



Tamil Nadu State Chess Association

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Laws of Chess

INTRODUCTION

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

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

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

PREFACE

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

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

The Preface of the Laws is one of the most important parts. Of course, the Laws of Chess cannot cover all possible situations arising during a game. Sometimes only a small part of a situation is changed and the Arbiter can make a decision based mainly on the Laws of Chess. For cases, however that are not covered completely by the Laws, the arbiter has to make a decision based on analogue situations that have happened in the past, as well as based on common logic, fairness and probably special factors. But it is always necessary for an arbiter to make his decisions and to solve any problem during the game.

Therefore, the excellent knowledge of the Laws of Chess and his experience, obtained from his working in tournaments, are the most important qualifications of an Arbiter.

BASIC RULES OF PLAY

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

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

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

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

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

1.4.1 The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king is not allowed .

1.4.2 The opponent whose king has been checkmated has lost the game.

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

Sometimes, neither white nor black can checkmate the opponent. In such a case, the game is drawn. The simplest example is when on the chessboard there are only the two kings.

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

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

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

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

These pieces are as follows:

A white king usually indicated by the symbol K

A white queen usually indicated by the symbol Q

Two white rooks usually indicated by the symbol R

Two white bishops usually indicated by the symbol B

Two white knights usually indicated by the symbol N

Eight white pawns usually indicated by the symbol

A black king usually indicated by the symbol K

A black queen usually indicated by the symbol Q

Two black rooks usually indicated by the symbol R

Two black bishops usually indicated by the symbol B

Two black knights usually indicated by the symbol N

Eight black pawns usually indicated by the symbol

Staunton Pieces



p Q K B N R

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



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

A chessboard can be made of different materials, but the colour of the squares (dark = brown or black and light = white or cream) must be clearly different. It is useful that it is not shiny to avoid reflects and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see FIDE Handbook C.05 FIDE Tournament Rules).

It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. By doing this, an arbiter can avoid a lot of possible claims about reversed Kings and Queens or Knights and Bishops.

Sometimes, there is a disagreement between players how to place the knights. Each player has his own habit regarding this. Each player may place his own knights as he likes before the start of the game. He may only do so during the game after he has informed his opponent that he is going to adjust them (See Article 4: “J’adoube” – “I adjust”).

Article 3: The moves of the pieces

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

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

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

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

Even if a piece is pinned against its own king, it attacks all the squares to which it would be able to move, if it were not pinned.

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

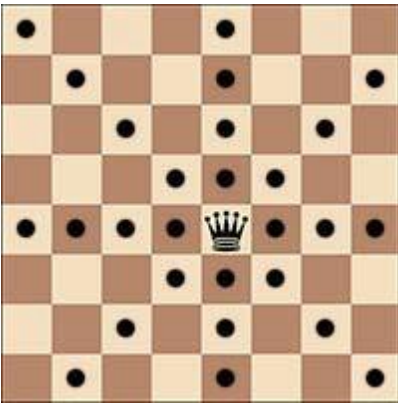


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two or more bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.5.1), or an illegal move was played.

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

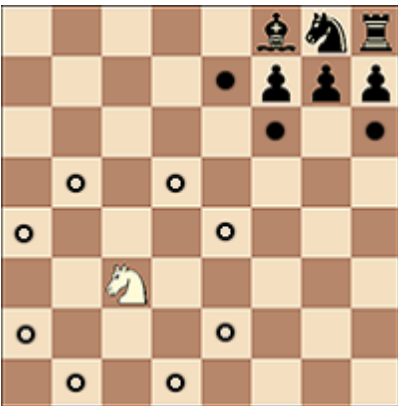


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

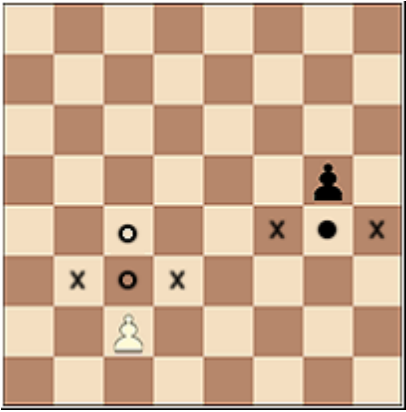
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



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

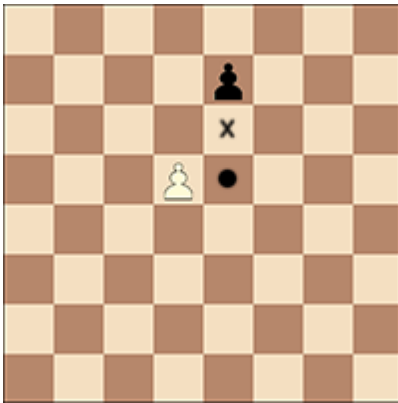
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

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



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

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



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

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

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

When a player places an inverted (upside – down) Rook in the promotion square and continues the game, the piece is considered as a Rook, even if he names it as a "Queen" or any other piece. If he moves the upside-down rook diagonally, it becomes an illegal move.

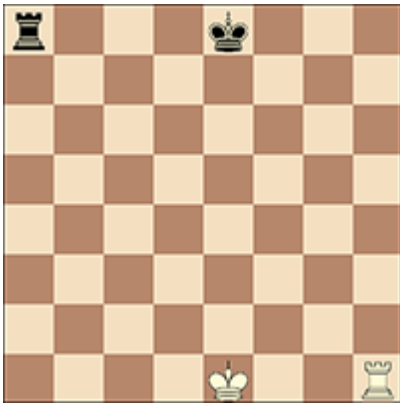
In case of a promotion and if the player cannot find the required piece, he has the right to stop the clock immediately and ask the Arbiter to bring him the piece he wants. Then the game will continue after the promotion will be completed.

3.8 There are two different ways of moving the king:

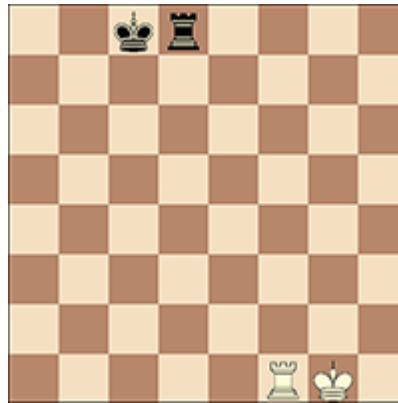
3.8.1 by moving to an adjoining square



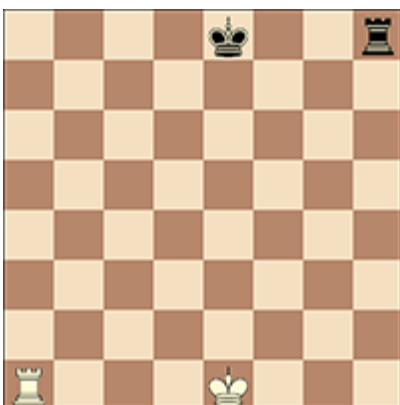
3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



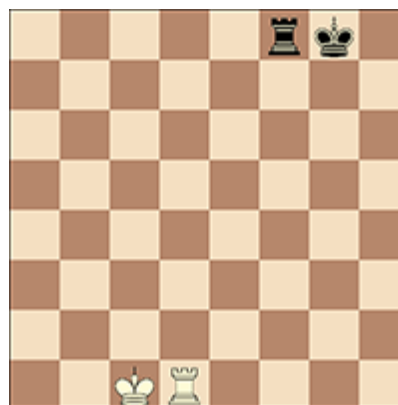
Before white kingside castling
Before black queenside castling



After white kingside castling
After black queenside castling



Before white queenside castling
Before black kingside castling



After white queenside castling
After black kingside castling

3.8.2.1 The right to castle has been lost:

3.8.2.1.1 if the king has already moved, or

3.8.2.1.2 with a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

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

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

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

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

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

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

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

Article 4: The act of moving the pieces

4.1 Each move must be played with one hand only. 14

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

Article 4.2.1 may only be used to correct displaced pieces. In the case the opponent is not present at the board of a player should inform the arbiter- if there is an arbiter present – before he starts to adjust the pieces on the chess board.

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

According to this rule, if a player has not said “I adjust” before touching a piece and touching the piece is not accidental, the touched piece must be moved.

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.

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

Article 5: The completion of the game

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

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

A player may resign in a number of different ways:

- stopping the clock
- announcing his resignation
- knocking over the king
- reaching out his hand to the opponent
- signing a score sheet, and so on.

All of these possibilities are capable of being misinterpreted. Therefore the situation has to be clarified.

A player who does not wish to continue a game and leaves without resigning – or notifying the arbiter – is being discourteous. He may be penalized at the discretion of the Chief Arbiter, for poor sportsmanship.

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

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

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

This rule is applicable, only if Article 9.1.1 (not to agree for a draw before a specified number of moves by each player) is not enforced.

The best way to conclude a game is to write down the result on the score sheet (if there is any, see Article 8) and for both players to sign it. This then forms a legal document, even if things can go wrong.

COMPETITION RULES

Article 6: The chessclock

6.1 Chessclock’ means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

‘Clock’ in the Laws of Chess means one of the two time displays.

Each time display has a ‘flag’.

‘Flag-fall’ means the expiration of the allotted time for a player.

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

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

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

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

Normally, when the player forgets to press his clock after making his move, the opponent has the following possibilities:

(a) To wait for the player to press his clock. In this case there is a possibility to have a flag fall and the player to lose on time. It is quite unfair, but the Arbiter cannot intervene and inform the player.

(b) To inform the player to press his clock. In this case the game will continue normally.

(c) To make his next move. In this case the player can also make his next move and press his clock. If the game is played with move counter, then one move has been missed by both players. In such a situation the Arbiter must consider it and at an appropriate moment (when he is sure that he does not cause a big disturbance to both players) he must intervene and press the lever of the clock once for each player (adding by this way one move on the clock of each player). In this way the additional time of the next

period (in case there is any) will be added properly (after move 40 has been completed) and without any problem.

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

The following situation may happen:

A player makes a move, forgets to press the clock and leaves the table (i.e. to go to the toilet). After he returns he sees that his clock is running and believing that his opponent has completed his move he makes another move and presses the clock. In this situation the Arbiter must be summoned immediately to clarify the case (did the opponent make a move or not?) and make the necessary corrections on the clock (time, move counter).

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

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

Sometimes the following happens:

A player displaces some pieces; in this situation the opponent keeps his finger on the clock button to avoid the player pressing his clock. This is forbidden according to this Article.

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

6.2.4 The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

In case that a player presses the clock without making a move, as mentioned in the article 6.2.4, it is considered as an illegal move and it is penalized according to the article 7.5.3. and not according to the 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.

It is clear that the player himself has to provide an assistant. He has to present this assistant in time to the arbiter, not just before the round.

It is usual that 10 minutes are deducted from the time of the player who needs an assistant. No deduction should be made in the case of a disabled player.

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

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.

1. Cumulative (Fischer) mode: In this mode each player has a main thinking time and receives a fixed extra time (increment) for each move. This increment for his first move is added before he starts his game and then immediately after he has completed each of his following moves. If a player completes his move before the remaining time of this increment for the move expires, this remaining time will be added to the main thinking time.

2. Bronstein mode: The main difference between Fisher mode and Bronstein mode is the handling of the extra time. If the player does not use the whole extra time in Bronstein mode the remaining part is deleted.

3. Time delay mode: Each player receives a main thinking time. When a player has the move the clock will not start counting for a fixed period (increment). After this period expired the clock is counting down the main playing time.

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

This means that the arbiter (or the player) has to check if the minimum numbers of moves have been completed.

Consider a game 90 minutes for 40 moves and 30 minutes for the rest of the game. It is normal to investigate whether 40 moves have been made by both players only after a flag has fallen.

If a move (push) counter is used in a digital clock, then it is possible to establish whether 40 moves have been made before a flag fall, as a “-“ indication appears on the clock in case that the player does not complete the 40 moves before the allotted time. When a digital board is used this may also help in determining the number of moves played.

In the majority of the top tournaments the move counter is used.

In case that the indications are 0.00 in both clocks and electronic clocks are used, the Arbiter has always the possibility to establish which flag fell first, with the help of the “-“ or any other flag indication. Therefore there is always a winner.

In case mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes are applied.

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

In individual tournaments the chess clock is normally placed on the right side of the player who has the black pieces. The chess boards shall be placed in a way so that the arbiter will be able to check at once as many clocks as possible. In case of a left-handed player with black pieces, the arbiter might arrange for the players to sit on the other side of the board. In team competitions the members of the same team usually sit in a row. Then the pieces are set alternate black and white and the clocks all point the same way. Be careful! It happens quite often in team competitions that a player presses the clock of his neighbour.

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

In small tournaments the arbiter starts all clocks.

In tournaments with many players the arbiter announces the start of the round and states that White's clock is started. The arbiter then goes round the room checking that White's clock has been started on all boards.

6.7.1 The regulations of an event shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

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

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter has to declare the game lost for the players who are not present on their chessboards. It is preferable for events with more than 30 participants a large digital countdown device to be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement must be made five minutes before the round is due to start and again one minute before start of the game.

Alternatively a clock should be on the wall inside the playing hall and provide the official time of the tournament.

If the default time is not 0, it is advisable that the arbiter publicly announces the time of the start of the round and that he writes down the starting time.

If the default time is for example 30 minutes and the round was scheduled to start at 15.00, but actually started at 15.15, then any player who doesn't come before 15.45 loses.

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

A flag is considered to have fallen when it is noticed or claimed, not when it physically happened.

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.

It means that a simple flag fall may not lead the Arbiter to declare the game lost for the player whose flag has fallen. The Arbiter has to check the final position on the chessboard and only if the opponent can checkmate the player's king by any possible series of legal moves (i.e. if there is a checkmate icon on the chessboard, even by the most unskilled play), he can declare the game as won by the opponent. In case there are forced moves that lead to a checkmate by the player or to a stalemate position, then the result of the game is declared as a draw.

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.

To have the possibility to determine as accurately as possible the indications on the replaced chess clock, it is advisable to check the clocks during the round, for instance every 30 minutes, and to record the times and the number of moves made, by using a time-control sheet (see at the end of the Manual).

This can be particularly valuable when an increment is used.

If a chess clock must be replaced, it is essential to mark it as defective and to separate it from the clocks that work correctly.

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

It is advisable to write down all the known details of the two clocks before making an adjustment.

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.

A player may stop the clocks if he feels disturbed by his opponent or by spectators or is unwell. Going to the toilet is not necessarily a valid reason for stopping the clocks. The Arbiter may decide otherwise, in case there are medical reasons (i.e. a bleeding nose, etc.).

6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.

6.12.2 The player may not make a claim relying only on information shown in this manner.

An arbiter must realise that the information displayed may be incorrect.

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.

Be aware that the incorrectness was found during and not after the game. It is not mentioned how the mistake was found or who found it. If a game is played on an electronic chessboard, it can happen that the computer stops to record the moves. In such cases the operator may inform the arbiter that something went wrong and the arbiter has the duty to check what happened.

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.

This article is quite clear: after 10 moves or more the game shall continue, otherwise, a new game shall be played with the correct colors. It doesn't matter what is the current position on the chessboard and how many pieces or pawns have been captured, after the ninth move.

In case a game with reversed colours will end by normal means (i.e. checkmate, resignation, draw agreement, if allowed), before ten (10) moves will be played, then the result stands.

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

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

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

The Arbiter must be very careful here. Suppose player A has the move and his clock is running. Then player B displaces one of his own pieces (by accident). It is not correct that player A starts player B's clock. Of course, if player A is really disturbed, he shall summon the arbiter, after he has stopped both clocks.

This Article should be applied with flexibility.

Problems may happen mainly in Rapid and Blitz games, where it is possible to have many situations with displacement of the pieces, because of the short of the time and the speed of making the moves. The penalty that the Arbiter must apply should be according to the Article 12.9. It is unacceptable to forfeit immediately the player who displaced (by accident) a piece, except if it is obvious that he did it on purpose (i.e. in order to gain some more time), or he did it more than once.

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.

First of all, it is very important that the irregularity must be discovered during the game. After the players have signed the score sheets or in another way it is clear that the game is over, corrections are not possible. The result stands. Furthermore in case the irregularity is discovered during the game, it is important, that the game continues with the piece that the illegal move was played or that the piece which was taken will be taken with another piece, if possible.

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

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

7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. 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.

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

The player is forfeited in case he completes two (2) of ANY of the above illegal moves.

However when there are two (2) illegal moves in one move (i.e. illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited.

The capturing of the King is illegal move and is penalized accordingly.

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.

Notice that it is forbidden to record the move in advance. Only in case of a draw claim (Article 9.2. and 9.3) and adjourning it is allowed.

It is permitted to record the moves as a pair (his opponent's move and his own move), but he must have recorded his previous own move before making his next move.

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

Nowadays there are generally no problems with this Article. The habit of concealing the written on the score sheet moves with a pen does not violate this article. But still the arbiter has full right to remove the pen from the score sheet, whenever he wants to check the number of the moves played by the player.

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

A player is not allowed to keep the original score sheet. It belongs to the Organizers. The player has to deliver it to the arbiter when the game is finished and keep a copy (if any).

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

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

It happens quite often that in this time trouble phase the player asks the arbiter how many moves are left until the time control. The arbiter shall never give any information about the number of the moves that have been made, even not after a player or both players have completed the required number of moves. Only after a flag fall the arbiter shall come into action: he stops both clocks and orders the players to update the score sheets. Only after both players have updated their score sheets the arbiter shall start the clock of the player who has the move.

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

Notice that, in this situation, after a flag fall, the arbiter does not stop the clocks.

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

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

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

It is very important for the Arbiter to record the correct results of the games.

At the moment the Arbiter sees that a game has been finished, he should go to that board and check if the players have written the result of the game and have signed the score sheets. The arbiter should immediately check that both score sheets show the identical results.

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.

This article gives the possibility to the Chief Arbiter of a tournament to overrule wrong decisions made by the Arbiters of the tournament, even after the players have signed the score sheets or the match protocols.

Article 9: The drawn game

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

If a competition applies this rule, then the mentioned number of moves or the no agreement at all, should be communicated with the players in the invitation to the tournament. It is advisable for the Arbiter to repeat the rule before the start of the tournament. It is clear that the rule applies only for a draw agreement. The Articles 9.2, 9.3 and 9.6 still apply during the whole game and give the possibility to the players to have a draw in less than the specified number of moves, which must be accepted by the Arbiter (i.e. if two players make a draw by three fold repetition after 20 moves, in a tournament where there is a draw restriction rule before 30 moves have been completed by both players, then the Arbiter must accept the draw).

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.

The correct sequence of a draw offer is clear:

1. *making a move*
2. *offering of a draw*
3. *pressing the clock.*

If a player deviates from this order, the offer still stands though it is in fact incorrect. The arbiter in this case has to penalise the player, according to the Article 12.9.

No conditions can be attached to a draw offer.

Some examples: The player forces the opponent to accept the offer within 2 minutes.

In a team competition: a draw is offered under the condition that another game in the match shall be resigned or shall be drawn as well.

In both cases the offer of a draw is valid, but not the attached condition.

Regarding 9.1.2.3: If a player claims a draw, the opponent has the possibility to agree immediately to the draw. In this case the arbiter does not need to check the correctness of the claim. But be careful. If there is a draw restriction (for example: no draw offers are allowed before 30 moves have been completed by both players) and the claim has been submitted before that move (i.e. after 28 moves), then the claim has to be checked by the Arbiter in any case, even if the opponent would agree to the draw.

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

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

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

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

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

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

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

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

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

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

See comment to article 9.2.

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

The player loses his right to claim a draw only on that move. He has always the possibility to make a new claim in the game later.

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.

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

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

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

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

In 9.6.1 case, the five times need not be consecutive.

In both 9.6.1 and 9.6.2 cases the Arbiter must intervene and stop the game, declaring it as a draw.

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 ($\frac{1}{2}$).

Another scoring system from time to time used is for a win 3 points, for a draw 1 point and for a lost game 0 points.

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.

This means, first, that the total score achieved by both players in a game cannot exceed the score achieved by winning the game: with the traditional system (1, $\frac{1}{2}$, 0), the total score cannot be more than 1 point; or more than 3 points with 3, 1, 0 system. And, second, that a player cannot receive a score other than 1, $\frac{1}{2}$ or 0 in the traditional system or 3, 1 or 0 in the 3, 1, 0 system.

Article 11: The conduct of the players

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

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

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

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

11.2.3 Only with the permission of the arbiter can:

11.2.3.1 a player leave the playing venue,

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

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

If possible, spectators should not enter the playing area. It is advisable to have all other rooms (smoking areas, toilet areas, bar areas, etc.) always under control of Arbiters or assistants.

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

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

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

11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue. However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.

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

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

The regulations about electronic devices are now very strict. No mobile phone is allowed in the playing venue and it makes no difference if it is switched on or off.

If a mobile phone (even switched off) is found with a player, his game is immediately lost and the opponent shall win. The result shall be 1-0 or 0-1. It doesn't matter if, when the mobile phone is found, the opponent cannot checkmate the offender player by any series of legal moves: he wins the game.

It is different if the game has not yet started. Suppose the following situation occurs: There is no zero-tolerance. Player A is in the playing hall at the start of the round. His opponent, Player B is absent. Immediately after player A made his first move his mobile rings. The arbiter declares the game lost for Player A. Some minutes later, but still on time, Player B arrives. The score is "-/+ ", it is not a "played" game and it cannot be rated.

However, there is the possibility for an arbiter or an organizer to specify in advance (in the regulations of the event) a less severe penalty for a violation of this article (i.e. a fine)

And they can also include in the regulations of the event the possibility of bringing such a device to the tournament provided that certain conditions are fulfilled: that it is completely switched off and stored in a separate bag, so that it is not in contact with the player and the player does not have access to the bag during the game, without the arbiter's permission (and he cannot take the bag with him in the toilet, etc.).

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

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

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

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

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

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

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

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

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

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

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

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

It is necessary to advise the player to make an appeal, in case he does not agree with an Arbiter's decision. In any way, the game will continue according to the decision of the Arbiter. If the player will refuse to continue the game, then his clock will be running and he will lose on time.

It must be always a dead line for the submission of the appeal.

The details of appeals procedure should be part of the regulations of the event.

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

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

The reconstruction of the game due, for example, to draw claims (threefold repetition or 50 moves) is not only duty of the arbiter. The players must make this reconstruction, 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.

The Arbiter must be present and control the games.

In case the arbiter observes an infringement, he may interfere. He must not wait for a claim from the opponent.

Example: A player touches a piece and makes a move with another one. The arbiter shall force the player to play the touched piece.

12.2 The arbiter shall:

12.2.1 ensure fair play,

12.2.2 act in the best interest of the competition,

12.2.3 ensure that a good playing environment is maintained,

12.2.4 ensure that the players are not disturbed,

12.2.5 supervise the progress of the competition,

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

12.2.7 follow the Anti-Cheating Rules or Guidelines

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

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

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

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

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

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

This Article includes also the calling of a flag fall.

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.

Spectators, Officials, Organizers, Captains and Arbiters are also not allowed to use their mobiles in the playing hall during the games.

12.9 Options available to the arbiter concerning penalties:

12.9.1 warning,

12.9.2 increasing the remaining time of the opponent,

12.9.3 reducing the remaining time of the offending player,

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

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

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

12.9.7 a fine announced in advance,

12.9.8 exclusion from one or more rounds,

12.9.9 expulsion from the competition.

Article 12.9.9. may be applied in cooperation with the organizer of the event.

APPENDICES

Appendix A. Rapid chess

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

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move. That is: for 60 moves we would get $30' + (30'' \times 60) = 30' + 30' = 60'$. So as according to the Article A1 "A Rapidplay" is a game where all moves must be completed in less than 60 minutes for each player, then such a game is considered to be standard chess. Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get $10' + (5'' \times 60) = 10' + 5' = 15'$. So as according to the Article A.1 such a game is considered to be Rapidplay chess

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

Players are allowed to record the moves, but they may stop recording any time they wish.

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.

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

A.4 Otherwise the following apply:

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

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

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

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

A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

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

A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

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

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

If the player completes a move by giving a check and the opponent completes his next move by also giving a check (creating a position where both Kings are in check), and the player, instead of claiming the opponent's illegal move, completes his next move with his King, avoiding the check, then the game shall be continued by the next opponent's move, as the new position is not illegal any more. No illegal move can be claimed by the opponent.

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

It is an obligation of the Arbiter to call the flag fall, if he sees it.

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

Appendix B. Blitz

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

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

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

B.3.1 The Competition Rules shall apply if:

B.3.1.1 one arbiter supervises one game and

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

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

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.

In Blitz games the Arbiter SHALL CALL the flag fall, if he observes it, as in Rapid play

In Blitz games, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped, as in Rapidplay.

Rating Calculation for an Unrated Player

An unrated players' first ambition is to get international rating, by playing in FIDE rated tournaments and they may also be interested in knowing the criteria and procedure to get a rating. A brief account of the same is furnished below. For more details, a player has to refer <http://www.fide.com/fide/handbook.html?id=172&view=article>

For an unrated player's Rating performance to begin, he must score at least half a point against rated players in a tournament. He will get a rating, after meeting five rated players (in one or more tournaments), provided his new rating is 1000 or above.

The condition of a minimum of 5 games need not be met in one tournament; Results from other events, played within rating period of not more than 26 months, are pooled to obtain the initial rating. A game will be rated only if both players have made at least one move each.

The rating is calculated using all his results and the rating data available, as if they were played in one tournament, but not published, until he has played at least 5 games against rated players. Suppose he meets 5 or more players within 2 months. His rating will be published in the next month rating list (if it is 1000 or above).

If he scores 50%, then $R_u = R_a$ (R_u is the new rating and R_a is the average rating).

If he scores **more** than 50%, then $R_u = R_a + 20$ for each half point scored over 50%.

If he scores **less** than 50%, in a Swiss or team tournament: then $R_u = R_c + d_p$ (rating differences)

Example: An unrated player has played **4 games** in a tournament against rated players with **average rating of 1800**, then in another tournament **4 games** against rated players with the **average rating of 1650**, and then in a third tournament **2 games** against rated players with **average rating of 1500**. Let us assume that all these tournaments are in one rating period. The average rating of all opponents is $(4 \times 1800 + 4 \times 1650 + 2 \times 1500) \div 10 = 16800 \div 10 = 1680$

Case 1: Assume the player has scored 2 out of 4 in first tournament 2.5 out of 4 in second and 1.5/2 in third tournament. The player's initial rating is calculated as if he had played 10 games with a score of $2 + 2.5 + 1.5 = 6.0/10$.

The result is 6.0 out of 10, it is **two** half ($\frac{1}{2}$) points more than 50 percent ($5 + \frac{1}{2} + \frac{1}{2}$). For every half point, add 20 to the average rating.

The new player's first published rating is $1680 + (2 \times 20) = 1720$

Case 2: Assume the player has scored 3.0/4, 0/4 and 2.0/2 in the three tournaments. His total score is 5/10. This is 50% score and his new rating will be the average itself, i.e.1680.

Case 3: Assume the player has scored 1.5/4, 1.5/4 and 0/2 in the three tournaments. His total score is $1.5 + 1.5 + 0 = 3.0$, which is less than 50%. His percentage is $3.0/10 = 0.30$. The d_p for 0.30 from the tables is -149. His new rating will be $1680 - 149 = 1531$.

FIDE publishes the rating list every month. It also publishes rating list for Rapid and Blitz tournaments separately.

Inactivity :- A player is considered to commence inactivity if he does not play any rated games in one year period. 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.

For rating changes of a rated player, a factor called K is used.

K = 40 until he plays 30 rated games OR

K = 40 until 18th birthday of the player, as long as his rating remains under 2300. rating

K = 20 for a player who has played more than 30 games and above 18 years

K = 20 for player who has not reached 18th birth day but reaches 2300 rating

K = 10 after he reaches 2400.

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.

For example, R. Shadhursshaan, an under 11 boy (1468 rating as on 1st January) had a K value of 12 in the February 2018 rating list. He played 55 games in January (IIFL Mumbai – 9, IIFL Junior – 8, Delhi Open Category B – 10, Delhi Open Category C – 9, Chennai Open – 10 and Kottayam – 9).

His K value for the period = $700/55 = 12$

(https://ratings.fide.com/individual_calculations.phtml?idnumber=45024138&rating_period=2018-02-01).

Dp table The table of conversion from fractional score, p, into rating differences, d_p

p	d _p	p	d _p	p	d _p	p	d _p	p	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

A player might have scored many points against rated players from several rating tournaments, but his or her rating would not have been published by FIDE. The reason is that, after calculating their rating in the above said manner, the resulting rating must at least be 1000. If it is **less** than 1000, the rating will not be published.

- If a player has scored **0.5** points from 5 games (0.10 percent from number of games),

(When p is .10 then dp is -366) See Table above .

the Average Rating should at least be **1366** to get a rating of **1000**.

- If a player has scored **1.0** point from 5 games (0.20 percent from number of games), the average rating should at least be **1240** to get a rating of **1000**.
- If a player has scored **1.5** points from 5 games (0.30 percent from number of games), the average rating should at least be **1149** to get a rating of **1000**.

Naturally, the rating obtained will be higher, if a player meets stronger opponents. And if a player has met players of rating around 1100 or less, it is difficult to get a good rating.

Tiebreaks

The recommended tiebreaks for the tournaments are in the following order

Direct Encounter

Buchholz Cut 1

Buchholz

Sonneborn Berger

Number of wins (forfeit included)

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.

Sonneborn-Berger System

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.

Handling Unplayed Games

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:

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

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

Important Salient Features Swiss Rules for Pairing

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.

It is not allowed to alter the correct pairings in favour of any player.

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.

- 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)
 alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

D. Pairing, colour and publishing rules

- 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 ==BWBBW and so on.

Two paired players, who did not play their game, may be paired together in a future round.

8 If a result was written down incorrectly:

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.

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

A.3 Scoregroups and pairing brackets

A scoregroup is normally composed of (all) the players with the same score.

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.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).

Relative Criteria

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

B.3 The difference of the scores of two players paired against each other should be as small as possible and ideally zero

B.4 As many players as possible receive their colour preference

B.5 No player shall receive an identical float in two consecutive rounds.

B.6 No player shall have an identical float as two rounds before.

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.

C Pairing Criteria

Absolute Criteria

No pairing shall violate the following absolute criteria:

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

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

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

D.1 Transpositions in S2

A transposition is a change in the order in S2.

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

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

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, grant the wider colour difference

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.

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

- in case of a homogeneous or remainder score bracket: remaining players are moved down to the next score bracket. With this score bracket restart at C1.