournament Halls**

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

## **7.**

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

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

## **8.**

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