



FIDE Arbiter Seminar

Organised by

**All India Chess federation
&
Delhi Chess Association**

On behalf of

FIDE Arbiters' Commission, FIDE

Course Material

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A short history of the Laws of Chess

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

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

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

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

The first part - Articles 1 to 5 - is important for all people playing chess; while the second part – Articles 6 to 14 - mainly applies to chess tournaments. In the third part, there are some appendices and the guidelines for adjourned games.

Starting from 1997, the FIDE Rules and Tournament Regulation Commission (RTRC) made changes of the Laws of Chess only every four years, coming into force on 1st July of the year following the decision.

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

1958

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

1974

“FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess.

Clearly the intention is to get more and more detailed instructions concerning “how to act in such and such case”. This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in its entirety takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope

to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:

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

Fide Laws of Chess effective from 1 July 2017

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INTRODUCTION

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

The English text is the authentic version of the Laws of Chess (which were adopted at the 87th FIDE Congress at Baku, Azerbaijan and 2017 FIDE Presidential Board in Athens) coming into force on 1 July 2017.

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

PREFACE

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

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

BASIC RULES OF PLAY

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

1.1 The game of chess is played between two opponents who move their pieces on a square board called a ‘chessboard’.

1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.

1.3 A player is said to ‘have the move’ when his opponent’s move has been ‘made’.

1.4 The objective of each player is to place the opponent’s king ‘under attack’ in such a way that the opponent has no legal move.

1.5 If the position is such that neither player can possibly checkmate the opponent’s king, the game is drawn (see Article 5.2.2).

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

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the ‘white’ squares) and dark (the ‘black’ squares).

The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

2.2 At the beginning of the game White has 16 light-coloured pieces (the ‘white’ pieces); Black has 16 dark-coloured pieces (the ‘black’ pieces).

These pieces are as follows:

A white king	usually indicated by the symbol		K
A white queen	usually indicated by the symbol		Q
Two white rooks	usually indicated by the symbol		R
Two white bishops	usually indicated by the symbol		B
Two white knights	usually indicated by the symbol		N
Eight white pawns	usually indicated by the symbol		
A black king	usually indicated by the symbol		K
A black queen	usually indicated by the symbol		Q
Two black rooks	usually indicated by the symbol		R
Two black bishops	usually indicated by the symbol		B
Two black knights	usually indicated by the symbol		N
Eight black pawns	usually indicated by the symbol		



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

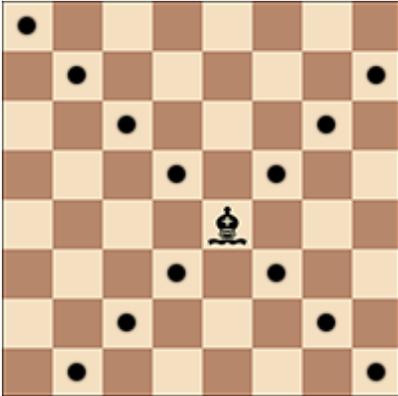
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

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

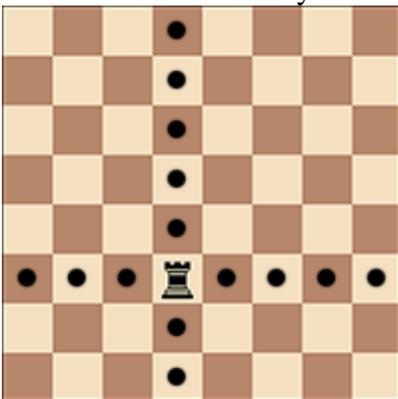
3.1.2 A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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

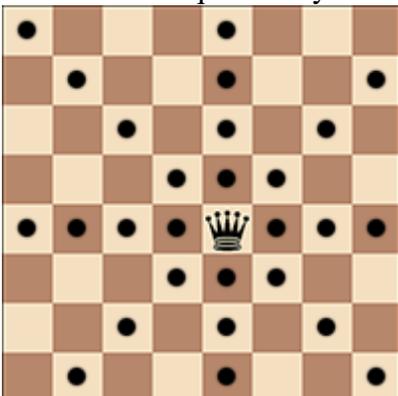
3.2 The bishop may move to any square along a diagonal on which it stands.



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

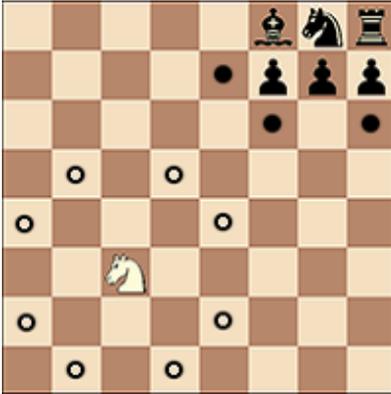


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

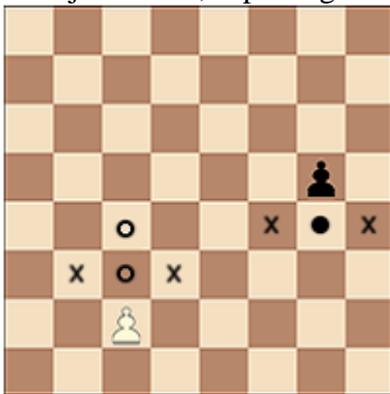
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



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

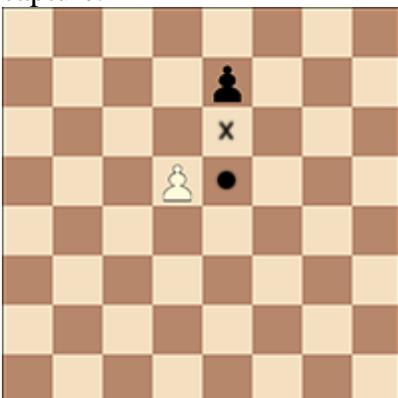
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

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



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

3.7.4.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.



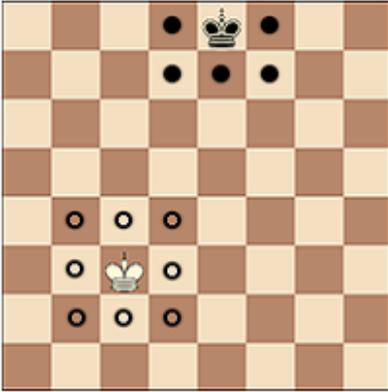
3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

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

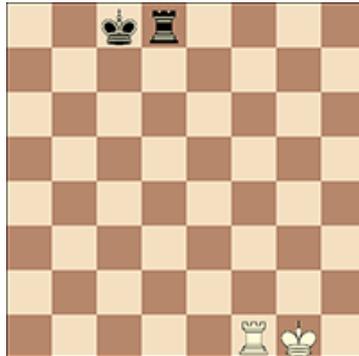
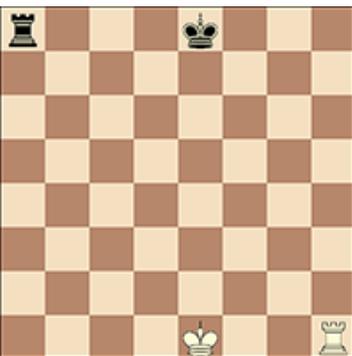
3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

3.8 There are two different ways of moving the king:

3.8.1 by moving to an adjoining square

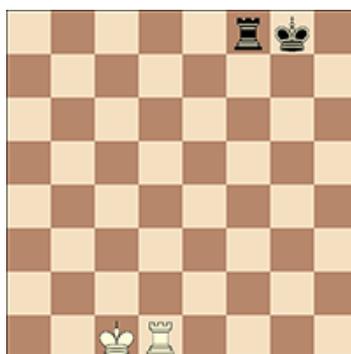
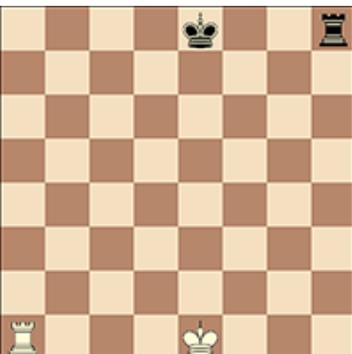


3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



Before white kingside castling
 Before black queenside castling
 After black queenside castling

After white kingside castling



Before white queenside castling

Before black kingside castling After white queenside castling

After black kingside castling

3.8.2.1 The right to castle has been lost:

3.8.2.1.1 if the king has already moved, or

3.8.2.1.2 with a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

3.8.2.2.1 if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or

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

3.9.1 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to the square occupied by the king because they would then leave or place their own king in check.

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

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

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

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

Article 4: The act of moving the pieces

4.1 Each move must be played with one hand only.

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

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

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

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

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

4.3.3 one or more pieces of each colour, he must capture the first touched opponent’s piece with his first touched piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.

4.4 If a player having the move:

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

4.4.2 deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1

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

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

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

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

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

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

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

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

4.7.1 a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand,

4.7.2 castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.7.3 promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

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

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

Article 5: The completion of the game

5.1.1 The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2.1 The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.2.2 The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.2.3 The game is drawn upon agreement between the two players during the game , provided both players have made at least one move. This immediately ends the game.

COMPETITION RULES

Article 6: The 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.

6.2.1 During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock (that is to say, he shall press his clock). This “completes” the move. A move is also completed if:

6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and 9.6.2), or

6.2.1.2 the player has made his next move, when his previous move was not completed.

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

6.2.3 A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to ‘hover’ over it.

6.2.4 The players must handle the 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.

6.2.5 Only the player whose clock is running is allowed to adjust the pieces.

6.2.6 If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

6.3.1 When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance.

6.3.2 The time saved by a player during one period is added to his time available for the next period, where applicable.

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

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

- 6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.
- 6.6 At the time determined for the start of the game White's clock is started.
- 6.7.1 The regulations of an event shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.
- 6.7.2 If the regulations of an event specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise.
- 6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.
- 6.9 Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 6.10.1 Every indication given by the 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.
- 6.10.2 If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.
- 6.11.1 If the game needs to be interrupted, the arbiter shall stop the chessclock.
- 6.11.2 A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
- 6.11.3 The arbiter shall decide when the game restarts.
- 6.11.4 If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.
- 6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.
- 6.12.2 The player may not make a claim relying only on information shown in this manner.

Article 7: Irregularities

- 7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.
- 7.2.1 If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.
- 7.2.2 If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.

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

7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time.

7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance.

7.4.3 The arbiter may penalise the player who displaced the pieces.

7.5.1 An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

7.5.3 After the action taken under Article 7.5. 1 or 7.5.2, 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.

7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.

7.7.2 For the first violation of the rule 7.7.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.7.1 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.

7.8.1. If the player presses the clock without making a move, it shall be considered as an illegal move.

7.8.2 For the first violation of the rule 7.8.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 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.

Article 8: The recording of the moves

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

8.1.2 It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1

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

8.1.4 The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.6 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

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

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.1.

8.5.1 If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

8.5.2 If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.

8.5.3 If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.

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

Article 9: The drawn game

9.1.1 The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

9.1.2 However, if the regulations of an event allow a draw agreement the following shall apply:

9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

9.1.2.2 The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).

9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

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

9.2.1.1 is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or

9.2.1.2 has just appeared, and the player claiming the draw has the move.

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

9.2.2.1 at the start of the sequence a pawn could have been captured en passant

9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

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

9.3.1 he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or

9.3.2 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

9.5.1 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12.1 or 6.12.2). He is not allowed to withdraw his claim.

9.5.2 If the claim is found to be correct, the game is immediately drawn.

9.5.3 If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

9.6 If one or both of the following occur(s) then the game is drawn:

9.6.1 the same position has appeared, as in 9.2.2 at least five times.

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

Article 10: Points

10.1 Unless the regulations of an event specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point ($\frac{1}{2}$).

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

Article 11: The conduct of the players

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

11.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

11.2.2 The playing area is defined as the place where the games of a competition are played.

11.2.3 Only with the permission of the arbiter can:

11.2.3.1 a player leave the playing venue,

11.2.3.2 the player having the move be allowed to leave the playing area.

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

11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.

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

11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.

However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.

11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.

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

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

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

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

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

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

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

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

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

11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.

11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.

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

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

12.2 The arbiter shall:

12.2.1 ensure fair play,

12.2.2 act in the best interest of the competition,

12.2.3 ensure that a good playing environment is maintained,

12.2.4 ensure that the players are not disturbed,

12.2.5 supervise the progress of the competition,

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

12.2.7 follow the Anti-Cheating Rules or Guidelines

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

12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.

12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

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

12.9 Options available to the arbiter concerning penalties:

12.9.1 warning,

12.9.2 increasing the remaining time of the opponent,

12.9.3 reducing the remaining time of the offending player,

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

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

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

12.9.7 a fine announced in advance,

12.9.8 exclusion from one or more rounds,

12.9.9 expulsion from the competition.

APPENDICES

Appendix A. Rapid chess

A.1 A 'Rapid chess' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.

A.3.1 The Competition Rules shall apply if:

A.3.1.1 one arbiter supervises at most three games and

A.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

A.4 Otherwise the following apply:

A.4.1 From the initial position, once 10 moves have been completed by each player,

A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected

A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard.

In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

A.4.2 If the arbiter observes an illegal move has been completed, 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.

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

A.4.4 If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

A.4.5 The arbiter can also call a flag fall, if he observes it.

A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

Appendix B. Blitz

B.1 A 'blitz' game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.3.1 The Competition Rules shall apply if:

B.3.1.1 one arbiter supervises one game and

B.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.

B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

Appendix C. Algebraic notation

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

Description of the Algebraic System

C.1 In this description, 'piece' means a piece other than a pawn.

C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)

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

C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.

C.5 The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.

C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

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

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

C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

C.9 When a piece makes a capture, an x may be inserted between:

C.9.1 the abbreviation of the name of the piece in question and

C.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.

C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be appended to the notation. Example: exd6 e.p.

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

C.10.1 If both pieces are on the same rank by:

C.10.1.1 the abbreviation of the name of the piece,

C.10.1.2 the file of departure, and

C.10.1.2 the square of arrival.

C.10.2 If both pieces are on the same file by:

C.10.2.1 the abbreviation of the name of the piece,

C.10.2.2 the rank of the square of departure, and

C.10.2.3 the square of arrival.

C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:

C.10.3.1 There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.

C.10.3.2 There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

C.10.3.3 There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

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

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

C.13 Abbreviations

0-0 = castling with rook h1 or rook h8 (kingside castling)

0-0-0 = castling with rook a1 or rook a8 (queenside castling)

x = captures

+ = check

++ or # = checkmate

e.p. = captures 'en passant' The last four are optional.

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

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

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

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

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

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

D.1.2 have the black squares slightly raised,

D.1.3 have a securing aperture in each square,

D.1.4 The requirements for the pieces are:

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

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

D.2 The following regulations shall govern play:

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

A - Anna
 B - Bella
 C - Cesar
 D - David
 E - Eva
 F - Felix
 G - Gustav
 H - Hector

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

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

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

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

D.2.2 On the visually disabled player's board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.

D.2.3 A move shall be considered ‘made’ when:

D.2.3.1 in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move,

D.2.3.2 a piece has been placed into a different securing aperture,

D.2.3.3 the move has been announced.

D.2.4 Only then shall the opponent's clock be started.

D.2.5 As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.

D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D.6.2.2 Alternatively an analogue clock with the following features may be considered:

D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

D.2.6.2.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.

D.2.7 The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.

D.2.8 A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

D.2.9 If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.

D.2.10 The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:

D.2.10.1 making either player's move on the board of the opponent,

D.2.10.2 announcing the moves of both players,

D.2.10.3 keeping the game score of the visually disabled player and starting his opponent's clock

D.2.10.4 informing the visually disabled player, only at his request, of the number of moves completed and the time used up by both players,

D.2.10.5 claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces,

D.2.10.6 carrying out the necessary formalities in cases where the game is adjourned.

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

Guidelines I. Adjourned games

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

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

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

I.2.1 the names of the players,

I.2.2 the position immediately before the sealed move,

I.2.3 the time used by each player,

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

I.2.5 the number of the sealed move,

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

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

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

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

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

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

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

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

I.8.1 is ambiguous, or

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

I.8.3 is illegal.

I.9 If, at the agreed resumption time:

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

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

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

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

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

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

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

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

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

Guidelines II. Chess960 Rules

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

II.2 Starting-position requirements

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

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

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

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

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

II.3 Chess960 castling rules

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

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

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

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

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

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

II.3.2.5 Recommendations:

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

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

II.3.2.6 Clarification:

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

II.3.2.7 Notes

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

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

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

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

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

Guidelines III. Games without increment including Quickplay Finishes

III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.2.2 These Guidelines shall apply only to standard chess and rapid chess games without increment and not to blitz games.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

III.5 If Article III.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12.2). He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means:

III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

III.5.2 If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

III.6 The following shall apply when the competition is not supervised by an arbiter:

III.6.1 A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis:

III.6.1.1 that his opponent cannot win by normal means, and/or

III.6.1.2 that his opponent has been making no effort to win by normal means.

In III.6.1.1 the player must write down the final position and his opponent must verify it.

In III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.

III.6.2 The claim shall be referred to the designated arbiter.

Glossary of terms in the Laws of Chess

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

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

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

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

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

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

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

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

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

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

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

board: 2.4. Short for chessboard.

Bronstein mode: 6.3.2 See delay mode.

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

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

cellphone: See mobile phone.

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

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

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

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

chess set: The 32 pieces on the chessboard.

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

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

clock: 6.1. One of the two time displays.

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

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

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

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

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

delay (Bronstein) mode: 6.3.2 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.

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

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

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

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

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

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

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

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

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

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

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

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

Fischer mode: See cumulative mode.

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

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

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

handicap: See **disability**.

I adjust: See j'adoube.

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

impairment: See **disability**.

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

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

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

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

legal move: See Article 3.10a.

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

mate: Abbreviation of checkmate.

minor piece. Bishop or knight.

mobile phone: 11.3.2. Cellphone.

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

move: 1.1. **1.** 40 moves in 90 minutes, refers to 40 moves by each player. Or **2.** having the move refers to the player's right to play next. Or **3.** White's best move refers to the single move by White.

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

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

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

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

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

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

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

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

points: 10. Normally a player scores 1 point for a win, $\frac{1}{2}$ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

supervise: 12.2.5 Inspect or control.

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

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

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

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

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

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

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

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

FIDE LAWS OF CHESS TAKING EFFECT FROM 1 JULY 2017

The table of changes - rules

old rules

new rules

<p>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.</p>	<p>4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).</p> <p>4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.</p>
<p>4.3.3 one of each colour, he must capture the opponent’s piece with his <u>piece</u> 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</p>	<p>4.3.3 one <u>or more pieces</u> of each colour, he must capture the <u>first touched</u> opponent’s piece with his <u>first touched</u> 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.</p>
<p>5.2.3 The game is drawn upon agreement between the two players during the game. This immediately ends the game.</p>	<p>5.2.3 The game is drawn upon agreement between the two players during the game, <u>provided both players have made at least one move.</u> This immediately ends the game.</p>

<p>5.3.1 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).</p> <p>5.3.2 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).</p>	Deleted – see 9.2 i 9.3
<p>6.7.1 The <u>rules of a competition</u> 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.</p>	<p>6.7.1 The <u>regulations of an event</u> shall specify a default time in advance. <u>If the default time is not specified, then it is zero.</u> Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.</p>
<p>6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:</p>	<p>to the Guidelines III – see Moved III.3.1, III.3.1.1 and III.3.1.2</p>

<p>6.11.1.1 the game shall continue if this occurs in any period of the game except the last period.</p> <p>6.11.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.</p>	
<p>7.3 If a game has <u>begun</u> with colours reversed then <u>it shall continue, unless the arbiter rules otherwise.</u></p>	<p>7.3 If a game has <u>started</u> with colours reversed then, <u>if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.</u></p>
<p>7.5.1 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.</p> <p>Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.</p>	<p>7.5.1 <u>An illegal move is completed once the player has pressed his clock.</u> 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.</p>
<p>new</p>	<p><u>7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.</u></p> <p><u>7.7.2 For the first violation of the rule 7.7.1, the arbiter shall give two</u></p>

	<p><u>minutes extra time to his opponent; for the second violation of the rule 7.7.1 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.</u></p>
new	<p><u>7.8.1. If the player presses the clock without making a move, it shall be considered as an illegal move.</u></p> <p><u>7.8.2 For the first violation of the rule 7.8.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 by the same player the arbiter shall declare the game lost by this</u></p>

			<u>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.</u>
9.1.1	The <u>rules of a competition</u> 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.	9.1.1	The <u>regulations of an event</u> may specify that players cannot <u>offer or</u> agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
9.2.2.2	a king <u>or rook</u> had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.	9.2.2.2	a king had castling rights <u>with a rook that has not been moved</u> , but forfeited these after moving. The castling rights are lost only after the king or rook is moved.
9.6.1	the same position has appeared, as in 9.2.2 <u>for</u> at least five <u>consecutive alternate moves by each player.</u>	9.6.1	the same position has appeared, as in 9.2.2 at least five <u>times.</u>
9.6.2	any <u>consecutive</u> 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.	9.6.2	any series of <u>at least</u> 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.
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.		deleted – see 5.2.2
new		10.2	<u>The total score of any game can never exceed the maximum score normally</u>

		<p><u>given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.</u></p>
new	11.2.4	<p><u>The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.</u></p>
11.3.2		<p>During play, a player is forbidden to have <u>a mobile phone and/or other electronic means of communication</u> in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game.</p>
	11.3.2.1	<p>During a game, a player is forbidden to have <u>any electronic device not specifically approved by the arbiter</u> in the playing venue. <u>However, the regulations of an event may allow such devices to be stored</u></p>

<p>The opponent shall win. The <u>rules of a competition</u> may specify a different, less severe, penalty.</p>	<p><u>in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.</u></p> <p>11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The <u>regulations of an event</u> may specify a different, less severe, penalty.</p>
<p>11.3.3 The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.</p>	<p>11.3.3 The arbiter may require the player to allow his clothes, bags, other items <u>or body</u> to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.</p>
<p>11.3.4 Smoking is permitted only in the section of the venue designated by the arbiter.</p>	<p>11.3.4 Smoking, <u>including e-cigarettes,</u> is permitted only in the section of the venue designated by the arbiter.</p>
<p>new</p>	<p><u>11.11 Both players must assist the arbiter In any situation requiring reconstruction of the game, including draw claims.</u></p>
<p>new</p>	<p><u>11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.</u></p>
<p>12.1 The arbiter shall see that the Laws of Chess are <u>strictly</u> observed.</p>	<p>12.1 The arbiter shall see that the Laws of Chess are observed.</p>

new	<u>12.2.7 follow the Anti-Cheating Rules or Guidelines</u>
new	<u>12.9.8 exclusion from one or more rounds,</u>
A.2 Players do not need to record the moves,	A.2 Players do not need to record the moves, <u>but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.</u>
new	<u>A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet.</u>

	<p><u>This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.</u></p>
<p>A.4.2 <u>An illegal move is completed once the player has pressed his clock.</u> 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.</p>	<p>A.4.2 If the arbiter observes an illegal move has been completed, 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.</p>
<p>A.4.3 To claim a win on time, the claimant <u>must</u> 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.</p>	<p>A.4.3 To claim a win on time, the claimant <u>may</u> 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.</p>
new	<p><u>A.4.5 The arbiter can also call a flag fall, if he observes it.</u></p>
new	<p><u>B.3.2 The player may at any time, when it</u></p>

		<p><u>is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.</u></p>	
B.4	Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.	B.4	Otherwise, play shall be governed by the Rapid chess Laws as in Article <u>A.2 and</u> A.4.
C.8	Each move of a piece is indicated by <u>a)</u> the abbreviation of the name of the piece in question and <u>b)</u> the square of	C.8	Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of

<p>arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1.</p> <p>In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.</p>	<p>arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1.</p> <p>In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.</p> <p><u>A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.</u></p>
<p>D.2.6.1 A specially constructed chessclock for the visually disabled shall be</p> <p>admissible. <u>It shall incorporate the following features:</u></p> <p>D.2.6.1.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and</p> <p>D.2.6.1.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.</p> <p>D.2.6.1.3 <u>optionally, a means of announcing audibly to the visually disabled player the number of moves.</u></p>	<p>D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. <u>It should be able to announce the time and number of moves to the visually disabled player.</u></p> <p>D.2.6.2 <u>Alternatively an analogue clock with the following features may be considered:</u></p> <p>D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and</p> <p>D.2.6.2.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.</p>
<p>D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2.</p>	<p>D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. <u>An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.</u></p>

<p>III.2 <u>Before the start of an event it shall be announced whether this Appendix shall apply or not.</u></p>	<p>III.2.1 <u>The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.</u></p>
<p>new here, moved from 6.11.1, 6.11.1.1 and 6.11.1.2</p>	<p>III.3.1 <u>If both flags have fallen and it is impossible to establish which flag fell first then:</u></p> <p>III.3.1.1 <u>the game shall continue if this occurs in any period of the game except the last period.</u></p> <p>III.3.1.2 <u>the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.</u></p>

III.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.

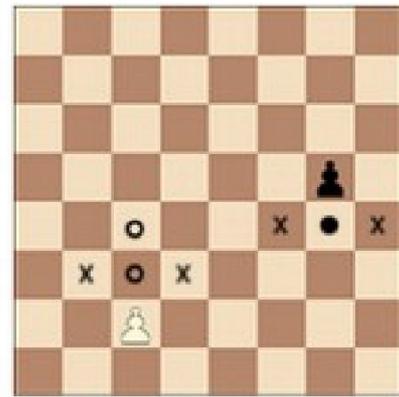
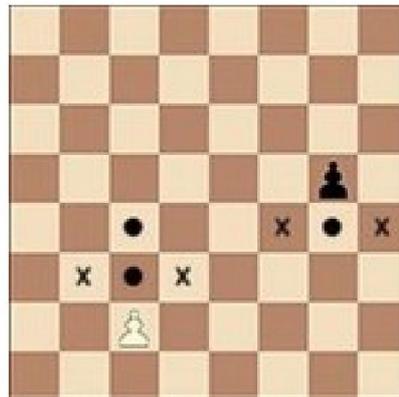
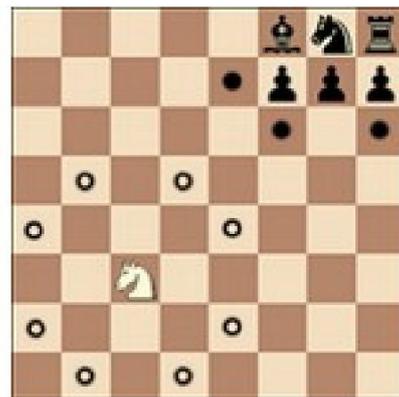
III.4 If the player having the move has less than two minutes left on his clock, he may request that **an increment** extra five seconds be introduced for both players. This constitutes the offer of a draw. If **the offer** refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

The table of changes – diagrams

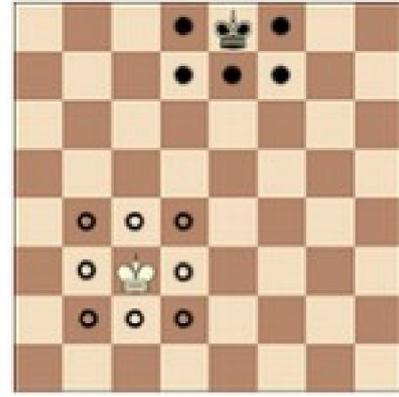
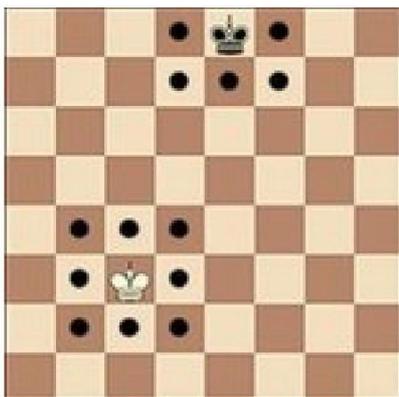
old diagrams

new diagrams

3.6



3.7.3



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 minimise 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 (Annex1), 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.

13 Invitation, Registration and Functions

13.1 Invitations to an official FIDE competition shall be issued as soon as feasible.

13.2 The CO shall send, through the respective national federations, invitations to all participants qualified for the competition. The invitation letter shall first be approved by the President of FIDE for World Championship competitions, and by the Continental President for Continental Championship competitions.

13.3 The invitation shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the player. The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

1. The dates and site of the Competition
2. The FIDE Regulations
2. The hotel(s) where the players are to stay (including e-mail, fax and telephone numbers)
3. The Competition schedule: dates, times of play and places of: arrival, the opening ceremony, drawing of lots, play, special events, the closing ceremony, departure.
4. The rate of play and the type of clocks to be used in the Competition.
5. The pairing system for the event and the tie-break system to be used.
6. The default-time (which for official FIDE events shall be the start of the round).
7. The specific rules for draw agreements if there is any restriction.
8. For Rapidplay and Blitz competitions, whether Article A3 or A4, or B3 or B4 applies.
9. For competitions played without an increment, whether Appendix G applies.
10. The financial arrangements: travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals; start money; pocket money; entry fee; full details of the prize fund, including special prizes; point money; the currency in which money shall be disbursed; tax liability; visas and how to obtain them.
11. Whether the event shall be rated or not.
12. The means for reaching the playing venue and arrangements for transportation.
13. The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).
14. The website of the event, contact details of the organisers including the name of the CO.
15. The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.

16. Dress code, if any
 17. Any smoking restrictions shall be mentioned in the invitation.
 18. Security Arrangements.
 19. Special medical considerations such as vaccinations recommended or required in advance.
 20. Arrangements for: tourism, special events, internet access, and so on.
 21. The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival.
 22. In his reply a player may mention pre-existing medical conditions and special dietary and/or religious requirements.
 23. If the organiser has to take special measures due to a disability of the player, the player shall notify the organiser in his reply.
- 13.4 Once an invitation has been issued to a player, it must not be withdrawn, provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.
- 13.5 The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials of an official FIDE competition and shall insure said people against accidents and the need for medical services, including medicine, surgical procedures, and so on, but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.
- 13.6 The same protocol as in 13.3-5 shall be followed for L2, L3, L4 competitions, amended where appropriate.

14 Appointments

- 14.1 (a) The CA of an official World Event shall be nominated by the President of FIDE in consultation with the CO. The CA of a Continental Championship competition shall be nominated by the Continental President, in consultation with the CO. However, if the Continental Championship is a qualification event for the World Championship, the candidacy of the CA must be agreed with FIDE.
- (b) The CA shall have the title of International Arbiter classified "A" or "B" (B.06) and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations. FIDE and/or the Organising Committee shall nominate the arbiters and other staff.

02. Standards of Chess Equipment and Tiebreak Regulations

Prepared by the 2014 and 2015 FIDE Technical Commission

Approved by the 2014 FIDE General Assembly and 2015 Presidential Board.

Contents:

Introduction

1. Chess Equipment
2. Chess Pieces
3. Chess boards
4. Chess tables
5. Chess clocks
6. Electronic score sheets
7. Tournament halls for the FIDE World or Continental Championships and Olympiads
8. Broadcasting
9. Testing Clocks and equipment
10. Requirements on treatment of disabled chess players
11. Rate of play - time controls
12. Tie-break regulations

Introduction

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

1. Chess Equipment

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

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

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

2. Chess Pieces

2.1 Material

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

2.2 Height, weight, proportions

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

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

2.3 Form, style of pieces

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

Examples of chess pieces:



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

A modern Staunton set, in wood



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



2.4 Colour of the pieces

The “black” pieces should be brown or black, or of other dark shades of these colours. The “white” pieces may be white or cream, or of other light colours. The natural colour of wood

(walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.



3. Chess boards

3.1. Material and colour

For the World or Continental top level competitions wooden boards should be used. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chess Organiser and Chief Arbiter 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.

3.2. Size of the square and the board

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

4. Chess tables

For all official FIDE tournaments the length of the table is 110 cm (with 15% tolerance). The width is 85 cm (for each player at least 15 cm). The height of the table is 74 cm. The chairs

should be comfortable for the players. Special dispensation should be given for children's events. Any noise when moving the chairs must be avoided.

5. Chess clocks

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

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

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 the case of a time control being passed, a sign on the display must signal clearly which player passed the time control 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 have a brief user manual for the clock.
- (m) Electronic chess clocks used for FIDE events must be endorsed by the FIDE Technical Commission.

5.2. The electronic chess clocks endorsed by the FIDE

- (a) DGT XL (2007)
- (b) DGT 2010 (2010)
- (c) Silver Timer (2007)
- (d) "Sistemco" (2009)
- (e) DGT 3000 (2014)

6. Electronic score sheets

6.1. General remarks

- (a) An electronic score sheet is a replacement for the current used paper versions within tournaments and matches. It makes it easier for reconstructing games for publication in situations where no other means of move registration is used.
- (b) An electronic score sheet is a device where a player can notate his and his opponent's moves during a game with an electronic registration of the game played.
- (c) Basic rules for this electronic score sheet (device):

- (1) The device is dedicated for notating chess games (not a multipurpose computer).
- (2) The device fully complies with FIDE rules.
- (3) The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.
- (4) The device can be linked to the owner or player through some unique identification of the device.
- (5) The device logs user actions during game mode to prevent or detect foul play.
- (6) It is foreseen that both players and tournament organizations will buy and use their own devices.
- (7) The device should have approximately the size of A5-A6 (paper size).

6.2. Game mode

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

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

- (a) During the game it is not possible to switch to any other mode.
- (b) The game notation is clearly visible for the arbiter, with the restriction that not all moves need to be visible.
- (c) The state of the device being in game mode is clearly visible for everyone.
- (d) It is not allowed to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter. This is also clearly visible to all parties.
- (e) If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.
- (f) A minimum of 7 moves must be visible in a move list.
- (g) Graphical input through a chess board with figurines is allowed.
- (h) Scrolling through the move list is allowed, as is correcting of incorrect entered moves.
- (i) A game finishes when a result is noted and both players signed the score sheet. The arbiter signature is optional.
- (j) The players are obliged to submit the text of their game to the Organizer with reference to article 8.3 of the Laws of Chess.
- (k) On entering moves:
 - (1) It is allowed to enter an illegal move;
 - (2) It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation;
 - (3) It is allowed to enter only moves of white or black during time trouble;
 - (4) It is allowed to enter a dash for a move during time trouble;
 - (5) The device is not allowed to correct or signaling illegal moves automatically;
 - (6) If a stale mate or check mate is missed or an illegal move is made by the player, the device must be able to record following moves.
 - (7) An automatic move counter should be available
- (l) The device must be able to restart the notation.

6.3. Arbiter mode

The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job. If there is an arbiter mode available the following rules apply:

- (a) Only the arbiter (or a representative of the tournament organization) is allowed to enter this mode during a game.
- (b) In this mode legality checks may be done on the moves played in the game:

- (1) Threefold repetition of a position (fivefold repetition)
- (2) 50 moves rule (75 moves rule)
- (3) Detection of stale mate or check mate.
- (c) The arbiter can take moves back in case an illegal move is detected.

6.4. Owner mode

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

If there is owner mode available the following rules apply:

- (a) The identification of the owner shall be possible in owner's mode.
- (b) This mode is only allowed when not playing a game. Otherwise it is completely locked out.
- (c) No chess program is allowed i.e. this is not a chess computer.
- (d) No other then chess related activities are allowed.
- (e) For anybody it is easy to see that the device is in owner mode.

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

7.1. Inspection and preparation of the Playing Hall

- (a) All areas to which players have access during play should be inspected carefully and repeatedly by the Chief Organiser and the Chief Arbiter.
- (b) Space for spectators must be prepared. The distance between the chess boards and the spectators should be not less than one meter, for top level tournaments 1.5 meters.
- (c) Lighting of a standard similar to that used for examinations should be about 750 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during play. For a high-level tournaments The organizer should have the possibility (the device) to adjust the light in the hall – quality of lighting covering a larger area to the same level of flux requires a greater number of lumens.
- (d) It is highly recommended that the hall be carpeted. The noise made by moving chairs must be avoided.
- (e) The extraneous noise levels close to the tournament hall must be checked too.

7.2. Space for players and arbiters

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

Diagram A

Some definitions and recommendations regarding sizes

L : Length of the table.

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

W : Width of the table.

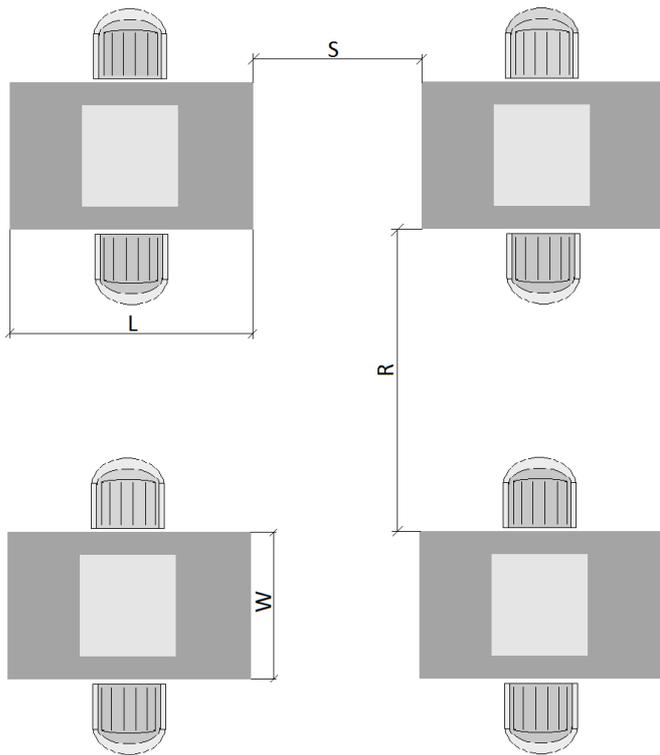
W = 85 cm, tolerances: +5 cm, -5 cm.

S : Horizontal space between table rows.

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

R : Vertical space between table rows.

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



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

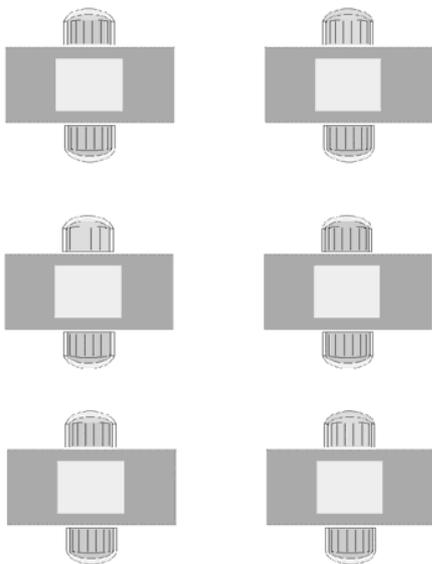
Diagram B

Basic tournament hall placement styles

Single Row

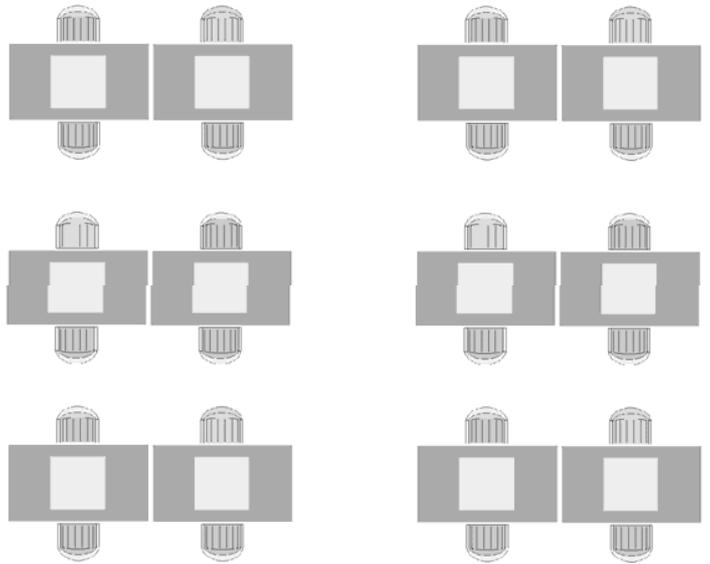
Preferable style for individual competitions

Row



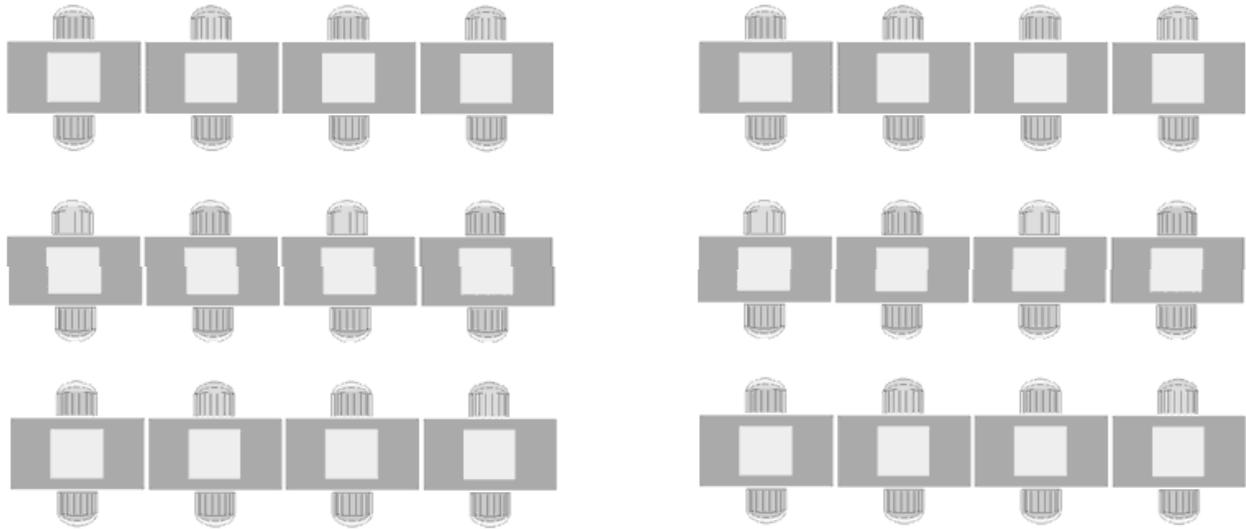
Dual Row

For large events (open tournaments, youth champ. etc)
(an arbiter may check two table in a same time) **Multi**



Multi Row

For team competitions (should be avoided for individual events as much as possible)



(c) Special tables with the connection to the Internet for arbiters should be arranged too.

(d) Games should not be placed too close to doors.

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

8. Broadcasting

All official FIDE event must be broadcast on the Internet

(1) All games from World Championship Matches, World Cup, Olympiad, World Team Championship and GP FIDE.

(2) At least 10 games from each age category of World Youth and Cadet Championships.

(3) As many games as possible from all other championships, but at least 30 games.

(4) Delay of broadcasting should be decided by the Chief Organiser and Chief Arbiter.

9. Testing Clocks and equipment

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 above. It may make a list of equipment with

satisfactory standards, the specimen 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, demonstration boards, etc.

10. Requirements on treatment of disabled chess players

10.1. General remarks

(a) These guidelines will be used for all FIDE rated events.

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

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

(d) A circular shall be sent out when all competitors are known. This circular contains an entry form with the usual points and questions, asking whether any potential competitor has an

impairment that will require special circumstances. The competitor has to inform the organisers about the special circumstances at least 20 days before the start of the event.

(e) No disabled player shall be "penalised" in accordance with the Articles 6.7 and 8.1e of the Laws of Chess because of disability.

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

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

(h) It is strongly recommended that all organisers of chess events adopt these guidelines.

10.2. Special arrangements for participants

(a) Any impaired competitor who reasonably requests in time the placing of their equipment in a particular seat or orientation, has the right to do so, provided that this does not disadvantage his

opponent or other competitors. The event organizer has to ensure that the needs of both players are catered for.

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

(c) If a competitor cannot access the refreshments, arrangements should be made for their needs to be met. (d) If a competitor cannot press his own clock or move his own pieces, an assistant shall be available unless the opponent is willing to do so. If the opponent is acting as an assistant the Chief Arbiter may decide to give him extra thinking time.

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

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

10.3. Organisation of the tournament hall

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

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

(c) The arbiters should be clearly accessible to all players.

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

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

10.4. Assistants

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

(b) Assistants for blind players should know the name of the pieces in their language

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

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

10.5. Tournament organisation and Chief Arbiter

- (a) Organise a players meeting for all players before the first round, preferably in the tournament hall.
- (b) If possible only one round per day should be played.
- (c) After making the pairings the chief arbiter should decide manually on which board everyone should play: some players (visually handicapped) should always play at the same board whereas the largest space should be foreseen for wheelchair players.
- (d) Draw proposals or claims can easily go via the assistant. All players push the clock themselves, except the players who are physically unable to do so.
- (e) In the case there is a time trouble situation with visually disabled players the arbiter should bear in mind that the (not visually disabled) opponent can reply almost immediately. The tournament regulations should therefore release the visually disabled player from the obligation to record the moves during the last five minutes, even when the game is played with an increment of at least 30 seconds. The visually handicapped player should then update his scoresheet after the time trouble.

11. Rate of play - time controls

The following time controls are approved for FIDE World Events:

No EVENT TIME CONTROL

1. World Championship

Match

100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1

2. Candidates Tournament

100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1

3. World Cup **90'/40+30'/end with incr. 30"/move, starting from move 1**

4. Grand Prix **100'/40+50'/20+15'/end with incr. 30"/move, starting from move 1**

5. Women's World Championship Match

90'/40+30'/end with incr. 30"/move, starting from move 1

6. Chess Olympiad **90'/40+30'/end with incr. 30"/move, starting from move 1**

7. World Team Championship

90'/40+30'/end with incr. 30"/move, starting from move 1

8. Women's World Team Championship

90'/40+30'/end with incr. 30"/move, starting from move 1

9. Women's Grand Prix **90'/40+30'/end with incr. 30"/move, starting from move 1**

10. World Senior Championship

90'/40+30'/end with incr. 30"/move, starting from move 1

11. World Senior Team Championship **90'/40+30'/end with incr. 30"/move, starting from move 1**

12. World Juniors and Girls U-20 Championship

90'/40+30'/end with incr. 30"/move, starting from move 1

13. Continental Individual Championships

90'/40+30'/end with incr. 30"/move, starting from move 1

14. Continental Team Championships

90'/40+30'/end with incr. 30"/move, starting from move 1

15. World Youth 14-16- 18 Championships

90'/40+30'/end with incr. 30"/move, starting from move 1

16. World Cadets 08-10- 12 Championships

90'/40+30'/end with incr. 30"/move, starting from move 1

17. World Schools Individual Championships

90'/40+30'/end with incr. 30"/move, starting from move 1

18. World Schools Team Championships
90'/40+30'/end with incr. 30"/move, starting from move 1
19. World Amateur Championship
90'/40+30'/end with incr. 30"/move, starting from move 1
20. World Olympiad U-16
90'/40+30'/end with incr. 30"/move, starting from move 1
21. World Rapid Championships
15' with incr. 10" per move, starting from move 1
22. World Blitz Championships
3' with incr. 2" per move, starting from move 1

12. Tie-break regulations

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.

ed among the 4 lowest ranked players in the final ranking list.

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)

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 point 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

Example: Team A won 5: 3 against team B, the final score of team B was 11 match points. The SB score for A with respect to B is: $11 \times 5 = 55$.

(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.

When using Median Buchholz or Buchholz Cut, a minimum of 7 games should be left for counting the tie-break value.

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.

(This system shall not apply from July 1, 2012.)

From July 1, 2012 the following system only applies:

All Tie-break systems need “played games” to give a fair ranking between the players finishing with equal points. If there are unplayed games they have a result of “+”, “-“ or “=”, and mainly no opponent and no colour. Therefore, the first decision is how to handle these unplayed games.

(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:

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

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

n = number of completed rounds

S_{von} = score of virtual opponent after round n

SPR = score of P before round R

SfPR = forfeit score of P in round R

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

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

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

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

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

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

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

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

Examples to explain the system -let there be a bye/forfeit in round 5 of a 11 round tournament

Player "A"		virtual opponent
(a) in case of a bye		
points before 5 th round	2	2
result of the 5 th round	1	0
points after the 5 th round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

Player "A"		Virtual opponent
(b) in case of a "+ / - "		
points before the round	2	2
result of the round	1	0
points after the round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

player "A"		virtual opponent
(c) in case of a "- / + "		
points before the round	2	2
result of the round	0	1
points after the round	2	3
points for the subsequent rounds	?	3
points at the end of the tournament	?	6

*The tie-break system is not fixed in existing tournament regulations, it is up to the **organizer to decide the system. It has to be taken in account the type of the tournament** (Round Robin, Swiss System, Team Tournament, etc.) and the structure of the expected participants (youth players, rated or unrated players).*

Some recommendations for different types of tournaments are in chapter 6.

Whatever system used, it has to be announced by the organizer in advance (in the invitation or in the tournament regulations of the event) or by the Chief Arbiter before start of the first round.

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

12.2 Details of Berger table

Berger Tables for Round-Robin Tournaments

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

3 or 4 players:

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

5 or 6 players:

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

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

7 or 8 players:

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

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

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

9 or 10 players:

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

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

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

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

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

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

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

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

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

11 or 12 players:

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

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

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

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

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

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

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

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

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

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

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

13 or 14 players:

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

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

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

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

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

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

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

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

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

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

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

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

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

15 or 16 players:

Rd 1: 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.

Rd 2: 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.

Rd 3: 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.

Rd 4: 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.

Rd 5: 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.

Rd 6: 16-11, 12-10, 13-8, 14-8, 15-7, 1-6, 2-5, 3-4.

Rd 7: 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.

Rd 8: 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.

Rd 9: 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.

Rd 10: 16-13, 15-11, 14-12, 1-10, 2-9, 3-8, 4-7, 5-6.

Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.

Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.

Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.

Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.

Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

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.

12.3. Details of Varma tables

Varma Tables

Directions for “restricted” drawing of tournament numbers:

1. The arbiter should prepare, beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated below in point 5. These envelopes are then respectively placed in larger envelopes, on each of which the quantity of player-numbers contained in the small envelopes is indicated.
2. The order in which players draw lots is determined beforehand as follows:
The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.
3. For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.
4. The players of the next contingent then choose an envelope, and this procedure is repeated until all players have drawn their numbers.
5. The following Varma Table can be used for 9 to 24 players.
 - **9/10 players:** A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
 - **11/12 players:** A: (4, 5, 9, 10); B: (1, 2, 7);
C: (6, 8, 12); D: (3, 11)
 - **13/14 players:** A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9);
C: (7, 10, 13); D: (3, 14)
 - **15/16 players:** A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15);
D: (4, 16)
 - **17/18 players:** A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12);
C: (9, 13, 17); D: (4, 18)
 - **19/20 players:** A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14);
C: (5, 10, 19); D: (4, 20)
 - **21/22 players:** A: (6, 7, 8, 9, 10, 17, 18, 19, 20);
B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
 - **23/24 players:** A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22);
B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)

Awarding of money prizes

If two or more players finish a tournament with equal points, the organizers have three possibilities to award money prizes:

- a. Money prizes will be shared equally.
- b. money prizes will be given according to the tie-break results.
- c. money prizes will be calculated by using the Hort system, which is a combination of “a” and “b”.

In Hort system, 50% of the prize money is given according the tie-break ranking. The second half of the prize money of all the players having finally the same number of points is added and shared equally.

Example:

The prizes in the tournament are:

		<i>1st place</i>	<i>10,000 Euro</i>
<i>2nd place</i>	<i>5,000 Euro</i>	<i>3rd place</i>	<i>3,000 Euro</i>
<i>4th place</i>	<i>2,000 Euro</i>		

Players A, B, C and D finish a tournament with 8 points each.

The Buchholz points are: A has 58 Buchholz points

B has 57 Buchholz points C has 56 Buchholz points

D has 54 Buchholz points.

The money prizes for A, B, C and D - depending on the system used - will be:

	<i>system a)</i>	<i>system b)</i>	<i>system c)</i>		
<i>A -</i>	<i>5,000 €</i>	<i>10,000 €</i>	<i>5,000 +</i>	<i>2,500 =</i>	<i>7,500 €</i>
<i>B -</i>	<i>5,000 €</i>	<i>5,000 €</i>	<i>2,500 +</i>	<i>2,500 =</i>	<i>5,000 €</i>
<i>C -</i>	<i>5,000 €</i>	<i>3,000 €</i>	<i>1,500 +</i>	<i>2,500 =</i>	<i>4,000 €</i>
<i>D -</i>	<i>5,000 €</i>	<i>2,000 €</i>	<i>1,000 +</i>	<i>2,500 =</i>	<i>3,500 €</i>

Organizers have to decide in advance and to inform the players before start of the tournament which system will be used for calculation of money prizes.

Additionally, in systems a) and c) the organizers have to decide and to inform the participants how many players will have the right to be awarded with money prizes in case of equal points after the last round.

If it is announced to give 10 money prizes and the final ranking is:

players ranked 1 to 4 have 8 points

players ranked 5 to 9 have 7.5 points

players ranked 10 to 20 have 7 points.

In such a case, it is not wise to share the money for rank 10 between 11 players.

To avoid such a problem, it should be announced in advance that money prizes are equally shared or given by Hort system to the players ranked on place 1 to 10.

B.02

FIDE Rating Regulations

Effective from 1 July 2017

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

0. Introduction

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

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

1. Rate of Play

- 1.1 For a game to be rated each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.
Where at least one of the players in the game has a rating 2200 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the game has a rating 1600 or higher, each player must have a minimum of 90 minutes.

Where both of the players in the game are rated below 1600, each player must have a minimum of 60 minutes.

1.2 Where a certain number of moves is specified in the first time control, it shall be 40 moves.

1.3 For a game to be rated on the Rapid list, each player must have more than ten minutes but less than sixty minutes.

1.4 For a game to be rated on the Blitz list, each player must have at least five but no more than ten minutes.

2. Laws to be followed

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

3. Playing Time per Day

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

4. Duration of the Tournament:

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

4.11 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 participants, there must be at least 6 players, 4 of whom must be rated.

- 6.23 National Championships played as round-robin shall be rated if at least 3 players (or 2 women in events exclusively for women) had official FIDE Ratings before the start of the tournament.
- 6.3 In a Swiss or Team Tournament:
- 6.31 For an unrated player's first performance to count, he must score at least $\frac{1}{2}$ 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 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, 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 6.3, a minimum of 5 games.
- 7.14b If based on results obtained under 6.4, a minimum of 5 games played against rated opponents.
- 7.14c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating.
- 7.14d The rating is at least 1000.

7.14e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least 5 games) by using all the rating data available.

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

7.21 Players whose ratings drop below 1000 are listed on the next list as 'delisted'. Thereafter they are treated in the same manner as any other unrated player.

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

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

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

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

8. The working of the FIDE Rating System

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

8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'd_p'. For a zero or 1.0 score d_p is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'P_D' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

(a) The table of conversion from fractional score, p, into rating differences, d_p

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

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

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

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

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

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

- (a) In a Swiss or Team tournament: this is simply the average rating of his opponents.
- (b) The results of both rated and unrated players in a round-robin tournament are taken into account. For unrated players, the average rating of the competition ' R_c ' is also the tournament average ' R_a ' determined as follows:
 - (i) Determine the average rating of the rated players ' R_{ar} '.
 - (ii) Determine p for each of the rated players against all their opponents.

Then determine d_p for each of these players.

Then determine the average of these $d_p = 'd_{pa}'$.

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

$$R_a = R_{ar} - d_{pa} \times n/(n+1)$$

- 8.22 If he scores 50%, then $R_u = R_a$
- 8.23 If he scores more than 50%, then $R_u = R_a + 20$ for each half point scored over 50%
- 8.24 If he scores less than 50% in a Swiss or team tournament: $R_u = R_a + dp$
- 8.25 If he scores less than 50% in a round-robin: $R_u = R_a + dp \times n/(n+1)$.
- 8.3 The Rating R_n which is to be published for a previously unrated player is then determined as if the new player had played all his games so far in one tournament. The initial rating is calculated using the total score against all opponents. It is rounded to the nearest whole number.
- 8.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.
- 8.5 Determining the rating change for a rated player
- 8.51 For each game played against a rated player, determine the difference in rating between the player and his opponent, D .
- 8.52 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In other tournaments games against unrated opponents are not rated.
- 8.53 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.54 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.55 (a) Use table 8.1 (b) to determine the player's score probability P_D
- (b) $\Delta R = \text{score} - P_D$. For each game, the score is 1, 0.5 or 0.
- (c) $\Sigma \Delta R \times K =$ the Rating Change for a given tournament, or Rating period.
- 8.56 K is the development coefficient.
- $K = 40$ for a player new to the rating list until he has completed events with at least 30 games.

$K = 20$ as long as a player's rating remains under 2400.

$K = 10$ once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.

$K = 40$ for all players until their 18th birthday, as long as their rating remains under 2300.

If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that $K \times n$ does not exceed 700.

8.57 The Rating Change is rounded to the nearest whole number. 0.5 is rounded up (whether the change is positive or negative).

8.58 Determining the Ratings in a round-robin tournament.

Where unrated players take part, their ratings are determined by a process of iteration. These new ratings are then used to determine the rating change for the rated players.

Then the ΔR for each of the rated players for each game is determined using $R_u(\text{new})$ as if an established rating.

9. Reporting Procedures

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

9.2 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.

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

10. Monitoring the Operation of the Rating System

10.1 One of the functions of Congress is to establish the policies under which FIDE titles and ratings are awarded. The function of the rating system is to produce scientific measurement information of the best statistical quality to enable Congress to award equal

titles for equal proficiencies of players. Thus the rating system must be properly scientifically maintained and adjusted on both a short and long term basis.

- 10.2 The rating scale is arbitrary and open ended. Thus only differences in ratings have any statistical significance in terms of probability. Thus if the composition of the FIDE Rating pool were to change, the rating scale could drift with respect to the true proficiency of the players. It is a major objective to ensure the integrity of the system so that ratings of the same value from year to year represent the same proficiency of play.
- 10.3 Part of the responsibilities of the Rating System Administrator is to detect any drift in the rating scale.

11. The requirements for the FIDE Rating System Administrator

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

12. Some comments on the Rating system

- 12.1 The following formula gives a close approximation to tables 8.1a and 8.1b.

$$P = 1/(1 + 10^{-D/400})$$
. However the tables are used as shown.
- 12.2 Tables 8.1a and 8.1b are used precisely as shown, no extrapolations are made to establish a third significant figure.
- 12.3 K is used as a stabilising influence in the system. When K = 10, the rating turns over in approximately 70 games; K = 20, it is 35 games; K = 40, it is 18 games**
- 12.4 The system has been devised to enable players to verify their ratings readily.

13. Inclusion in the Rating list

- 13.1 To be included in the FRL or FIDE Rapid/Blitz Rating Lists, a player must be 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 the rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special dispensation to be included in the list.

FIDE Title Regulations effective from 1 July 2017

As approved by the 1982 General Assembly and amended by the General Assemblies of 1984 through 2016, effective from 1 July 2017.

0. Introduction

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

0.2 The following regulations can only be altered by the General Assembly following recommendation by the Qualification Commission (QC).

0.21 Any such changes shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).

0.22 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly. For tournaments, such changes shall apply to those starting on or after that date.

0.3 The International FIDE titles shall be under the umbrella of the Qualification Commission, which is the final judging unit. The titles are:

0.31 Titles for over-the-board standard chess (as defined in the Laws of Chess), the judging unit being the QC:

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

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

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

0.42 A title is officially valid from the date all the requirements are met. In order for a title to be confirmed where it is based on an application, it must be published on the FIDE website and in other relevant FIDE documents for at least 60 days. For registered automatic titles see below, 0.5.

0.43 The title can be used for results of opponents only in tournaments starting after the confirmation. (exception: see 1.15).

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

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

0.5 Definitions

In the following text some special terms are used.

Rating performance is based on the player's result and average rating of opponents (see 1.48).

Title performance (for example, GM performance) is a result that gives a performance rating as defined in 1.48 and 1.49 against the minimum average of the opponents, taking into account article 1.46, for that title. For example, for GM performance, average rating of the opponents ≥ 2380 , and performance ≥ 2600 , this might be achieved, for example, by a result of 7 points out of 9 games.

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

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

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

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

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.42 to 1.47.

Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. For example, winning, or achieving a result ≥ 50 percent in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

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

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

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

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

0.63 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the General Assembly on recommendation by the QC that the candidate meets the requirements. The Presidential Board or Executive Board may award titles in clear cases only, after consultation with the QC.

1.0 Requirements for titles designated in 0.31

1.1 Administration

1.11 Play shall be governed by the FIDE Laws of Chess. Tournaments where the composition is changed (without QC approval) during the tournament or those where players have

different conditions in terms of rounds and pairing are not valid. Unless with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.

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

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

With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the entire game for each player, apart from the increment.

Without an increment the minimum playing time is 2 hours for each player. From 1 July 2021 games played without an increment of at least 30 seconds per move are not valid for titles or title norms, except in the case of disabled players.

1.13a In the application for the GM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

1.13b In any title tournament the time controls and clock settings for all players must be the same, except as defined in Appendix G.4 of the Laws of Chess (e.g. if the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay). There can be no mixed use of clock settings (increment, delay, none at all).

1.14 Leagues and national team championships may last longer than 90 days, but not more than one year. Normally for individual tournaments, a period of at most 90 days is permitted but the QC Chairman may give prior approval to tournaments of a longer duration.

1.15 In tournaments which last longer than 90 days, the opponents' ratings and titles used shall be those applying when the games were played.

1.16 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). He may appoint a temporary deputy. An IA or FA must always be in the playing venue.

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

1.2 Titles achieved from International Championships:

1.21 As indicated below, a player may gain

(a) a title from such an event, or

(b) a single title norm. Then the requirements in 1.42 - 1.49 shall apply.

1.22 The minimum score is 35 % for all titles. The result shown is the minimum required.

1.23 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight. The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.

1.23a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 5 federations) in 1.23 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 5 participants from at least 3 federations and the player scores a minimum of 50% in a minimum of 9 games.

1.24 Terms used in Tables 1.24a and 1.24b:

Gold = first after tiebreak;

1st equal = best 3 players after tiebreak;

norm = 9 games (unless otherwise specified);

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

Sub-Continental - include Zonals, Sub-zonals and Arab adult.

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

Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles. The Continent must inform QC of the composition of these regions before the beginning of each year.

1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a) having at that time played at least 30 rated games:

1.31 FIDE Master ≥ 2300

1.32 Candidate Master ≥ 2200

1.33 Women FIDE Master ≥ 2100

1.34 Women Candidate Master ≥ 2000

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

1.41 The number of games

1.41a The player must play at least 9 games, however

1.41b only 7 games are required for 7 round World Team or Club and

Continental Team or Club Championships ,

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

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

1.41c For a 9 round tournament, if a player has just 8 games because of a forfeit or Bye, but he has met the correct mix of opponents in those games, then if he has a title result in 8 games, it counts as an 8 game norm.

1.41d Where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

1.42 The following are not included:

1.42a Games against opponents who do not belong to FIDE federations.

Players with federation "FID" are accepted, but do not count as a foreign player.

1.42b Games against computers.

1.42c Games against unrated players who score zero against rated opponents in round robin tournaments.

1.42d Games which are decided by forfeit, adjudication or any means other than over the board play. Other games once started, which are forfeited for whatever reason, shall however be included. In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.

1.42e A player who has achieved a title result before the last round may ignore all games played subsequently, provided

- (1) he has met the required mix of opponents,
- (2) this leaves him with at least the minimum number of games as in 1.41,
- (3) in the case of a tournament with pre-determined pairings, the mix of opponents must be such that a norm is possible for the complete tournament.
- (4) in a double round robin tournament, the games counted for the norm must include different opponents sufficient for a norm over the full length of the tournament.

1.42f A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted. In the case of a tournament with pre-determined pairings, the full requirements, other than score, must be met for the complete tournament.

1.42g Tournaments that make changes to favour one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event), shall be excluded.

1.43 Federations of opponents

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

1.43a The final stage of the national men's (or open) championship and also national women's championships. In the year when the Subzonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.

1.43b National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.

1.43c Zonal and Subzonal tournaments.

1.43d Tournaments of other types may also be included with the prior

approval of the QC Chairman.

1.43e Swiss System tournaments in which participants include in every round at least 20 FIDE rated players participate, not from the host federation, from at least 3 different federations, at least 10 of whom hold GM, IM, WGM or WIM titles. Otherwise 1.44 applies.

1.43f At least one of the norms has to be achieved under normal foreigner requirement. (See 1.43 and 1.44)

1.44 A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.72.

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

1.45 Titles of opponents

1.45a At least 50% of the opponents shall be title-holders (TH) as in 0.31, excluding CM and WCM.

1.45b For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.

1.45c For an IM norm at least 1/3 with a minimum 3 of the opponents (MO) must be IMs or GMs.

1.45d For a WGM norm at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs, IMs or GMs.

1.45e For a WIM norm at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs, WGMs, IMs or GMs.

1.45f Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.45b-e shall be counted only once.

1.46 Rating of opponents

1.46a The Rating List in effect at the start of the tournament shall be used, see exception 1.15. The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.

1.46b For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

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

1.46c No more than one opponent shall have his rating raised to this adjusted rating floor.

Where more than one opponent are below the floor, the rating of the lowest opponents shall be raised.

1.46d Unrated opponents not covered by 1.46b shall be considered to be rated 1000. Minimum number of rated opponents, see table in 1.72. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents+1).

1.47 Rating average of opponents

1.47a This is the total of the opponents' ratings divided by the number of opponents taking 1.46c into account.

1.47b Rounding of the rating average is made to the nearest whole number.

The fraction 0.5 is rounded upward.

1.48 Performance Rating (Rp)

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

Minimum level
prior to rounding
after rounding

Minimum level

GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (Rp):

$R_p = R_a + dp$ (see the table below)

R_a = Average rating of opponents + rating difference „dp“ from table 8.1a of FIDE Rating Regulations B.02 (conversion from percentage score „p“ into rating differences „dp“).

1.48a The minimum average ratings R_a of the opponents are as follows:
GM 2380; IM 2230; WGM 2180; WIM 2030.

1.49 Table 8.1.a:

p	dp	p	Dp								
1.0	800	.83	273	.66	117	.49	-7	.32	-133	.15	-296
.99	677	.82	262	.65	110	.48	-14	.31	-141	.14	-309
.98	589	.81	251	.64	102	.47	-21	.30	-149	.13	-322
.97	538	.80	240	.63	95	.46	-29	.29	-158	.12	-336
.96	501	.79	230	.62	87	.45	-36	.28	-166	.11	-351
.95	470	.78	220	.61	80	.44	-43	.27	-175	.10	-366

.94	444	.77	211	.60	72	.43	-50	.26	-184	.09	-383
.93	422	.76	202	.59	65	.42	-57	.25	-193	.08	-401
.92	401	.75	193	.58	57	.41	-65	.24	-202	.07	-422
.91	383	.74	184	.57	50	.40	-72	.23	-211	.06	-444
.90	366	.73	175	.56	43	.39	-80	.22	-220	.05	-470
.89	351	.72	166	.55	36	.38	-87	.21	-230	.04	-501
.88	336	.71	158	.54	29	.37	-95	.20	-240	.03	-538
.87	322	.70	149	.53	21	.36	-102	.19	-251	.02	-589
.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

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

1.5 Requirements for award of the title, having achieved norms

1.51 Two or more norms in events covering at least 27 games, except that if one norm is an 8 game norm as the result of a win by forfeit, then 26 games is sufficient.

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

1.53 To have achieved at some time or other a rating as follows:

GM \geq 2500

IM \geq 2400

WGM \geq 2 300

WIM \geq 2200

1.53a Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However the burden of proof then rests with the federation of the title applicant. It is recommended that players receive a certificate from the Chief Arbiter where they achieve the rating level during an event. Such a certificate should include a note of the date each game was played. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

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

1.55 Title norms gained before 1.7.2005 must have been registered with FIDE before 31.7.2013 or they will be considered to have expired.

1.6 Summary of Title Tournaments Requirements

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

		Notes
Number of games per day	not more than 2	1.13
rate of play	minimum requirements	1.13
period for the whole tournament	within 90 days, with exceptions	1.14
administrator in charge	International Arbiter or FIDE Arbiter	1.16
number of games	minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.41a-d
type of tournament	No individual single matches	1.1
games not Included	<ul style="list-style-type: none"> ○ against computers ○ adjudicated games ○ forfeited before play starts ○ against opponents who do not belong to FIDE federations 	1.42

1.6.1 For the numbers below, see the formula calculating titles in 1.45.

		Notes
Number of GMs, for GM MO	1/3 of opponents, minimum 3 GMs	1.45b
Number of IMs, for IM MO	1/3 of opponents, minimum 3 IMs	1.45c
Number of WGMs, for WGM MO	1/3 of opponents, minimum 3 WGMs	1.45d
Number of WIMs, for WIM MO	1/3 of opponents, minimum 3 WIMs	1.45e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.48
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.7
Minimum score	35%	1.7

1.7 Summary of Requirements for the Number of Opponents

1.71 Determining whether a result is adequate for a norm, dependent on the average rating of

the opponents. Tables 1.72 show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.72 Tables

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

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

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

8 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206

4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

The material following refers to 9-19 rounds:

* The regulations regarding mix of federations as in the boxes marked * are waived if the event is a Swiss System tournament in which the competitors include at least 20 FIDE Rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. See 1.46c concerning the rating floor of the lowest rated opponent.

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

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

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

10 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3

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

#If there were 4 players from 1 federation out of the 6 contestants, neither of the other 2 players would be able to gain a title norm. This would be satisfactory if, for example, both were GMs.

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

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

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

If there were 4 players from 1 federation out of the 7 contestants, none of the other 3 players would be able to gain a title norm. This would be satisfactory if, for example, all were GMs.

13 rounds				
Different MO	GM	IM	WGM	WIM
Different MO	5 GM	5 IM	5 WGM	5 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	7	7	7	7
Max. number unrated	2	2	2	2
*Max. from 1 fed.	8	8	8	8
*Max. from own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162

8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

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

If there were 5 players from 1 federation out of the 8 contestants, none of the other 3 players would be able to gain a title norm. This would be fine if, for example, all were GMs.

15 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM		5 IM		5 WGM		5 WIM	
*Min. other feds.	2		2		2		2	

Rating floor for 1 player	2200	2050	2000	1850
Different TH	8	8	8	8
max unrated	3	3	3	3
Max. from 1 fed.	10	10	10	10
Max. from own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228
8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345
16 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	6 GM	6 IM	6 WGM	6 WIM
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
	SR	DR	SR	DR
Different TH	8	4	8	4
*Max unrated	3	1	3	1
*Max. from 1 fed.	10	5	10	5
*Max. from own fed.	9	4	9	4
12½	2380-2406	2230-2256	2180-2206	2030-2056
12	2407-2433	2257-2283	2207-2233	2057-2083
11½	2434-2458	2284-2308	2234-2258	2084-2108
11	2459-2482	2309-2332	2259-2282	2109-2132
10½	2483-2504	2333-2354	2283-2304	2133-2154
10	2505-2534	2355-2384	2305-2334	2155-2184
9½	2535-2556	2385-2406	2335-2356	2185-2206

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

	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	12	6	12	6	12	6	12	6
*Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	
19 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	7 GM		7 IM		7 WGM		7 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	10		10		10		10	
Max unrated	4		4		4		4	
Max. from 1 fed.	12		12		12		12	
Max. from own fed.	11		11		11		11	
15	2380-2397		2230-2247		2180-2197		2030-2047	
14½	2398-2415		2248-2265		2198-2215		2048-2065	
14	2416-2441		2266-2291		2216-2241		2066-2091	
13½	2442-2466		2292-2316		2242-2266		2092-2116	
13	2467-2482		2317-2332		2267-2282		2117-2132	
12½	2483-2504		2333-2354		2283-2304		2133-2154	
12	2505-2519		2355-2369		2305-2319		2155-2169	

11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

1.8 Title Tournament Certificates

The Chief Arbiter must prepare in quadruplicate certificates of title results achieved. These copies must be provided to the player, the player's federation, the organizing federation and the FIDE Office. The player is recommended to ask the Chief Arbiter for the certificate before leaving the tournament.

The Chief Arbiter is responsible for that TRF file must be submitted to FIDE.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in 1.11.

1.91 The end of a tournament is the date of the last round and the deadline for submitting the tournament shall be calculated from that date.

1.92 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.

1.93 Reports shall include a database of at least those games played by players who achieved title results.

1.10 Application Procedure for Players' Titles

1.10a Registration of Direct Titles

The Chief Arbiter sends the results to the FIDE Office. The FIDE Office together with the QC Chairman creates a list of possible titles. The federations concerned are informed by the FIDE Office. If the federation agrees to apply for the title, then the title is confirmed.

1.10b Titles by application

The application must be sent and signed by the player's federation. If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title himself. All the certificates have to be signed by the chief arbiter of the tournament and by the federation responsible for the tournament.

2. **Application Forms** for titles are annexed hereto. They are:

Title	Norm Forms	Application
-------	------------	-------------

		Forms
Certificate of Title Result	IT1	IT2
Tournament Report Form	IT3	

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

GM; IM; WGM; WIM - IT2, IT1s, each with cross-tables

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

2.3 There is a 30 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.

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

Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement, with no exception.

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

3.0. List of Application Forms

1. Certificate of title result IT1.
2. Title Application form IT2.
3. Tournament report form IT3.

Table for Direct Titles effective from 1 July 2017

DIRECT TITLES : Gold = first after tiebreak; 1st equal = best 3 players after tiebreak;

norm = 9 games

Continental & Regional = Continental & maximum 3 regional events per continent, including Arab Youth

Sub-Continental Individual = include Zonals & Sub-zonals (if they establish qualifiers to World Cup or World Championship – see 1.24), Arab adult Titles may be awarded conditional upon rating – see 0.62

Table 1.24a

EVENT	WGM	WIM	WFM	WCM
Women's World	Reaching last 8 - title	Qualifying through play - title		
Olympiad			65% in min 9 games - title	50% in min 7 g - title
World Team (or Club)			65% in min 7 games - title	50% in min 7 g - title
World Amateur - <2300, <2000 <1700			Gold - title	Silver & Bronze title Gold - title
World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1st equal – title;	Silver & Bronze - title	

		Silver & Bronze – norm		
World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1st equal – title	Silver & Bronze – title
World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Continental >65; >50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Continental Amateur Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title

Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games - title	50% in min 9 games - title
Commonwealth, Francophone, Iberoamerican Individual Disabled - World adult		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - U20 World			1st equal – title	Silver & Bronze – title

Table 1.24b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title		
Women's World	Winner – title; Finalist - norm	Finalist - title		
Olympiad			65% in min 9 games - title	50% in min 7 games - title
World Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
World Amateur - <2300, <2000 <1700			Gold - title	Silver & Bronze – title Gold - title
World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	

World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1st equal – title	Silver & Bronze – title
World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Continental >65; >50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Continental Amateur Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title
Sub-Continental Individual		1st equal – title;	Silver & Bronze –	50% in min 9 games - title

		Silver & Bronze – norm	title 65% in min 9 games - title	
Commonwealth, Francophone, Iberoamerican Individual Disabled - World adult		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - U20 World			1st equal – title	Silver & Bronze – title

C 04. FIDE Swiss Rules

- C.04.1 Basic rules for Swiss Systems
- C.04.2 General handling rules for Swiss Tournaments
- C.04.3 FIDE (Dutch) System
 - C.04.3.1. FIDE (Dutch) System (until July 1st, 2017)
- C.04.4 Other FIDE-approved Pairing Systems
 - C.04.4.1 Dubov System
 - C.04.4.2 Burstein System
 - C.04.4.3 Lim System
- C.04.5 FIDE-approved Accelerated Systems
- C.04.A Appendix: Endorsement of a software program

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

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 shall submit the rules of this system for checking by the Systems of Pairings and Programs Commission (SPPC).
- 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 alter the correct pairings in favour of any player.

Where it can be shown that modifications of the original pairings were made to help a player achieve a norm or a direct title, a report may be submitted to the 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.

If, for any reason, the data used to determine the rankings were not correct, they can be adjusted at any time. The pairing numbers may be reassigned accordingly to the corrections, but only for the first three rounds. No modification of a pairing number is allowed after the fourth round.

C. Late Entries

1 According to FIDE Tournament Rules, any prospective participant who has not arrived at the venue of a FIDE competition before the time scheduled for the drawing of lots shall be excluded from the tournament unless he shows up at the venue in time before a pairing of another round.

An exception may be made in the case of a registered participant who has given written notice in advance that he will be unavoidably late.

2 Where the Chief Arbiter decides to admit a latecomer,

- if the player's notified time of arrival is in time for the start of the first round, the player is given a pairing number and paired in the usual way.
- if the player's notified time of arrival is in time only for the start of the second (or third) round ("Late Entry"), then the player is not paired for the rounds which he cannot play. Instead, he receives no points for unplayed rounds (unless the rules of the tournament say otherwise), and is given an appropriate pairing number and paired only when he actually arrives.

3 If there are late entries, the Pairing Numbers that were given at the start of the tournament are considered provisional. The definitive Pairing Numbers are given only when the List of Participants is closed, and corrections made accordingly in the results charts.

D. Pairing, colour and publishing rules

- 1 Adjourned games are considered draws for pairing purposes only.
- 2 A player who is absent without notifying the arbiter will be considered as withdrawn, unless the absence is explained with acceptable arguments before the next pairing is published.
- 3 Players who withdraw from the tournament will no longer be paired.
- 4 Players known in advance not to play in a particular round are not paired in that round and score zero (unless the rules of the tournament say otherwise).
- 5 Only played games count in situations where the colour sequence is meaningful. So, for instance, a player with a colour history of BWB=W (i.e. no valid game in round-4) will be treated as if his colour history was =BWBW. WB=WB will count as =WBWB, BWW=B=W as ==BWWBW and so on.
- 6 Two paired players, who did not play their game, may be paired together in a future round.
- 7 The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament.
- 8 If either
 - a result was written down incorrectly, or
 - a game was played with the wrong colours, or
 - a player's rating has to be corrected (and playing numbers possibly recomputed as in C.3),
 and a player communicates this to the arbiter within a given deadline after publication of results, the new information shall be used for the standings and the pairings of the next round. The deadline shall be fixed in advance according to the timetable of the tournament. If the error notification is made after the pairing but before the end of the next round, it will affect the next pairing to be done. If the error notification is made after the end of the next round, the correction will be made after the tournament for submission to rating evaluation only.
- 9 After a pairing is complete, sort the pairs before publishing them.
The sorting criteria are (with descending priority)
 - the score of the higher ranked player of the involved pair;
 - the sum of the scores of both players of the involved pair;
 - the rank according to the Initial Order (C.04.2.B) of the higher ranked player of the involved pair.
- 10 Once published, the pairings shall not be changed unless they are found to violate C.04.1.b (*Two players shall not play against each other more than once*).

C.04.3 FIDE (Dutch) System

Version approved at the 87th FIDE Congress in Baku 2016

A Introductory Remarks and Definitions

A.1 Initial ranking list

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

A.2 Order

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

a score

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

A.3 Scoregroups and pairing brackets

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

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

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

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

A.4 Floaters and floats

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

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

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

A.5 Byes

See C.04.1.c (*Should the number of players to be paired be odd, one player is unpaired.*

This player receives a pairing allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the regulations of the tournament state otherwise).

A.6 Colour differences and colour preferences

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

The colour preference is the colour that a player should ideally receive for the next game. It can be determined for each player who has played at least one game.

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

b A strong colour preference occurs when a player's colour difference is +1

(preference for black) or -1 (preference for white).

c A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game he played.

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

A.7 Topscorers

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

A.8 Pairing Score Difference (PSD)

The pairing of a bracket is composed of pairs and downfloaters. Its Pairing Score Difference is a list of score-differences (*SD*, *see below*), sorted from the highest to the lowest.

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

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

Note: The artificial value defined above was chosen in order to be strictly less than the lowest score of the bracket, and generic enough to work with different scoringpoint systems and in presence of nonexistent, empty or sparsely populated brackets that may follow the current one. PSD(s) are compared lexicographically (*i.e.* their respective *SD*(s) are compared one by one from first to last - in the first corresponding *SD*(s) that are different, the smallest one defines the lower PSD).

A.9 Round-Pairing Outlook

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

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

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

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

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

Section B describes the pairing process of a single bracket.

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

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

B Pairing Process for a bracket

B.1 Parameters definitions

a M0 is the number of MDP(s) coming from the previous bracket. It may be zero.

b MaxPairs is the maximum number of pairs that can be produced in the bracket under consideration (*see C.5*).

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

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

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

Of course, M1 can never be greater than MaxPairs.

B.2 Subgroups (original composition)

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

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

S2 initially contains all the remaining resident players.

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

Note: the players in the Limbo cannot be paired in the bracket, and are thus bound to doublefloat.

B.3 Preparation of the candidate

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

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

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

Note: M1 may sometimes be zero. In this case, S1 will be empty and the MDP(s) will all be in the Limbo. Hence, the pairing of the heterogeneous bracket will proceed directly to the remainder. A candidate (pairing) for a heterogeneous bracket is composed by a MDPPairing

and a candidate for the ensuing remainder. All players in the Limbo are bound to be downfloaters.

B.4 Evaluation of the candidate

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

B.5 Actions when the candidate is not perfect

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

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

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

B.6 Alterations in homogeneous brackets or remainders

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

B.7 Alterations in heterogeneous brackets

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

*Note: The original subgroups of the remainder, which will be used throughout all the remainder pairing process, are the ones formed right after the MDP-Pairing. They are called S1R and S2R (to avoid any confusion with the subgroups S1 and S2 of the complete heterogeneous bracket). If no more transpositions and exchanges are available for S1R and S2R, alter the order of the players in S2 with a transposition (*see D.1*), forming a new MDPPairing and possibly a new remainder (to be processed as written above).*

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

B.8 Actions when no perfect candidate exists

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

C Pairing Criteria

Absolute Criteria

No pairing shall violate the following absolute criteria:

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

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

pairing allocated bye).

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

Completion Criterion

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

Quality Criteria

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

C.5 maximize the number of pairs (*equivalent to: minimize the number of downfloaters*).

C.6 minimize the PSD (*This basically means: maximize the number of paired MDP(s); and, as far as possible, pair the ones with the highest scores*).

C.7 if the current bracket is neither the PPB nor the CLB (*see A.9*): choose the set of downfloaters in order first to maximize the number of pairs and then to minimize the PSD (*see C.5 and C.6*) in the following bracket (*just in the following bracket*).

C.8 minimize the number of topscorers or topscorers' opponents who get a colour difference higher than +2 or lower than -2.

C.9 minimize the number of topscorers or topscorers' opponents who get the same colour three times in a row.

C.10 minimize the number of players who do not get their colour preference.

C.11 minimize the number of players who do not get their strong colour preference.

C.12 minimize the number of players who receive the same downfloat as the previous round.

C.13 minimize the number of players who receive the same upfloat as the previous round.

C.14 minimize the number of players who receive the same downfloat as two rounds before.

C.15 minimize the number of players who receive the same upfloat as two rounds before.

C.16 minimize the score differences of players who receive the same downfloat as the previous round.

C.17 minimize the score differences of players who receive the same upfloat as the previous round.

C.18 minimize the score differences of players who receive the same downfloat as two Rounds before.

C.19 minimize the score differences of players who receive the same upfloat as two rounds before.

D Rules for the sequential generation of the pairings

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

D.1 Transpositions in S2

A transposition is a change in the order of the BSNs (*all representing resident players*) in S2. All the possible transpositions are sorted depending on the lexicographic value of their first N1 BSN(s), where N1 is the number of BSN(s) in S1 (*the remaining BSN(s) of S2*

are ignored in this context, because they represent players bound to constitute the remainder in case of a heterogeneous bracket; or bound to downfloat in case of a homogeneous bracket - e.g. in a 11-player homogeneous bracket, it is 678910, 678911, 6781011, ..., 6111098, 768910, ..., 1110987 (720 transpositions); if the bracket is heterogeneous with two MDPs, it is: 34, 35, 36, ..., 311, 43, 45, ..., 1110 (72 transpositions)).

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

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

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

The priority goes to the exchange having:

a the smallest number of exchanged BSN(s) (*e.g. exchanging just one BSN is better than exchanging two of them*).

b the smallest difference between the sum of the BSN(s) moved from the original S2 to S1 and the sum of the BSN(s) moved from the original S1 to S2 (*e.g. in a bracket containing eleven players, exchanging 6 with 4 is better than exchanging 8 with 5; similarly exchanging 8+6 with 4+3 is better than exchanging 9+8 with 5+4; and so on*).

c the highest different BSN among those moved from the original S1 to S2 (*e.g. moving 5 from S1 to S2 is better than moving 4; similarly, 5-2 is better than 4-3; 5-4-1 is better than 5-3-2; and so on*).

d the lowest different BSN among those moved from the original S2 to S1 (*e.g. moving 6 from S2 to S1 is better than moving 7; similarly, 6-9 is better than 7-8; 6-7-10 is better than 6-8-9; and so on*).

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

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

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

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

a the highest different score among the players represented by their BSN (*this comes automatically in complying with the C.6 criterion, which says to minimize the PSD of a bracket*).

b the lowest lexicographic value of the BSN(s) (sorted in ascending order).

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

E Colour Allocation rules

Initial-colour

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

For each pair apply (with descending priority):

E.1 Grant both colour preferences.

E.2 Grant the stronger colour preference. If both are absolute (topscorers, see A.7) grant the wider colour difference (see A.6).

E.3 Taking into account C.04.2.D.5, alternate the colours to the most recent time in which one player had white and the other black.

E.4 Grant the colour preference of the higher ranked player.

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

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

C.04.4 Other FIDE-approved Pairing Systems

Use of these systems is deprecated unless for a system there is a FIDE endorsed program (*see, in Appendix C.04.A, the Annex-3 "List of FIDE Endorsed Programs"*) with a free pairing-checker (*see A.5 in the same appendix*) able to verify tournaments run with this system.

C.04.4.1 Dubov System

Approved by the 1997 General Assembly.

Preface:

The DUBOV Swiss Pairing System is designed to maximise the fair treatment of the players. This means that a player having a higher rating performance than another player during a tournament should have more points as well.

If the average rating of all players is nearly equal, like in a round robin tournament, the goal is reached. As a Swiss System is a more or less statistical system, this goal can only be reached approximately.

The approach is the attempt to equalise the average rating of the opponents of all players of a score group. Therefore the pairing of a round will pair players who have played low rated players before with players having high ratings now.

1. Introductory definitions

1.1 "R" is the rating of a player

1.2 "ARO" is the average rating of a player's opponents. ARO must be calculated after each round as basis of the pairings.

1.3 The "due colour of a player is white",

- if he has played more games with black than with white before
- if these numbers are equal and he has played black his previous game.

1.4 The "due colour of a player is black",

- if he has played more games with white than with black before
- if these numbers are equal and he has played white his previous game.

2. Pairings limitations

See Basic Rules, section C.04.1, rules b, c, d, g, f

2.1 Apart from the last round a player cannot be transferred to a higher score group two times running and more than three times (if the tournament has less than 10 rounds) or four times (if the tournament has more than 9 rounds) during one tournament.

2.2 A player shall not be transferred from the subgroup due to a colour to the subgroup due to the other colour if this would violate the limitations C.04.1.f or C.04.1.g.

3. Colour allocation

Pairing two players the colour allocation shall regard with descending priority:

- give both players their due colour
- equalise the numbers of black and white games played before
- alternate the colours of both players regarding the first difference of their colour history going back from the previous round to the first round.
- assign white to the player with the higher ARO
- assign white to the player with the lower R

4. Odd number of players at the tournament

The player from the lowest score group, who has the lowest R will get the pairing allocated bye.

If there are players with the lowest R in both the colour subgroups, then the player to get the pairing allocated bye must be due to the dominating colour and in case there are several players with equal R, the player to get the pairing allocated bye must have the higher ARO.

5. Pairing for the first round

The player's list calculated before is divided into two equal parts: The players from the upper part of the list are placed on the left and those from the lower part, on the right. The first player from the left-hand list plays the first player from the right-hand list, the second plays the second, etc. After that, the colour of the pieces is determined by drawing lots for one of the pairs, for example, for the first pair. In such a case, all odd-numbered pairs have the same colours as the first pair, whereas all even-numbered pairs have the other colour.

If the number of the players is odd, the last player in the list gets the pairing allocated bye having no colour.

This pairing procedure leads to identical results as the procedures used within the other FIDE Swiss Systems.

6. The standard pairing procedure for the remaining rounds

6.1 Standard requirement (*Special cases see below chapter 7*)

The number of players having the same score is even and the number of players with due colour white and black is the same. Each player in the score group has at least one possible opponent in the score group.

6.2 First attempt

The players who should play with the white pieces are arranged in order of increasing ARO, the ARO being the same the player with the lower R is placed higher. If ARO and R coincide completely, the players are to be placed alphabetically.

The players who should play the black pieces are arranged in order of decreasing R, if R is the

same, the player with the higher ARO is placed higher. If ARO and R coincide completely, the players are to be placed alphabetically.

Two columns of numbers are written down, thereby arranging the pairs.

For example:

White (ARO)	Black (R)
2310.0	2380
2318.4	2365
2322.3	2300
2333.7	2280
2340.5	2260
2344.6	2250

The names of the players are then written down, and only one fact is checked - whether the players have not played their opponents before.

6.3 Improvements

If the players have already played each other, then the "white" player is paired with the first "black" player whom he has not played before, from the lower rows.

If such a coincidence takes place in the last row for a group of players with the same score, then the last but one row is changed.

If a coincidence takes place in a row No. k of a group with the same score and all the "blacks" from the lower group have already played with the "white" No. k, then we change the pairing in row No. k - 1, if this does not work, in row No.k-2, etc.

If the "white" No. k has already played with all the "blacks", we look for an opponent for him, beginning with the "white" No.k+1 down to the end of the column, and then, beginning with the "white" No. k - 1 down to the "white" No.1. The colours of the pairings are assigned due to the colour allocation rules.

6.4 Floater

The aim of the pairing procedure is to pair all players within a score group.

If that cannot be achieved the remaining unpaired players are transferred to the next lower score group and treated according to chapter 8.

If there is a choice the floaters should be chosen due to these characteristics with decreasing preference:

- a. the player was not floater from higher score groups and can be paired in the lower score group
- b. the player was not floater from higher score groups and cannot be paired in the lower score group
- c. the player was floater from higher score groups and can be paired in the lower score group
- d. the player was floater from higher score groups and cannot be paired in the lower score group

7. Transfer of players to meet the requirement of Chapter 6

If the requirement of the standard pairing procedure is not fully fulfilled the following transfers shall be carried out in the order listed below.

7.1 If a player has already played with all the players of his own score group, a player from the next possible lower score group is transferred to the score group to be paired who has not yet played with the player in question and can be paired according to the colour allocation rules

The player to be transferred should fulfil the following requirements with descending priority:

- a. the due colour is opposite to the due colour of the player in question.
- b. if there is a choice, then the player with the highest R is to be transferred.

c. if there are more than one players having the same R then the one with the lowest ARO will be transferred.

7.2 If the number of players of the score group odd, a player from the next possible lower score group shall be transferred to the score group to be paired, who has not yet played with at least one of the players of the higher score group and is allowed to be paired according to the colour allocation rules.

This player to be transferred should fulfil the following requirements with descending priority:

a. his due colour is opposite to the dominating due colour of the higher score group.
 b. if there is a choice, then the player with the highest R is to be transferred.
 c. if there are more than one players having the same R then the one with the lowest ARO will be transferred.

7.3 If the number of players in the score group is even and the number of Whites exceeds the Blacks by $2n$, then n "white" players, who have the lowest ARO, are transferred to the black group. If their ARO is equal, the player with the higher R is chosen. Should both (ARO and R) coincide completely, the list of the players is arranged alphabetically, the transfer being made from the upper half.

7.4 If the number of players with the same score is even and the number of Whites is smaller than the number of Blacks by $2n$, then n "black" players, who have the highest ARO, are transferred to the white group. If their ARO is equal, the player with the lower R is chosen. Should both (ARO and R) coincide completely, the list of the players is arranged alphabetically, the transfer being made from the upper half.

8. Treatment of floaters

8.1 Priority of floater-pairing

The floaters having due colour white are arranged according to chapter 6.2. The floaters having due colour black are arranged according to chapter 6.2. Beginning with the highest "white" floater the floaters are paired one by one going down to the lowest floater alternating between "white" and "black".

8.2 Pairing the floaters

Each of the floaters is paired with the player having the highest R, if possible having the opposite due colour. If there are more than one player with equal R, the player with the lowest ARO is chosen.

9. Final remarks.

The list of AROs should be published after each round to make it possible for the players to calculate the pairings on their own.

A situation which cannot be directly resolved by using the given instructions, the referee should proceed wisely and impartially in the spirit of the basic principles outlined above.

C.04.4.2 Burstein System

Preface:

The BURSTEIN Swiss Pairing System is designed to maximize the fair treatment of the players. This means that players having the same score should have met as equal opposition as possible during a tournament.

If the Sonneborn-Berger and/or Buchholz and/or Median, of all players in the same score-group, is nearly equal, the goal is reached. As a Swiss System is a more or less statistical system, this goal can only be reached approximately.

The approach is the attempt to equalize the strength of the opponents of all players in a given score group. Therefore the pairing of each round will tend to pair players who have high Sonneborn-Berger (or Buchholz or Median) with players having low Sonneborn-Berger (or

Buchholz or Median) in the same score-group.

The ratings of the players should be taken into consideration only when the Sonneborn-Berger (or Buchholz or Median) is equal (e.g. in the first two rounds); otherwise, only current data of the tournament itself should be the basis for measuring the "strength" of the players and making the pairings thereafter.

1. Introductory definitions:

1.1 "R" is the rating of a player

1.2 "SG" (Score Group) is the group of players having the same number of points

1.3 The "due colour of a player" is the colour he played less times than the other colour. If he played the same number of both colours, than the "due colour of a player" is the alternate colour of which he played in the previous round.

2. Unfinished games:

Unfinished (or temporarily non played) games shall be considered as draws for pairing purposes.

3. Basic pairings principles:

3.1 Two players who have played each other shall not be paired again.

3.2 Before making the pairings in each round, players in every SG (including "floaters" from another SG) shall be arranged in the order of their (1) Sonneborn-Berger (SB); (2) Buchholz; (3) Median (4) rating. The player with the highest SB shall be No. 1 in the SG. Players with the same SB shall be arranged in the order of their Buchholz and so on.

3.3 For accelerating pairing, in the first two rounds, an 'imaginary' point shall be added to the score of each of the players in the top half of the initial list of participants (arranged in the order of their R). This imaginary point shall then be deducted before making the pairings of the third round.

4. Odd number of players at the tournament:

4.1 A player who has already received a point without playing shall not receive a pairing-allocated bye.

4.2 The player from the lowest SG, who has the lowest SB, will get the pairing allocated bye.

4.3 If there are players with the same lowest SB in the lowest SG, then the player with the lowest Buchholz will get the pairing allocated bye and so on.

4.4 The pairing allocated bye has no colour.

5. Colour Allocation:

5.1 In the first round the colour assigned to player No.1 shall be decided by drawing a lot. All other odd numbered players in the top half of the initial list shall receive the same colour.

5.2 The difference of the number of black and the number of white games shall not be greater than 2 or less than -2.

5.3 A player shall not have the same colour three times in a row.

5.4 After pairing two players' colours shall be assigned based on giving descending priority to:

- giving both players their due colour
- equalizing the numbers of black and white games played before
- alternating the colours of both players regarding the first difference of their colour history going back from the previous round to the first round.
- assigning his due colour to the player with the higher SB
- assigning his due colour to the player with the higher Buchholz, and so on.

6.0 Paring procedures:

6.1 In each SG priority shall be given to pair the highest player (i.e. the player with the highest SB) with the lowest player in that SG that he has not already played. The second highest player shall be paired with the second lowest player, etc.

6.2 To illustrate the procedure, suppose there are six players in a SG, ordered 1 through 6 as described in rule 3.2. There will be 15 combinations of pairing within the group, in the following descending order of priority:

1	1*6	2*5	3*4
2	1*6	2*4	3*5
3	1*6	2*3	4*5
4	1*5	2*6	3*4
5	1*5	2*4	3*6
6	1*5	2*3	4*6
7	1*4	2*6	3*5
8	1*4	2*5	3*6
9	1*4	2*3	5*6
10	1*3	2*6	4*5
11	1*3	2*5	4*6
12	1*3	2*4	5*6
13	1*2	3*6	4*5
14	1*2	3*5	4*6
15	1*2	3*4	5*6

6.3 If there is an uneven number of players in the SG, the same procedure is followed and the remaining player is floated to the next SG (provided he is not a floater from another SG) and is paired within this SG according to the same procedure.

6.4 To illustrate the procedure, suppose there are five players in a SG, ordered 1 through 5 as described in rule 3.2. There will be 15 combinations of pairing within the group, in the following descending order of priority ("F" = floater):

1	1*5	2*4	3*F
2	1*5	2*3	4*F
3	1*5	3*4	2*F
4	1*4	2*5	3*F
5	1*4	2*3	5*F
6	1*4	3*5	2*F
7	1*3	2*5	4*F
8	1*3	2*4	5*F
9	1*3	4*5	2*F
10	1*2	3*5	4*F
11	1*2	3*4	5*F
12	1*2	4*5	3*F
13	2*5	3*4	1*F
14	2*4	3*5	1*F
15	2*3	4*5	1*F

[If, for example, No. 2 is a floater from another SG, combinations (3), (6) & (9) are not valid].

6.5 In each SG maximum number of players should get their due colours. Suppose, for example, that the due colour of players 2, 4 and 5 is white, and that of the others is black; then the valid combination is No. (4) in rule 6.2 or No. (2) in rule 6.4.

6.6 If the SG from which the floater has been dropped is such that a complete pairing of all remaining teams in the SG cannot be made (or if the floater has already played every player in the

next SG), then the floater shall be moved back to its original SG, trying the next possible combination according to the order of priority. If a complete pairing of all teams in two adjacent SG's cannot be made, then these two SG's shall be considered as one SG, and rules 6.1 – 6.5 shall accordingly apply.

C.04.4.3 Lim System

Approved by the General Assembly of 1987.

Amended by the 1988, 1989, 1997, 1998 General Assemblies and 1999 Executive Board.

1.1 General Pairing Rules

1 Awarding the pairing-allocated bye

1.1 In addition of what is stated in the basic rules (C.04.1.c), the pairing-allocated bye is awarded to the player with the lowest rank in the lowest score-group.

2 Pairing a Score-group

2.1 Two players who have not yet played each other are said to be compatible provided that the pairing will not require either player to have the same colour in three successive rounds, or to have three more of one colour than the other.

2.2 The players with the same score form a score-group. The Median Score-group is the score-group with players having the score equal to half the number of rounds that have been played. Pairing begins with the highest score-group and proceeds downward until just before the Median Score-group, then continues with the lowest score-group and proceeds upwards to the Median Score-Group which is paired last. The Median-Score-group is paired downward.

2.3 Before the players in a score-group are paired, the players in the score-group who have no suitable opponents for the following reasons are identified and transferred to a neighbouring score-group:

- a. the player has already played all the players of his score-group; or
- b. the player has already received two more of one colour over an equal allocation and there is no compatible opponent available in the score-group to enable him to have a permissible colour; or
- c. the player has already received the same colour in the previous two rounds and there is no compatible player in the score-group to enable the player to have the alternate colour; or
- d. it is necessary to make even the number of players in the score-group

Such a transferred player is described as a floater. Rules on how to select the floater, if a choice is available, are given in the section on "Floater Selection Rules" (section 3).

2.4 The players in a score-group, after transfer of players where necessary, are arranged in the order of their pairing numbers and the players in the top half are tentatively paired with the players in the bottom half. These pairings are said to be proposed pairings, to be confirmed after scrutiny for compatibility and proper colour. If the players in a score-group are numbered : 1, 2, 3 ... n, then the proposed pairings are (ignoring colours): 1 v (n/2 + 1), 2 v (n/2 + 2), 3 v (n/2 + 3) ... n/2 v n.

2.5 Where a proposed pairing would result in the pairing of players who have already played each other, the lower numbered player of the two is exchanged for another within the same

score-group. Further exchanges of opponents may be made to allow alternation or equalisation of colours where possible. How players are exchanged is described in the "Exchange Rules" (section 4).

2.6 Pairing a blocked median score-group

If the median score-group cannot be paired it should be extended step by step under the following rules:

- if the number of floaters from higher score-groups is larger than the number of floaters from lower score-groups the next pairing of the lower score-group shall be cracked and the players of this pairing shall be treated as additional floaters from the lower score-group. Then the pairing of the median score-group is started again.
- if the above condition is not fulfilled, then the next pairing of the higher score-group shall be cracked and the players of this pairing shall be treated as additional floaters from the higher score-group. Then the pairing of the median score-group is started again.

3 **Floater Selection Rules**

3.1 The "floater" is a player who is transferred to another score-group in accordance with Rule 2.3, or because a compatible opponent cannot be found for the player in spite of exchanges in the score-group.

3.2 When pairing proceeds downward, the floater is transferred to the next lower score-group. When pairing proceeds upwards, the floater is transferred to the next higher score-group. When making even a score-group, determine the due colours of the players and select as the floater a player who would tend to equalise the number of players due different colours. (In Maxi-tournaments, when pairing downward, the difference in rating between the chosen player and the lowest numbered player in the score-group must differ by 100 points or less, otherwise the lowest numbered player in the score-group is chosen as the floater. When pairing upwards, the difference in rating between the player chosen and the highest numbered player in the score-group must differ by 100 points or less, otherwise the highest numbered player is chosen as the floater.)

If the number of players due white equals the number of players due black, the lowest numbered player is chosen as the floater when pairing downward, and the highest numbered player is chosen as the floater when pairing upwards.

3.3 If there is a choice as to which player floats to a lower score-group, the player chosen is the lowest numbered player in the score-group who has a compatible opponent in the lower score-group, after excluding the opponents of other floaters who have higher scores or higher pairing numbers than the proposed floater.

3.4 If there is a choice as to which player floats to a higher score-group, the player chosen is the highest numbered player in the score-group who has a compatible opponent in the higher score-group, after excluding the opponents of other floaters who have lower scores or lower pairing numbers than the proposed floater.

3.5 If a proposed floater has no compatible opponent in the adjacent score-group, he shall, if possible, be exchanged for another player in his score-group; otherwise he shall be floated to a further score-group.

3.6 When pairing a group that includes floaters from a higher score-group, the floater with the highest score is paired first, or the floater with the highest pairing number, if scores are equal.

3.6.1 When pairing a group that includes down-floaters (DF) from a higher score-group, the floater with the higher pairing number is paired first.

3.6.2 When pairing a group with DF coming from different higher score-groups, the floater coming from the highest score group is paired first (not always the one with the highest pairing number).

3.6.3 When there are DF and UF (up-floaters) in the same score-groups (this should normally happen in the median score-group) in the upper half of score-groups or in the median group, first pair the DF, then the UF and finally the remaining players.

3.7 When pairing a group that includes floaters from a lower score-group, the floater with the lowest score is paired first, or the floater with the lowest pairing number, if scores are equal.

3.7.1 When pairing a group that includes UF from a lower score-group (in the 2nd half) the floater with the lowest pairing number is paired first.

3.7.2 When pairing a group that includes UF coming from different lower groups, the UF coming from the lowest score-group is paired first (not always the player with the highest pairing number).

3.7.3 When there are UF and DF in the same score group in the second half of score-groups, first pair the UF, then the DF, and finally the other remaining players.

3.8 When pairing downward, the floater is paired with the highest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less). When pairing upwards, the floater is paired with the lowest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less).

3.9 Due to their origin and their compatibility in the adjacent score-group there are 4 types of floaters listed in descending order of disadvantages.

a. a floater who has already floated to the score-group just being handled and has no compatible opponent in the adjacent score-group.

b. a floater who has already floated to the score-group just being handled and has a compatible opponent in the adjacent score-group.

c. a floater who has no compatible opponent in the adjacent score-group.

d. a floater who has a compatible opponent in the adjacent score-group.

If there is a choice the floaters should be chosen to minimise the disadvantages using the following priorities:

a. avoid floater(s) of type a

b. avoid floater(s) of type b

c. avoid floater(s) of type c

3.10A floater who has floated the round just before shall not be floated due to section 2.3.d provided:

- o this will not produce other floaters of the types a, b, c of section 3.9

- this will not decrease the number of pairings of that score-group

4. Exchange Rules

4.1 The proposed pairings of players obtained according to Rule 2.4 are scrutinised in turn for compliance with the compatibility statement (see 2.1). And,

- a. when pairing downward, scrutiny of proposed pairings begins with the highest numbered player; if the pairing is found not to comply with 2.1, the lower numbered player is exchanged until a compatible pairing is found; or,
- b. when pairing upwards, scrutiny of proposed pairings begins with the lowest numbered player; if the pairing is found not to comply with 2.1, the higher numbered player is exchanged until a compatible pairing is found.

4.2 In the following example of a score-group with six players, and pairing downward, the attempt is first made to find a compatible opponent for Player #1, the highest numbered player in the score-group.

Six players in a score-group with proposed pairings as follows:

1 v 4

2 v 5

3 v 6

If the pairing 1 v 4 is not compatible, for example, because the players had met in an earlier round, the positions of Player #4 and Player #5 are exchanged so that we have:

1 v 5

2 v 4

3 v 6

If the pairing 1 v 5 is also not compatible, a further exchange is made. The original proposed pairing and possible exchanges made to find a compatible opponent for Player #1 are as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #1

1 v 4

2 v 5

3 v 6 1 v 5

2 v 4

3 v 6 1 v 6

2 v 4

3 v 5 1 v 3

2 v 5

4 v 6 1 v 2

3 v 5

4 v 6

4.3 After a compatible opponent, for example, #6, has been found for Player #1, the proposed pairing for Player #2 is scrutinised. Exchanges to find a compatible opponent for Player #2 are

as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #2

1 v 6

2 v 4

3 v 5 1 v 6

2 v 5

3 v 4 1 v 6

2 v 3

4 v 5 1 v 3

2 v 6

4 v 5 1 v 2

3 v 5

4 v 6

4.4 The exchanges to find a compatible opponent for Player #2 must at the same time leave Player #1 with a compatible opponent. If this cannot be done, for example, if Player #1 and Player #2 have previously played each other and all the other players except Player #6, then the original pairing of Player #1 with Player #6 is retained and Player #2 is floated. And,

a. if the score-group originally had uneven members and the lowest numbered player was floated to make even the number of players in the score-group, #2 is exchanged with the floater, originally #7 in the score-group, or,

b. if the score-group was originally even, then the lowest numbered player remaining must be floated in company with #2 to maintain an even number of members in the score-group.

5. Colour allocation rules

5.1 Where possible, and by means of exchanges, each player shall be given the alternate colour; at the end of each even-numbered round each player shall have had an equal number of whites and blacks. Moreover,

- a. no player shall be given the same colour in three successive rounds, and
- b. no player shall be given three more of one colour than the other.

5.2 After the first scrutiny and exchanges necessary to establish that all pairings in a score-group are new pairings, a second scrutiny with exchanges where necessary is undertaken to give each player, if possible, the alternating colour and at the same time, the equalising colour.

5.3 If one of the players in a pairing had the same colour in the previous two rounds, he must be given the alternating colour. If both players had the same colour in the previous two rounds and compatible opponents in the score-group are not available, then one or both players must be floated.

5.4 If both players in a pairing had the same colour in the previous round, then the colours they had in earlier rounds, going back in sequence, shall decide who is given the alternate colour. If players in the median score-group or above had identical histories, then the higher

ranked is given the alternate colour, or, in even-numbered rounds, the equalising colour. If the players below the median score-group had identical histories, then the lower ranked player is given the alternate colour, or, in even numbered rounds, the equalising colour.

5.5 In the odd-numbered rounds, whenever possible, each player shall be given the colour which gives him one more only of one colour than the other.

5.6 In the even-numbered rounds, whenever possible, each player shall be given the colour that gives him an equal number of whites and blacks.

When both players of a pairing are due the same equalising colour, and further exchanges are not possible, the colour history will decide who is given the equalising colour, as in Rule 5.4. One player will then have two more of one colour than the other colour.

This is allowed but care must be taken not to violate Rules 5.1(a) and 5.1(b), and to equalise the player's colours at the earliest opportunity.

5.7 (In Maxi-tournaments, an exchange of opponents to find, for example, one who is due the alternate colour is allowed only if the ratings of the opponents to be exchanged differ by 100 points or less.)

6. Exceptions applicable to the last round

In the last round, the general principle C.04.1.e, requiring players with the same score to be paired if they had not met in an earlier round, shall have priority over alternation and equalisation of colours, even if it is necessary for one of the players to be given the same colour for the third round in succession, or to be given three more of one colour than the other.

Brief examples of pairing

7. Pairing Round One

7.1 If the number of players is uneven the lowest rated player in the Pairing List is given the pairing-allocated bye.

7.2 The colour to be given to Player #1 is decided by drawing lots; the other odd-numbered players in the upper half of the Pairing List are then given the same colour as Player #1. Player #2 together with the other even-numbered players in the upper half of the Pairing List are given the other colour.

Depending on the draw, the pairings for the first round in a tournament of forty players would be either 1 v 21, 22 v 2, 3 v 23, 24 v 4, ... 40 v 20; or 21 v 1, 2 v 22, 23 v 3, 4 v 24 ... 20 v 40, where the player having white is mentioned first. This is the only occasion when colours need be decided by lot.

7.3 Players who have won their games are each awarded one point; each of those who have drawn receives 0.5 point. Each of those who have lost receives 0 point.

8. Round Two

8.1 The players are arranged in groups of the same score.

8.2 If the number of players is uneven, then the pairing-allocated bye is awarded as in Rule 1.

8.3 Pairing begins with the highest score-group (1 point), continues with the lowest score-group (0 point) and finishes with the Median Score-group (0.5 point). Detailed instructions for pairing Round Two and subsequent rounds are above.

C.04.5 FIDE-approved Accelerated Systems

In Swiss tournaments with a wide range of (mostly reliable) playing strengths, the results of the first round(s) are usually quite predictable. In the first round, only a few percent of the games have a result other than "win to the stronger part". The same may happen again in round two. It can be shown that, in title tournaments, this can prevent players from achieving norms. An accelerated pairing is a variation of Swiss pairings in which the first rounds are modified in such a way as to overcome the aforementioned weaknesses of the Swiss system, without compromising the reliability of the final rankings.

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

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

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

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

C.04.5.1 Baku Acceleration

1. Premise

In its current presentation, the Baku Acceleration Method is applicable for tournaments that last nine rounds or more, and in which the standard scoring point system (one point for a win, half point for a draw) is used.

2. Initial Groups Division

Before the first round, the list of players to be paired (properly sorted) shall be split in two groups, GA and GB.

The first group (GA) shall contain the first half of the players, rounded up to the nearest even

number. The second group (GB) shall contain all the remaining players.

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

3. Late entries

If there are entries after the first round, those players shall be accommodated in the pairing list according to C.04.2.B/C (Initial Order/Late Entries).

The last GA-player shall be the same as in the previous round.

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

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

4. Virtual points

Before pairing the first three rounds, all the players in GA are assigned a number of points (called virtual points) equal to 1.

Such virtual points are reduced to 0.5 before pairing the fourth and the fifth round.

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

5. Pairing score

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

C.04.A Appendix: Endorsement of a software program

A.1 Introduction

To manage big Swiss tournaments, the use of computer programs, to handle players' data, pairings and results, is necessary.

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

A.2 The endorsement procedure for a pairing system

Each author of a program that helps to manage a chess tournament can apply for the FIDE endorsement by submitting an FE-1 form (*see Annex-1*).

For an endorsement application to be considered, the program must be able to manage Swiss tournaments using the FIDE (Dutch) System (*see C.04.3*) or any other pairing systems approved by FIDE (*see C.04.4.1-3*). The endorsement is given for the specific pairing systems (one or more).

Any program asking for endorsement should provide (explicitly or implicitly) a **FIDE mode**, which should offer all the functionalities and services required by FIDE for a tournament-managing program to be endorsable (*see below*).

The program is to be endorsed in the FIDE mode.

Moreover, it must provide the following services:

- an English language interface

- the capability to import and export files coded in the FIDE Data Exchange Format (*see A.3.1 and Annex-4*)
- the public availability of a (free) pairings checker (FPC - *see A.4*)
- the public availability of a (free) generator of simulated tournaments (RTG, *see A.5*), unless exempted by the System of Pairings and Programs Commission (SPPC)
- the possibility to be checked in a controlled environment the compliance with all the requirements presented in the Verification Check List (*see Annex-4*)

The applicant should consider that merely complying with all the aforementioned requirements is not enough to receive a FIDE endorsement.

The FIDE mode may also offer additional services or functionalities, provided that they are not explicitly prohibited by FIDE, on condition that those services and functionalities may not cause pairing mishaps for FIDE mode users.

If, during the period of validity of the endorsement (*see A.8*), a breach of the above conditions is reported to the SPPC, and verified by the Commission, the endorsement may be immediately suspended (pending further investigation) or permanently revoked. In the latter case, the program reverts to the status of a new program to endorse.

A.3 Data Exchange formats and files

A.3.1 FIDE Data Exchange Format

See Annex-2/TRF16 or TRF06 for the descriptions of the current FIDE Data Exchange Format (*version 2016, also called TRF16*) or the old one (*version 2006, also called TRF06*).

A.3.2 Tournament Report File (TRF)

It is a file coded in TRF16 or TRF06.

A.4 (Free) Pairings Checker (FPC)

An **External Pairings Checker** is a tool, embedded in the main program and containing the pairing engine, that can be freely used by anyone (without the user interface).

For instance, be *yourprogram.exe* the name of the program executable. It is (normally) launched by a command prompt or doubleclicking on it. The regular services it offers are not relevant from the (*External Pairings*) **checker** viewpoint.

What it is expected from a **checker** is the possibility to launch *yourprogram.exe* from a command prompt with some parameters, like in:

yourprogram.exe -check FIDE_Report_File.fid

The **checker** must be able to read FIDE_Report_File.fid when coded in TRF16 and should be able to read it when coded in TRF06 (*within the limitations of such a format*). Then, for each round, the **checker** must rebuild the tournament, pair the round using the embedded pairing engine, and output a report describing which pairings are or are not consistent with those produced by the pairing engine.

A.5 Random Tournament Generator (RTG)

The RTG is a freely available tool that, preferably run from a command prompt, can easily generate many simulated tournaments producing a full TRF (TRF16) file for each of them.

In all those tournaments, the pairing rules implemented by the pairing engine must be strictly followed. It is recommended that the games results may somewhat respect the probabilities given by the FIDE rating table (*see pairings.fide.com -Documents section-, for suggestions on how to code such a probability table*).

A.6 The first endorsement procedure for a pairing system

A subcommittee of four people must be named by the SPPC at the first Congress that follows the application for the endorsement of a program, as long as such naming activity is inserted into the SPPC agenda. The subcommittee shall report to the next Congress whether the program is suitable to be endorsed.

A.7 Endorsement for pairings systems when other programs have already been endorsed for the same pairing system

As the verification of the pairing engine can be performed by computerized methods, and all the tools needed for such verification are freely available to the authors, the endorsement request can reach the SPP secretariat at any moment, as long as this is at least four months before the Congress to which it would be presented.

As, by definition, an external RTG is available, it will be used to generate 5000 random tournaments. Such tournaments will be given in input to the candidate FPC and each discrepancy, as long as there are at most 10 of them, will be collected.

Such discrepancies may depend on either:

- an error in the input file (i.e. they are the responsibility of the endorsed program which provided the RTG) *[or]*
- an error coming from the candidate *[or]*
- an interpretation divergence caused by unclear rules

Errors of the first type must be redirected to the RTG provider. Problems of the third type are redirected to the SPPC, which should issue a statement describing the proper interpretation, and then fix the problems in the successive revision of the rules. Errors of the second type must be corrected in a reasonable timeframe before the candidate is presented to the Congress for endorsement.

If the candidate has its own RTG, the latter is used to generate 5000 random tournaments, which will be then given in input to one (or more) of the available FPC(s). The analysis of the discrepancies is conducted in the same way as above.

A.8 SPPC Evolution Plan

A.8.1 Endorsement Cycle

It is a four-year period running from January 1st of YearX+1 to December 31st of YearX+4, where X is a leap year (for instance 2016, 2020, ...).

Any endorsement given during the first three years of the Endorsement Cycle will last until the end of the Endorsement Cycle.

No endorsement is given during the last year of the Endorsement Cycle, unless the SPPC decides otherwise. FE-1 applications can only be presented for the following Endorsement Cycle.

A.8.2 Transition Period

It is a timeperiod lasting from January 1st of YearX+1 (i.e. the year of the beginning of the Endorsement Cycle) to the Congress of the same year.

It is the period during which the SPPC shall run the endorsement procedures of the programs that either were already endorsed or are presented for endorsement before the end of the previous Endorsement Cycle (i.e. December 31st of YearX).

A.8.3 Interim Certificate

Any program that passes the endorsement procedure during the Transition Period receives an *interim certificate*, which will allow the program to be immediately used with FIDE approval.

A list of the interim certified programs will be available on *pairings.fide.com* for the whole

Transition Period.

The ensuing Congress will then transform such certificate in an official endorsement, unless a formal complaint against the software is brought to the attention of the SPPC before the Congress itself.

A.8.4 List of FIDE endorsed programs (*see also Annex 3*)

The official endorsement of a program is decided at the Congress that follows the presentation of the proper application.

Any program that is officially endorsed is inserted into a list of endorsed programs. Such list is an annex to this section and, consequently, is part of the FIDE Handbook.

An endorsed program shall be removed from the above list if it fails to pass the endorsement procedure run during the Transition Period, and the ensuing Congress (i.e. the Congress of YearX+1) acknowledges the failure.

A.8.5 Rule Amendments

If there is any variation or major clarification of the pairing rules, the SPPC shall define such changes at last for the Congress of YearX+3.

This kind of changes normally comes into force on July 1st of YearX+5. However (*see rule A.8.3*) interim certified programs may already use the amended rules as soon as they are endorsed during the Transition Period of YearX+5.

During the Transition Period, if there is a theoretical possibility for a conflict, the tournament directors shall communicate to the players which version of the rules they are going to use in the tournament.

A.9 Currently endorsed programs

See Annex-3, containing the list of the endorsed programs and useful information related to them.

A.10 Section annexes

Annex-1		Application for
Swiss Pairing Program FIDE Endorsement		FE-1
Annex-2	Tournament Report File Format (version 2006)	TRF06
	Tournament Report File Format (version 2016)	TRF16
Annex-3	List of FIDE Endorsed Programs	FEP16
Annex-4	Verification check-list	VCL17

Definitions FPC Free Pairings Checker Tool embedded in the tournament-manager containing the pairing-engine that can be freely used by external people (without the user interface). See Section C.04/Appendix A.4 for further details.

RTG Random Tournament Generator Freely available tool that generates a full TRF for a simulated tournament. See Section C.04/Appendix A.5 for further details.

VEGA Author Luigi Forlano

Website vegachess.com

Platform Windows download => v Vega6.exe

Linux download => v Vega6

Pairing System Dutch

Internal Pairing Engine NO (uses JaVaFo)

Endorsement Congress Istanbul (2012)

Endorsed Version 6.3

FPC availability thru JaVaFo (chapter: Pairings Checker)

RTG availability thru JaVaFo (chapter: Random Tournament Generator)

Pairing System Dubov

Internal Pairing Engine YES

Endorsement Congress Turin (2006)

Endorsed Version 4.2

FPC availability NO

RTG availability NO

Java Pairing Author Eugenio Cervesato

Website javapairing.sourceforge.net

Platform Windows download => v Zip file, the executable (jar-file) is javapairing.jar, under

Linux download => v JavaPairing/dist

Pairing System Dutch

Internal Pairing Engine yes

Endorsement Congress Tallinn (2013)

Endorsed Version 2.7

FPC availability `java -server -jar javapairing.jar tournament_TRF`

RTG availability YES (internal - when opening a new tournament, enter word simulation in the text-box under Load player from database)

SWISS MASTER Author Royal Dutch Chess Federation NED

Website schaakbond.nl/home/swissmaster

Platform Windows download => v Swiss.exe

Pairing System Dutch

Internal Pairing Engine YES

Endorsement Congress Tromsø (2014)

Endorsed Version 5.6.9

FPC availability `swiss.exe /trf tournament_TRF`

RTG availability NO

SWISS MANAGER Author Heinz Herzog AUT

Website swiss-manager.at

Platform Windows download => v SwissManager.exe

Pairing System Dutch

Internal Pairing Engine NO (uses JaVaFo)

Endorsement Congress Tromsø (2014)

Endorsed Version 11.0.0.16 FPC availability thru JaVaFo (chapter: Pairings Checker)

RTG availability thru JaVaFo (chapter: Random Tournament Generator)

TOURNAMENTSERVICE Author Harald Heggelund NOR

Website tournamentservice.com

Platform Windows download => v wints6.exe

Pairing System Dutch
Internal Pairing Engine NO (uses JaVaFo)
Endorsement Congress Tromsø (2014)
Endorsed Version 6.2
FPC availability thru JaVaFo (chapter: Pairings Checker)
RTG availability thru JaVaFo (chapter: Random Tournament Generator)

SWISS-CHESS Author Franz-Josef Weber GER

Website swiss-chess.de
Platform Windows download-demo => v download-update => v winswiss.exe,
winswiss_console.exe (FPC)
Pairing System Dutch
Internal Pairing Engine YES
Endorsement Congress Abu Dhabi (after completion of endorsement procedure: March 2016)
Endorsed Version 8.93
FPC availability WinSwiss_Console.exe tournament_TRF
RTG availability NO

SWISS SYS Author Thad Suits USA Website swissys.com

Platform Windows download => v FPC-download => v swiss9.exe SwissFPC.exe (FPC)
Pairing System Dutch
Internal Pairing Engine YES
Endorsement Congress Baku (by SPPC council: December 2016)
Endorsed Version 9.43
FPC availability SwissFPC.exe /d tournament_TRF (also: internal thru menu Utilities/Fide Pair Checker...)
RTG availability YES (internal thru menu Utilities/Fide Pair Checker... - then RTG button)

Regulations for the Titles of Arbiters

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

06. Regulations for the Titles of Arbiters

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

1. Introduction

1.1 The following regulations can only be altered by the General Assembly following recommendation by the Arbiters' Commission.

1.1.1 Changes to the regulations shall only be made every four year, commencing from 2004 (unless the Commission agrees urgent action is required).

1.1.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly.

1.1.3 The titles for award are International Arbitrer (IA) and FIDE Arbitrer (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 Arbitrer Commission is appointed by the General Assembly for the same period of office as the FIDE President. The Commission shall include a Chairman, appointed by the FIDE President, a Secretary, appointed by the Chairman in consultation with the FIDE President and not more than 11 experts, maximum one per federation, who shall have voting rights in the Commission. No federation shall have more than one representative in the Commission.

1.1.7 The Presidential Board or Executive Board may confirm the titles under 1.1.3 in clear cases only, after consultation with the Arbiters Commission chairman.

1.1.8 The Commission usually makes its decisions in the sessions immediately preceding the opening of the General Assemblies.

1.1.9 In exceptional circumstances, the Commission may recommend a title by correspondence voting.

1.1.10 National federations may register their Arbiters of National level(s) with FIDE after approval by the FIDE Arbiters' Commission.

2. General Regulations

2.1.1 Format: Swiss, Round Robin or other

Level: World, Continental, National championships

Type: Individual or Team

Certificates: number of norm certificates to be issued

Norms: number of norms that can be used in application

Format	Level of Event	Type	Certificates	Norms
All kind	World	any kind	no limit	no limit
All kind	Continental	any kind	no limit	no limit
Swiss	International	any kind	1 per 50 players	no limit
Round Robin	International	any kind	maximum 2	no limit
Swiss	National Chps.	Individual / Team (adult)	1per 50 players	max.2
Rd Robin	National Chp.	Individual / Team (adult)	maximum 2	maximum 2
Rapid Chess	World / Continental	any kind	no limit	maximum 1

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

1. a minimum of four boards per team;
2. a minimum of ten teams and six teams, in case of a Double Round Robin tournament;
3. at least 60% of the players are FIDE rated;
4. at least five rounds.

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

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

2.1.5 Arbiters of national Level must be at least 16 years old.

3. Requirements for the title of FIDE Arbiter.

All of the following:

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

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

3.3 Sufficient knowledge of the at least one official FIDE language.

3.4 Skills to operate electronic clocks of different types and for different systems.

3.5 Experience as Arbiter in at least three (3) FIDE rated events (these can be either national or international) and attendance of at least one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) an examination test set up by the Arbiters Commission.

FIDE rated event valid for a norm is considered any tournament with minimum 10 players in case that it is played with Round Robin system, with minimum 6 players in case that it is played with Double Round Robin system and with minimum 20 players in case that it is played with Swiss system.

3.6 The title of the FIDE Arbiter for each of the IBCA, ICCD, IPCA shall each be equivalent to one FA norm.

3.7 For a candidate, being a match arbiter in an Olympiad is equivalent to one FA norm. No more than one such norm will be considered for the title.

3.8 Being Arbiter in any FIDE rated Rapid or Blitz events, with minimum thirty (30) players and nine (9) rounds, shall be equivalent to one (1) FA norm. No more than one such norm from Rapid or Blitz tournaments will be considered for the title.

3.9 Attendance of one (1) FIDE Arbiters Seminar and successful passing (at least 80%) an examination test set by the Arbiters Commission, shall be equivalent to one (1) FA norm. Not more than one (1) such norm will be considered for the title.

3.10 Applicants from federations which are unable to organize any tournaments valid for titles or rating, may be awarded the title on passing an examination set by the Arbiters' Commission.

4. Requirements for the title of International Arbiter.

All of the following:

4.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.

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

4.3 Obligatory knowledge of English language, minimum at conversation level; and of chess terms in other official FIDE languages.

4.4 Minimum skills at user level to work on a personal computer. Knowledge of pairing programs endorsed by the FIDE, Word, Excel and E-mail.

4.5 Skills to operate electronic clocks of different types and for different systems.

4.6 Experience as Arbiter in at least four (4) FIDE rated events such as the following:

- a) The final of the National Individual (adult) Championship (maximum two norms).
- b) All official FIDE tournaments and matches.
- c) International tournaments where FIDE title norms for players are possible.
- d) International FIDE rated chess events with at least 100 players, at least 30% FIDE rated players, and at least seven rounds (maximum one norm).
- e) All official World and Continental Rapid and Blitz Championships for adult and juniors (maximum one (1) norm).

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

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

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

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

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

5. Application Procedure

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

Arbiter Title Application Form – IA2 or FA2.

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

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

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

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

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

If the Chief Arbiter is Arbiter of National Level, he cannot sign any certificate for International Arbiter title.

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

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

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

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

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

6. Arbiters' Licence.

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

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

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

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

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

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

6.3 The license fee will be:

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

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

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

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

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

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

6.8 If the article 6.6 is not fulfilled, the tournaments shall not be rated and any Arbiters' norms shall not be accepted.

6.9 From 01. 01. 2013 the license fee will be charged together with the application fee for all awarded arbiter titles.

7. List of Application Forms:

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.
6. FIDE Lecturer norm report FL1.
7. Application form for FIDE Lecturer FL2.

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.

Annex 1: REGULATIONS FOR THE TRAINING OF THE CHESS ARBITERS

1. General.

1.1 These regulations comprise all the aspects concerning the training of the Arbiters and the Seminars that are organized all over the world.

1.2 Seminars that are not organized according to these Regulations will not be recognized by FIDE and will not be in a position to provide norms for the Arbiters' titles.

2. Organization.

2.1 Seminars for the Arbiters shall be organized by a respective Chess Federation or a Chess Academy or any other chess organization which belongs to this respective National Federation, following the permission and approval by FIDE. There should be an Organizing Committee of the Seminar, consisting of 3 members as follows: a) A member appointed by the FIDE Arbiters Commission. b) A member appointed by the host Federation, or Academy or chess organization. c) A member appointed by the host Federation's Arbiters' Commission.

2.2 The lectures of a FIDE Arbiters' Seminar and the evaluation test shall be in one of the official FIDE languages. However, translation of the lectures into other languages can be approved by the Arbiters' Commission.

2.3 In order to organize a Seminar, the host Federation (or Chess Academy or another chess organization belonging to this federation), shall send an application to the FIDE Arbiters Commission, at least 4 months before the proposed start of the Seminar. The application shall include:

- a) The organizer, the dates, the venue and the schedule.
- b) The participants (a number of the people, their federations e.t.c.).
- c) The topics that will be discussed during the course.
- d) The proposed members for the Seminar's Organizing Committee.
- e) The proposed lecturer of the Seminar (who should be approved by the FIDE Arbiters Commission) and his Assistant, who shall come from the host Federation.
- f) Other matters in respect of the Seminar, such as the language of the lectures, any fees for the participants, the accommodation conditions etc.

2.4 The Organizing Committee member, who is proposed by the FIDE Arbiters' Commission, shall act as the Observer. The Observer shall ensure the due application of the present Regulations in the course of the Seminar. After the end of the Seminar, the Observer shall submit a full report to the FIDE Arbiters Commission within one month after the Seminar's end.

2.5 Within one week after the end of the Seminar, the Organizing Committee shall provide the results of the examination and submit a full report to the FIDE Arbiters Commission.

2.6 On receipt of this report, the FIDE Arbiters Commission shall check the report, announce the results and forward the report to FIDE for the final approval, within a period of one month.

3. Lecturers.

3.1 The FIDE Arbiters Commission shall issue the list of the proposed Lecturers for the Arbiters' Seminars, before the present Regulations come into force, for the approval of FIDE. This list will comprise all the International Arbiters that have served as Lecturers in at least one International Seminar for FIDE or International Arbiters, during the last three years.

3.2 In every seminar, the course will be given by one lecturer, who shall have the title of the IA, and one assistant, also an IA title holder. The lecturer will be proposed by the host Federation and shall be approved by the FIDE Arbiters Commission. The Assistant will be appointed by the host Federation.

3.3 The list of the Lecturers shall be progressive. The FIDE Arbiters Commission shall propose any IA, classified at least of B' Category, who has served as an Assistant in at least three seminars for the Arbiters, to be added to the list, following the final approval by FIDE. The applicant shall submit to the FIDE Arbiters' Commission the FL1 (one per Seminar) and FL2 forms, signed by the main Lecturer of the Seminar and the official of his Federation.

3.4 Lecturers who are inactive, i.e. they had not given any lecture for any FIDE Arbiters' Seminar for four (4) consecutive years, will be excluded from the list of lecturers, by decision of Arbiters' Commission. An inactive lecturer will be again active if he will be Assistant Lecturer in two (2) FIDE Arbiters' Seminars.

4. Topics of the Seminars.

4.1 The following list of the topics is recommended to the courses for the Arbiters' Seminars:

- a) Laws of Chess (including Rapid, Blitz, e.t.c)
- b) FIDE Competition Rules and standards of chess equipment
- c) System of Games, tie breaks.
- d) Swiss system and pairing rules.
- e) Regulations for the rating and the over-the-board titles.
- f) Regulations for the titles of the Arbiters.
- g) Use of the electronic clocks.
- h) Anti-cheating guidelines for Arbiters.

4.2 The proposed minimum for the duration of the Seminar is 16 hours, with each session consisting of at least three hours.

4.3 All the participants of the Seminar will be provided with the materials for the course, including all the topics to be discussed.

5. Evaluation test.

5.1 After the end of the each course, the participants of the Seminar can take part in the written examination.

5.2 The participants who will achieve 80% and above of the total number of points, will be considered as achieved one norm for the title of FIDE Arbiter. Only one such norm shall be used for the awarding of the title of FIDE Arbiter.

5.3 The Organizing Committee of the Seminar will prepare the examination tests, assess the written documents and send a full report to the FIDE Arbiters Commission after the end of the seminar.

5.4 After the end of the Seminar, all the participants will receive certificates of attendance provided by the Organizers.

6. Fees.

6.1 Examination fees will be 20 euro per person. The organizing Federation shall be invoiced on the basis of the number of participants.

Annex 2:

REGULATIONS FOR THE CLASSIFICATION OF THE CHESS ARBITERS

1. General

- d) These regulations comprise all the aspects concerning the classification of the Chess Arbiters (IA and FA).
- e) The Chess Arbiters (IA and FA) are classified into two (2) general categories: Active (a) and Inactive (i) Arbiters.
- f) An International Arbiter (IA) is considered to be “Inactive” if in a period of two (2) years he has never acted as an Arbiter in any international chess event, according to the Article 4.6 of the Regulations for the Titles of the Arbiters.
- g) A FIDE Arbiter (FA) is considered to be “Inactive” if in a period of two (2) years he has never acted as an Arbiter in any FIDE rated chess event, according to the Article 3.5 of the Regulations for the Titles of the Arbiters.

2. Inactive IA and FA

- 2.1 The Inactive IA and FA are listed in a separate list (List of Inactive Arbiters), which is issued every two (2) years by the Arbiters Commission (AC), in cooperation with the Federations and after the approval of the FIDE General Assembly.
- 2.2 An Inactive IA or FA can be considered as active again, only after acting as an Arbiter in at least two (2) respective chess events (international events for IA and FIDE rated events

for FA) and after approval by the AC. The Federation the Arbiter belongs to, shall send an application to the AC, verifying this.

3. Active IA and FA

3.1 The Active IA and FA are classified to the following categories:

3.1.1 A' Category

3.1.2 B' Category

3.1.3 C' Category

3.1.4 D' Category

3.2 In the A' Category are classified only IA who fulfil all the following criteria:

3.2.1 They have been Active International Arbiters during the last five (5) years.

3.2.2 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as Arbiters.

3.2.3 They have acted as Chief Arbiter or Deputy Chief Arbiter:

a) in at least one (1) major World event (Olympiad, World Individual Championship tournaments and matches, for Men and Women, World Cup, World Team Championships for Men and Women, World Youth, Cadets and Junior Championships) in the period of the last five (5) years, or

b) in at least five (5) of the events mentioned in 3.3.3. (with at least two different types of tournaments).

3.3 In the B' Category are classified only IA who fulfill all the following criteria:

3.3.1 They have been Active International Arbiters during the last five (5) years.

3.3.2 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as Arbiters.

3.3.3 They have acted in a period of the last five (5) years as Chief Arbiter or Deputy Chief Arbiter in at least two (2) of the following:

a. the major Continental events such as Continental Individual Championship tournaments for Men and Women, Continental Team Championships for Men and Women, Continental Youth and Junior Championships, Continental Club Cup Tournaments;

b. all the other World events included in the FIDE Calendar;

c. Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2600 (2400 for a women only event),

or

- 3.3.4 They have acted as Chief Arbiter or Deputy Chief Arbiter in at least five (5) of the events mentioned in 3.4.3 (with at least two different types of tournaments, at least three (3) of them have to be International tournaments with a minimum of five (5) titled players participating) in the period of the last five (5) years.
- 3.3.5 Being Sector Arbiter in the Olympiad counts as a tournament for classification in B' Category, starting from Tromso Olympiad.
- 3.4 In the C' Category are classified IA and FA who fulfill all the following criteria:
- 3.4.1 They have been Active International or FIDE Arbiters during the last five (5) years.
- 3.4.2 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed to them during their activities as an Arbiter.
- 3.4.3 They have acted in the period of the last five (5) years in at least two (2) of the following:
- a. as Chief Arbiter or Deputy Chief Arbiter in all the other Continental events included in the FIDE Calendar
 - b. as Chief Arbiter or Deputy Chief Arbiter in Team Tournaments or Swiss System Tournaments with more than 150 participants.
 - c. as Sector Arbiter in World Youth Championships (Youth and Cadets), or in World Schools Individual Championships.
 - d. as Arbiter in the Candidates Tournament, World Cup, World Team Championships for Men and Women, Grand Prix for Men and Women.
- 3.5 In the D' Category are classified all the others IA and FA.

4. Procedure for the classification of IA and FA

- 4.1 The Arbiters Commission shall have the responsibility for the classification of the Active IA and FA in the above mentioned Categories, according to the proposals of the Federations, the Tournament Reports and the Reports of the Chief Arbiters.
- 4.2 The Federations must send to the Arbiters Commission their proposals, including the lists of their Active and Inactive IA and FA, four (4) months before the announced date of the FIDE Congress.
- In each Federation's list of the Active Arbiters, the IA and FA must be classified according to the mentioned Categories (A', B', C' and D'). If an Arbiter is proposed to change his previous Category, then it shall be justified in full detail, according to these regulations.
- 4.3 The AC shall issue the lists which will include the Arbiters of each Category (A', B' and C') and submit them to the FIDE General Assembly for final approval. The lists will be valid for a period of two (2) years.

5. Appointment of the IA and FA, according to their Categories

- 5.1 Only IA belonging to the A' or B' Category shall be appointed as Chief Arbiters in all major World events, as described in 3.2.3.
- 5.2 The following table indicates the appointments of the IA and FA, depending on their Categories and the event.

A', B', C', D': Categories of the IA and FA

Major WE: major World events, according to 3.2.3

Other WE: all the other World events, included in the FIDE Calendar, according to 3.3.3

Major CE: major Continental events, according to 3.3.3

Other CE: all the other Continental events, included in the FIDE Calendar, according to 3.4.3

Arbiter/Event	Major WE	other WE	Major CE	other CE
Chief Arbiter	A', B'	A', B'	A', B'	A', B', C'
Deputy Chief Arbiter	A', B'	A', B', C'	A', B', C'	A', B', C', D'
Arbiter	A', B', C'	A', B', C', D'	A', B', C', D'	A', B', C', D'
Assistant Arbiter	B', C', D'	B', C', D'	B', C', D'	B', C', D'

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:

3.3 By an in-tournament report from the Chief Arbiter/ Organizer of a tournament;

3.4 By a post-tournament report; or

3.5 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 – he

ld 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 Arbiters 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 Arbiters 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.

Annex A - Tournament Report Form

Federation	Name of Tournament	
Venue	Start Date	End Date
Chief Organiser		
Chief Arbiter		
Complainant (include FIDE ID if applicable)		
Player Details (include FIDE ID)		
Complaint details		
Arbiter comments		
Complainant Signature		
Arbiter Signature		
Date		

Annex B - Post Tournament Report Form

Federation	Name of Tournament	
Venue	Start Date	End Date
Chief Organiser		
Chief Arbiter		
Complainant (include FIDE ID if applicable)		
Player Details (include FIDE ID)		
Check with program (Y/N)	Program Name:	
Analysis file provided (Y/N)	Hardware:	
Description of check/results:		
Arbiter comments		
Complainant Signature		
Arbiter Signature		
Date		

The Role of the Arbiters and their duties

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

They have not only to control the games, but also to ensure the best conditions, for the players not to be disturbed and will be able to play without any problem. So they have to take care about the playing area, the equipment, the environment and the whole playing venue.

Finally, they have to avoid any cheating by the players.

The general duties of the Arbiters in a competition are described in the Laws of Chess (art. 12.1, 12.2, 12.3) and are:

- a. They shall see that the Laws of Chess are strictly observed.
- b. They shall ensure fair play. It means that they also must take care so that to avoid any cheating by the players.
- c. They shall act in the best interest of the competition. They should ensure that a good playing environment is maintained and that the players are not disturbed. They shall supervise the progress of the competition.
- d. They shall observe the games, especially when the players are short of time, enforce decisions they have made and impose penalties on players where appropriate.

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

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

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

Additionally, we can consider the following requirements as very important for the Arbiters in a competition:

1. To show proper behavior to the players, captains and spectators **have** to be respectful and dignified. They shall avoid any dispute during the games and take care of the good image of the tournament.
2. To observe of as many games as possible during every round of the competition. They have to take care of the games that they are responsible, to observe and to check the games' progress (especially when there is time trouble). It is not acceptable for the Arbiters to leave the playing area every 10 or 15 minutes for smoking or for any discussions with friends, spectators, officials, or other persons, or to leave their sector unattended in order to go and watch other games in another part of the playing hall. It is not acceptable for the Arbiters to stay seated in their chairs reading newspapers or books (even chess books!), or to sit in front of a computer, surfing on Internet, etc., leaving their games without observation. It is also not acceptable for the Arbiters to speak on their mobiles in the playing hall during the games. The Law of Chess regarding the mobile phones is valid not only for the players, captains and spectators, but for the Arbiters as well.
It is sure that the biggest problems during the games are caused because of the absence or the lack

of attention of the Arbiters and thus the ignorance of what actually happened in case of an incident. How an absent Arbiter will take a fair decision in a dispute between two players caused because of a touched piece (i.e. the opponents do not agree that the player said “j’adoube” in advance)? Without knowing what actually happened, the Arbiter has 50% possibilities to take a correct decision and 50% to take a wrong one, losing by this way his credibility and the trust of the players. Of course, the Arbiters are human beings and they may make mistakes, but they have to try as much as they can to avoid such problems.

3. To show responsibility in executing their duties.
The correct time of arriving in the playing hall before the start of the round and the following of the Chief Arbiter’s instructions are parameters that help the smooth running of the tournament.
4. To show team spirit and cooperate in the best way with the other Arbiters of the competition.
An Arbiter’s job in a competition is mainly a team work and the Arbiters shall help and cover each other in any case, so that to avoid, if possible, any problem that arises during the games. The Arbiter has to consult the Chief Arbiter, in any case when he does not feel ready to take an important decision regarding the game he observes.
5. To study the regulations and be updated for any changes of the laws of chess and the tournament rules.
The Arbiter has to know the Laws of Chess and the Regulations of the tournament, as he has to take a decision immediately when it is needed. The players cannot wait for a long time and the game has to be continued.
6. To have excellent knowledge of handling the electronic clocks.
It is not acceptable for an Arbiter to let the players waiting for a long time, while trying to fix an electronic clock with wrong time indications during a game.
7. To follow the dress code.
The Arbiters of a competition shall be dressed properly, helping to increase the image of chess as a sport.

Summary of the general duties of an Arbiter

The following general duties are referred to the Arbiters who are acting in Individual or Team Tournaments of any importance and any level, independently of the number of participants:

A. Before the start of the game

- a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the start of the round. For the first round of the tournament, it is advisable to arrive at least one (1) hour before the start of the round.
In very important events, the Chief Arbiter may ask for the presence of the Arbiters even earlier before the start of the round.
- b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-condition, enough space for the players, etc.) has to be checked carefully before arrival of players or spectators.
- c. Check the equipment (chessboards, pieces, score sheets, pens).
- d. Arrangement of the tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers.
- e. Check the electronic clocks, the correct setting of the time control, check batteries and the correct placement of the clocks.

- f. For team competitions, it is very important to check before the start of the games if the team compositions follow the basic list of players.

B. During the games

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

C. After the end of the round

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

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He shall take care of all technical matters and ensure the best conditions for the players. He has to manage the available arbiters and assign their duties and responsibilities. He is responsible for the smooth running of the competition and he has the responsibility of taking decisions in every case or incident during the games. He has to try to settle all arising disputes before they are forwarded to the Appeals Commission.

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

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

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

The successful arbitration during the games plays a very significant role in the success of the event.

Application Forms

FIDE Arbiter Norm Report Form

FA1

Arbiter's last name:	First name:	Code (if any):
Date of birth:	Place of birth :	Federation:
Federation where event took place:		Name of event :
Dates:	Venue:	Type of event:
Number of players:	Number of FIDE Rated players :	Number of rounds:
Number of federations represented :		

Confidential Report: (Comments of Chief Arbiter, failing that Organizer)

These should refer to the Arbiter's knowledge of the Laws, the Pairing Rules used and other regulations. Also his/her objectivity, ability to cope with any incidents that arose and consideration for the protection of players from disturbance and distraction.

Recommendation:

The Arbiter's performance

(1) Was of the required standard for a **FIDE Arbiter**.

Name:		Signature:
Position:	Federation:	Date:
Name of Authenticating Federation official :		
Signature :		Date:

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it should be based on the judgment of a previously authorized official who should, if possible, be an International Arbiter, failing that a FIDE Arbiter.

When applying for the IA title, the applicant's federation must attach to this form the Tournament Report form (IT3) and a copy of any appeals decisions.

APPLICATION FOR AWARD OF THE TITLE OF FIDE ARBITER FA2

The federation of ----- herewith applies for the title of FIDE Arbiter for:

Name: ----- First name: ID-code (if any):

Date of birth: Place of birth: Federation:

Address:

Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.

He/She speaks the following languages (this must include sufficient knowledge of at least one official FIDE language):

.....

The candidate has worked as Chief or Deputy Arbiter in the following three competitions and the undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA 1), which is signed by an appropriate qualified person.

1. Event: Dates:

Location: Date included in FIDE Rating

List :

Type of event: (round robin, Swiss, Scheveningen, match, and so on)

2. Event: Dates:

Location: Date included in FIDE Rating

List :

Type of event: (round robin, Swiss, Scheveningen, match, and so on)

3. Event: Dates:

Location: Date included in FIDE Rating

List :

Type of event: (round robin, Swiss, Scheveningen, match, and so on)

4. Arbiters' seminar: Dates:

In his / her activity as an Arbiter, he / she has shown at all times an absolute objectivity.

Federation official: Date:

Name: Signature:

Attach another FA 2 form, if there are more supporting norms.

International Arbiter Norm Report Form**IA1**

Arbiter's last name:	First name:	Code (if any):
Date of birth:	Place of birth :	Federation:
Federation where event took place:	Name of event :	
Dates:	Venue:	Type of event:
Number of players:	Number of FIDE Rated players :	Number of rounds:
Number of federations represented :		

Confidential Report: (Comments of Chief Arbiter, failing that Organizer)

These should refer to the Arbiter's knowledge of the Laws, the Pairing Rules used and other regulations. Also his/her objectivity, ability to cope with any incidents that arose and consideration for the protection of players from disturbance and distraction.

Recommendation:

The Arbiter's performance

(1) Was of the required standard for an **International Arbiter**.

Name:		Signature:
Position:	Federation:	Date:
Name of Authenticating Federation official :		
Signature :		Date:

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it should be based on the judgment of a previously authorized official who should, if possible, be an International Arbiter, failing that a FIDE Arbiter.

When applying for the IA title, the applicant's federation must attach to this form the Tournament Report form (IT3) and a copy of any appeals decisions.

**APPLICATION FOR AWARD OF THE TITLE OF INTERNATIONAL
ARBITER**

IA2

The federation of ----- herewith applies for the title of FIDE Arbiter for:
 Name: ----- First name: ID-code (if any):
 Date of birth: Place of birth: Federation:
 Address:
 Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.
 He/She speaks the following languages (this must include sufficient knowledge of at least one official FIDE language):

The candidate has worked as Chief or Deputy Arbiter in the following three competitions and the undersigned encloses for each competition an International Arbiter Norm Report Form (IA 1), which is signed by an appropriate qualified person.

1. Event: Dates:
 Location: Date included in FIDE Rating List :
 Type of event: (round robin, Swiss, Scheveningen, match, and so on)

2. Event: Dates:
 Location: Date included in FIDE Rating List :
 Type of event: (round robin, Swiss, Scheveningen, match, and so on)

3. Event: Dates:
 Location: Date included in FIDE Rating List :
 Type of event: (round robin, Swiss, Scheveningen, match, and so on)

4. Arbiters' seminar: Dates:

In his / her activity as an Arbiter, he / she has shown at all times an absolute objectivity.

Federation official: Date:

Name: Signature:

Attach another FA 2 form, if there are more supporting norms.

Tournament Report Form
Name of Tournament

IT3

FederationCountry and Place of
Tournament

Starting date

Ending date

Organizer of the Tournament

Contact Information (Address, phone, fax, E-mail) of the person responsible for information:

Number of Rounds	Schedule (number of rounds/day)	Rate(s) of play

Tournament Type	Pairing System of a Swiss System Tournament Manual <input type="checkbox"/> Person responsible: Computerized <input type="checkbox"/> Program used:
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Special Remarks (exceptions in pairing, restart option,.)

Chief Arbiter and contact information for Chief Arbiter (address, phone, fax, Email)

Type	No.	No.	host fed players	other Fed players	Type	No.	No.	host fed players	other fed Players
Rated					unrated				
GM					WGM				
IM					WIM				
FM					WFM				

Deputy Chief Arbiter

If more than 50 players Arbiter

If more than 100 players Arbiter

If more than 150 players Arbiter

The organizer must provide this report form to each arbiter who has achieved a norm, his/her federation, the organizing federation and the FIDE Secretariat

Certificate of Title Result	IT1
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	GM	IM	WGM	WIM
Name:		First name:		Sex:
ID-number		Federation:		
Date of birth:		Place of birth:		

Event:	Start:	Close:
Chief or supervising arbiter:	number of rounds:	
number players not from title applicant's federation	number of rated opponents	
number players from host federation	Total number titled opponents	

Where applying 1.43e:

Number of federations: Number of rated players not from host federation:

Number of players not from host federation holding GM, IM, WGM, WIM titles

Special remarks:

Rd	Opponents	ID FedRating	Rat. 1.46b Title	Score
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

R(a)

=

Rp =

Total score:

Arbiter's signature:

Federation confirming the result:

Name of federation official:

Signature

Date:.....

Note: Unrated = 1000, but see 1.46. Score = 1, ½, 0 for played games or +, =, - for unplayed games

The organizer must provide this certificate to: each player who has achieved a title result; the organizing federation, the player's federation and the FIDE Office.

TITLE APPLICATION

IT2

The federation of hereby applies for the title of

Grandmaster (minimum level 2500)

International Master (2400)

Woman Grandmaster (2300)

Woman International Master (2200)

to be awarded to

Family name

First name

FIDE ID

Date of birth
rating

Place of birth

Date necessary rating gained

Highest

Titles can be awarded conditional on reaching the required rating at a later date (see Title Regulations 1.5 for the procedure to be followed in this case).

Herewith certificates (IT1s) and cross-tables for the following norms:

1.			
Name of event:	Location:		
Dates:	tournament system:	average rating of opponents:	
.....	opponents:	no. of games to be counted:	
Pts required:	Pts scored:	no. of games played: ..	no. of games to be counted:
required:	scored:	played:	counted:
Number of host fed. players:	Number of players not from own federation:		
Number of opponents:	Number of players not from own federation:		
GMs:	IMs	FMs:	WGMs:
WIMs:			
.	WFMs:	Rated opponents:	Unrated opponents:

				federation:
Number of opponents: titled	GMs		
GMs:	IMs:	FMs:	WGMs:	
WIMs:				
.	WFMs:	Rated opponents:	Unrated opponents:	

3.

Name of event: Location:

Dates: tournament system: average rating of opponents:

Pts. required:	Pts. scored:	no. of games played:	no. of games to be counted:
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Number of host fed. players: Number of players not from own federation:

Number of opponents: titled IMs:		
GMs:	FMs:	WGMs:	
WIMs:			
..	WFMs:	Rated opponents:	Unrated opponents:

Attach another form IT 2 if there are more supporting norms.

Total number of games: (minimum 27) special comments:

Federation Official: Date:

Name: Signature: