



Tamil Nadu State Chess Association

State Arbiter Examination 2023

Organised by

Tamil Nadu State Chess Association

Study Material

8th & 22nd January 2023

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Fide Laws of Chess effective from 1 January 2018

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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 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.

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).

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



p Q K B N R

Pieces

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

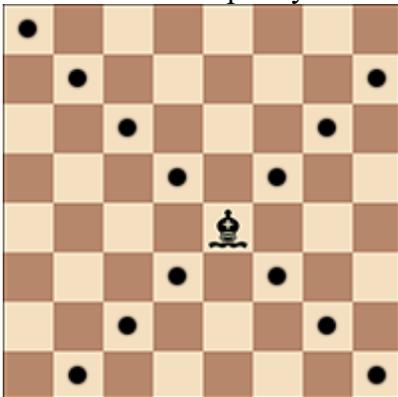
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

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.

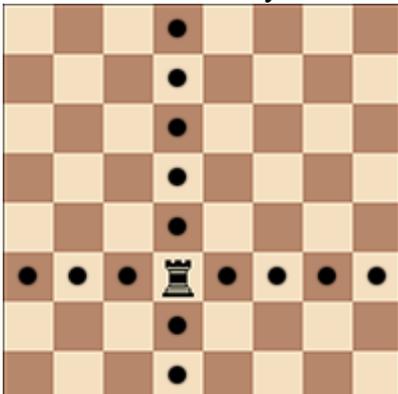
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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.

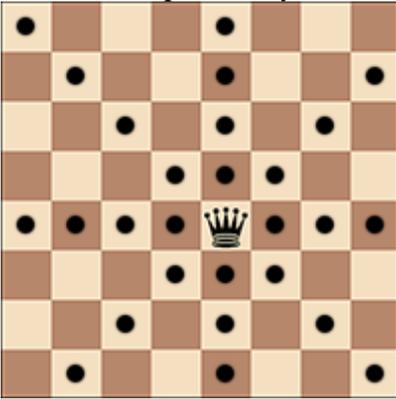
3.2 The bishop may move to any square along a diagonal on which it stands.



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

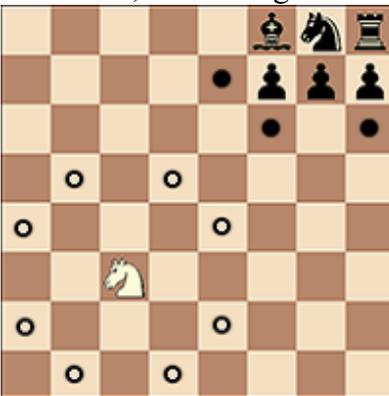


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

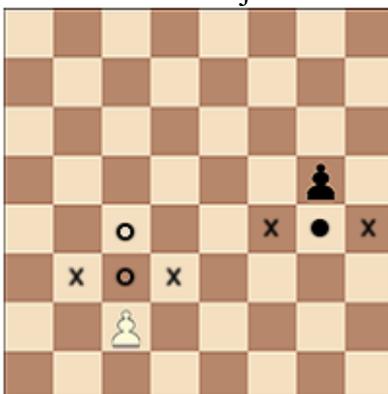
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



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.



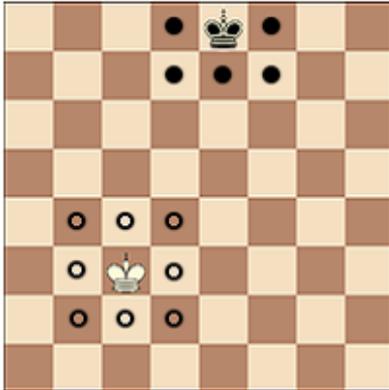
3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

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

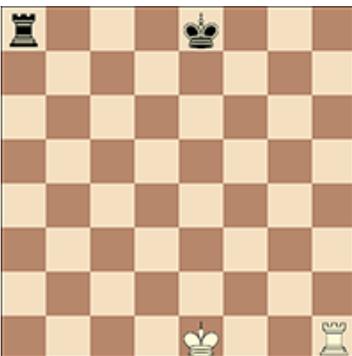
3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

3.8 There are two different ways of moving the king:

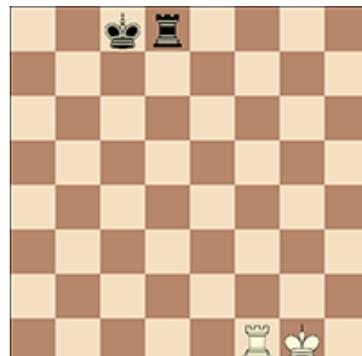
3.8.1 by moving to an adjoining square



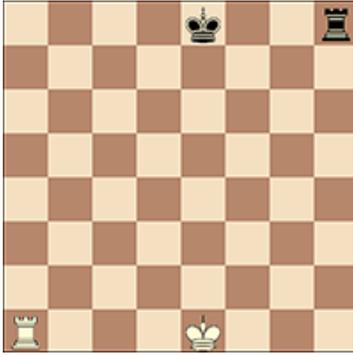
3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



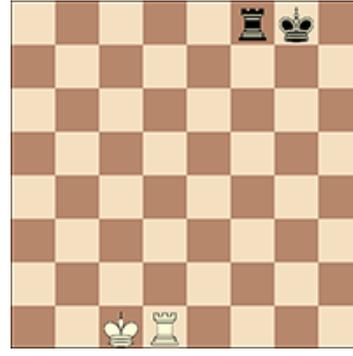
Before white kingside castling
Before black queenside castling



After 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.

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 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.

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 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.

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.

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 shall also call a flag fall, if he observes it.

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

Appendix B. Blitz

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

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.10.1.3 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.

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 $\frac{1}{2}$ - $\frac{1}{2}$. In exceptional circumstances both players may lose (Article 11.8), or one score $\frac{1}{2}$ 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.

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>

A game will be rated only when both players are previously rated. A rated player A's game against an unrated player B will not be considered for rating with respect to A.

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 the 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 the 18th birthday of the player, as long as his rating remains under 2300.

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

K = 20 for a 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. Shadhurshaan, 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

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 in India are in the following order

Buchholz Cut 1

Buchholz

Sonneborn Berger

Direct Encounter

Number of wins (forfeit included) and

Number of wins with black

Buchholz System

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

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

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

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

The Median Buchholz 2 is the Buchholz score reduced by the two highest and 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. The scores of the opponents to whom a player has lost will not be taken into account.

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.