



Tamil Nadu State Chess Association

Course Material for State Arbiter Examination and Refresher Course for State Arbiters 2026

Organised by

Tamil Nadu State Chess Association

Study Material

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THE ROLE OF THE ARBITERS AND THEIR DUTIES

This chapter is written by the FIDE Arbiters' Commission and is very important for arbiters but does not form part of FIDE Handbook.

The arbiters are the link between the organiser and the players of a tournament.

We, the arbiters, have not only to supervise the games ensuring the Laws of Chess are followed, but also to ensure the best conditions for the players who should not be disturbed and will be able to play without any difficulties. Therefore, we have to take care of the playing area, the equipment, the environment and the whole playing venue.

In addition, we must always remain aware of the potential for cheating.

The general duties of the arbiters in a competition are described in the Laws of Chess (Art. 12) and are:

- a. To see that the Laws of Chess are observed.
- b. To ensure fair play and must follow the Anti-cheating regulations. This means that we also must take care to prevent any cheating by the players.
- c. To act in the best interest of the competition. To ensure that a good playing environment is maintained and that the players are not disturbed. To supervise the progress of the competition
- d. To observe the games, especially when the players are short of time, and enforce decisions made and impose penalties on players where appropriate.

In order to do all these, the arbiters shall have the necessary competence, sound judgment and absolute objectivity (Preface of the Laws of Chess).

The number of arbiters required in a competition varies, depending on the kind of event (Individual, Team), on the system of the games (Round Robin, Swiss System, Knock Out, Matches), on the number of participants and on the importance of the event.

Normally one Chief Arbiter, one Deputy Chief Arbiter and a number of arbiters (approximately one for every 20 to 25 players) are appointed for a competition. In special cases (e.g. tiebreak games with adequate supervision), Assistant arbiters may be appointed.

Also, the following requirements can be considered as very important for the arbiters in a competition:

1. To behave in a proper manner with the players, captains and spectators and to be respectful and dignified. Arbiters shall take care to manage any dispute during the games and take care of the good image of the tournament.
2. To observe as many games as possible during every round of the competition. Arbiters have to take care of the games that they are responsible for, to observe and to check the games' progress (especially when there is time trouble). It is

not acceptable for the arbiters to leave the playing area every 10 or 15 minutes to smoke or vape, nor for any conversations with friends, spectators, officials, or other persons, nor to leave their sector unattended in order to go and watch other games in another part of the playing hall. It is not acceptable for the arbiters to stay seated in their chairs reading newspapers or books (even chess books!), nor to sit in front of a computer, surfing the internet, etc., leaving their games without supervision. It is also not acceptable for the arbiters to speak on their mobiles in the playing hall during the games. The Laws of Chess regarding mobile phones are valid not only for the players, captains and spectators, but for the arbiters as well. Certainly, the biggest problems during games are caused because of the absence or the lack of attention of the arbiters and thus the ignorance of what actually happened in the case of an incident. How is an absent Arbiter able to make a fair decision in a dispute between two players caused because of a touched piece (e.g. the opponents do not agree that the player said “j’adoube” in advance)? Without knowing what actually happened, the Arbiter has a 50% probability of making a correct decision and 50% of making the wrong one, losing in this way his/her credibility and the trust of the players. (Of course, Arbiters are human beings and we may make mistakes, but we have to try as much as we can to avoid such problems.)

3. To show responsibility in executing their duties.
The correct time of arriving in the playing hall before the start of the round and following the Chief Arbiter’s instructions are parameters that help the smooth running of the tournament.
4. To show team spirit and cooperate in the best way with the other arbiters of the competition. An Arbiter’s job in a competition is mainly teamwork and the arbiters shall help and cover each other in any case, so as to avoid, if possible, any problems that arise during the games. Arbiters are empowered to take their own decisions on the games they observe, however they have to ask for consultation with the Chief Arbiter in any situation where they do not feel ready to take an important decision.
5. To study the regulations and be up to date on any changes to the Laws of Chess and the tournament rules. Arbiters have to know the Laws of Chess and the regulations of the tournament, as they have to take decisions immediately when needed. The players cannot wait for a long time and a game has to be continued without undue delay.
6. To have excellent knowledge of handling the electronic clocks.
It is not acceptable for arbiters to leave the players waiting for a long time, while trying to fix electronic clocks which show the wrong time during a game.
7. To follow the dress code. The arbiters of a competition shall be dressed properly, helping to improve the image of chess as a sport.

Summary of the General Duties of an Arbiter

The following general duties should be carried out by arbiters regardless of the event being for individuals or teams, the importance of the event, or the number of participants:

A. Before the start of the game

- a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the scheduled start of the round. For the first round of the tournament it is advisable to arrive at least one (1) hour before the start of the round. In very important events the Chief Arbiter may ask for the presence of the arbiters even earlier than these times.
- b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-conditioning, enough space for the players, etc.) must be checked carefully before the arrival of players or spectators.
- c. Checks of the equipment (chessboards, pieces, score sheets, pens) carried out.
- d. Tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers arranged.
- e. The correct setting of the time control, condition of batteries and the correct placement of the clocks are checked.
- f. For team competitions it is very important that, before the start of the games, team compositions follow the basic list of players and conditions on board order are confirmed.

B. During the games

- a. Note the unplayed games (if players didn't arrive on time for their games and have to be forfeited) and inform the Chief Arbiter.
- b. Regularly check the electronic clocks by using the time control sheets (every thirty minutes, or as directed by the Chief Arbiter), the score sheets and the number of moves written.
- c. Discrete control of the players, note if leaving the playing area for an unusual number of times, for their contact with other players, spectators and other persons,
- d. Observe all the games, especially when there is time trouble, with the help of an assistant, if needed.
- e. Carefully check claims by the players, together with the Chief Arbiter, if needed, before taking any decision.
- f. At the end of the game check the recorded result by both players and check if the score sheets have been signed by both players.
- g. Update the results sheet by recording the result of every finished game.

C. After the end of the round

- a. Thorough check of the results of all the games, by counter checking of the score sheets and the results sheet or the game protocols (in team events) and forward it to the Chief Arbiter.
- b. Arrangement of all chess boards and the other equipment (pieces, score sheets, pens, clocks), to be ready for the next round.

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He/She shall take care of all technical matters and ensure the best conditions for the players. He/She has to manage the available arbiters and assigns their duties and responsibilities.

He/she is responsible for the smooth running of the competition and he/she may have the responsibility of taking the final decision (subject to appeal) in every case or incident during the games.

He/She has to try to settle all arising disputes before they are forwarded to the Appeals Committee.

Only in his/her absence do these responsibilities go to the Deputy Chief Arbiter.

After the end of the competition the Chief Arbiter submits, in due course, his/her report to the organizing body (FIDE, Continental Federations, National Federation, etc.), in which he/she includes

- the list of participants
- all pairings and results

It is advisable to provide a link to the list of participants, pairings and results rather than writing all of them in the report.

- the final standings
- the list of arbiters including their evaluations
- a report about any incident that happened during the games
- any appeal that was submitted and the decision taken
- everything else important for the future organization of the event.

The effective actions of the arbiters during the games plays a very significant role in the success of the event.

FIDE LAWS OF CHESS

Approved by the FIDE General Assembly on 07/08/2022

Applied from 01/01/2023

0.1 Introduction

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

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

The English text is the authentic version of the Laws of Chess (which were adopted at the 93rd FIDE Congress at Chennai, India) coming into force on 1 January 2023.

0.2 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/her freedom of judgement and thus prevent him/her 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.

This Preface to the Laws of Chess is very important. The Laws cannot cover every possible situation which may arise during a game. Where the Laws are specific on a situation an arbiter should ensure that they are followed. However, there are occasions when an arbiter must make a decision on a situation which is not covered, or not covered completely, by the Laws. When making such decisions the arbiter should consider similar situations which are covered. In all cases the decision should be based on common sense, logic, fairness and any special circumstances. Decisions can be made in consultation with other arbiters.

As it is always necessary for an arbiter to make decisions and to solve problems during a game, experience is important. More important, however, is an excellent knowledge of the current Laws and total objectivity at all times.

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/her 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).

If neither player can win then the game is automatically decided as a draw. The arbiter should therefore step in to declare this when:

- (a) *neither player has mating potential, or*
- (b) *the position is such that neither player can get checkmate (known as a 'dead position').*

The simplest example of (a) is K v K.

The following, where white has just played h5, is an example of a dead position.



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		

StauntonPieces



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’.

Chessboards can be made of different materials. The squares should be in contrasting dark (black or brown) and light (white or cream) squares. It is useful that it is not shiny to avoid reflections and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see [FIDE Handbook C.02 Standard of Chess equipment and Tournament Venue for FIDE Tournaments](#)).

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 the position of Kings and Queens or Knights and Bishops being reversed.

Sometimes, there is a disagreement between the players about the direction that the knights face. Each player has his own habits regarding this. The opponent should respect this and each player may place his own knights as he likes before the start of the game. A player can adjust pieces during a game only when it is his move, and only 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.

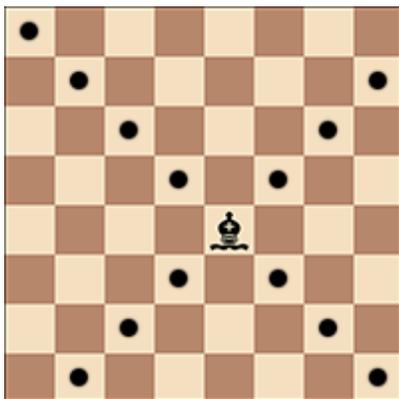
3.1.1 If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move.

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.

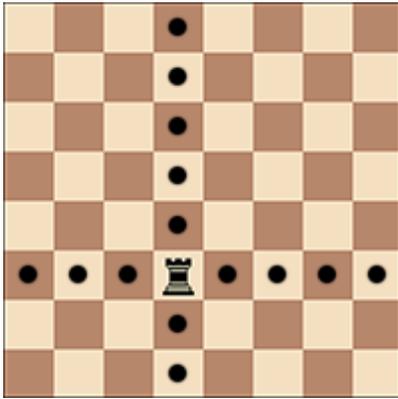
Being pinned against its own king does not stop a piece from attacking the squares it could otherwise move to. Even a pinned piece can ‘check’ the opponent’s king.

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

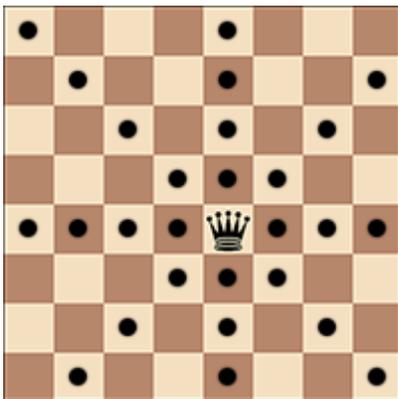


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two (or more) bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.5.1), or an illegal move was played.

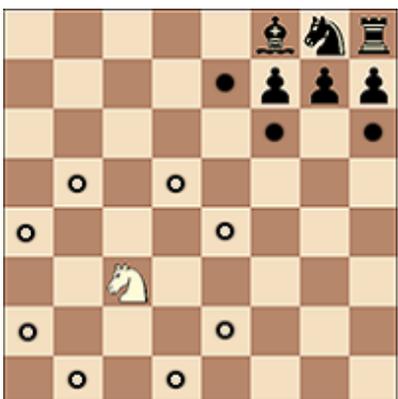
- 3.3 The rook may move to any square along the file or the rank on which it stands.



- 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.

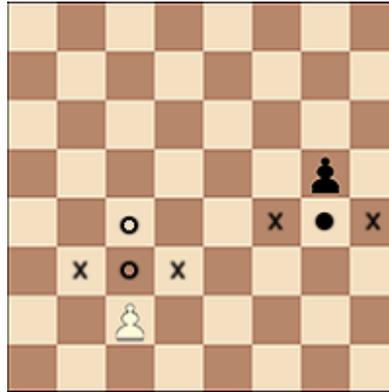


- 3.7 The pawn:

- 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

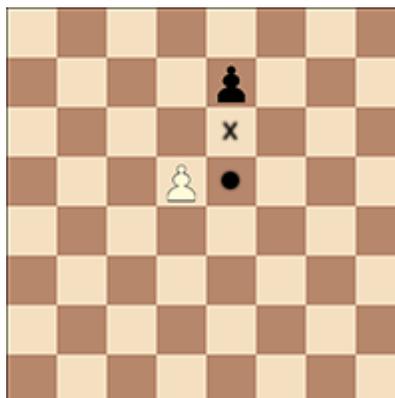
advance two squares along the same file, provided that both squares are unoccupied, or

- 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.



- 3.7.3.1 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.

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



- 3.7.3.3 When a player, having the move, plays a pawn to the rank furthest from its starting position, he/she 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'.

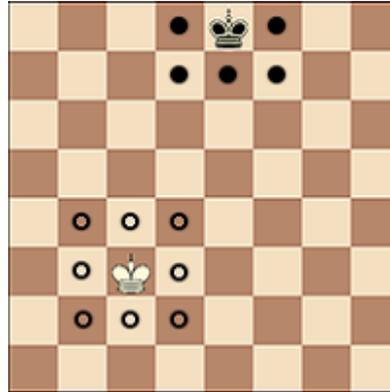
- 3.7.3.4 The player's choice is not restricted to pieces that have been captured previously.

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

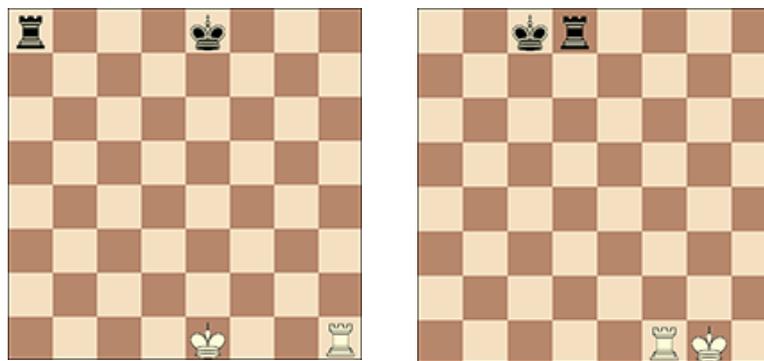
In case of a promotion when the player cannot find the required piece, he has the right to stop the game immediately and ask the Arbiter to bring him the piece he wants. The arbiter should provide the requested piece and restart the clock. The player then continues to consider his move. He is not obliged to promote to the requested piece.

3.8 There are two different ways of moving the king:

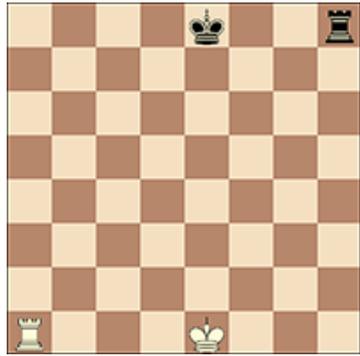
3.8.1 by moving to an adjoining square



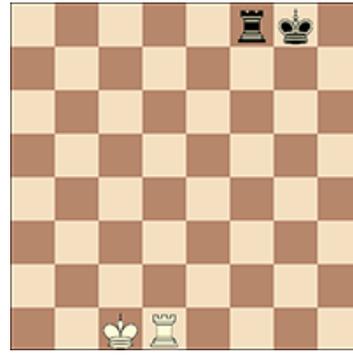
3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



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



Before white queenside
castling



After white queenside
castling

Before black kingside castling

After black kingside castling

3.8.2.1 The right to castle has been lost:

- 1) If the king has already moved, or
- 2) With a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

- 3) 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
- 4) If there is any piece between the king and the rook with which castling is to be effected.

3.9 The king in check:

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 Legal and illegal moves; illegal positions:

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.

Examples of illegal positions include:

- a) *Both kings are in check*
- b) *A player has both bishops on the same-coloured squares, and all 8 pawns are still on the board*

*In **Standard chess**, if an arbiter observes an illegal position, he/she must always intervene immediately.*

*In **Rapid and Blitz chess** the arbiter intervenes when an illegal position has occurred as a direct consequence of an illegal move which the arbiter has seen being completed. Otherwise, the arbiter intervenes according to Article A.5.4 of Appendix A, or when a player submits a claim.*

- 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 Adjusting the pieces or other physical contact with a piece:
 - 4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he/she first expresses his/her intention (for example by saying “j’adoube” or “I adjust”).

Article 4.2.1 may only be used to correct displaced pieces. If the opponent is not present then an arbiter, if present, should be informed before any adjustment takes place. The player should always announce his intention to adjust a piece. If he does not do this then the normal touch move rules apply (see 4.3).

- 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 4.2.1, 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/her own pieces, he/she must move the first piece touched that can be moved.
 - 4.3.2 one or more of his/her opponent’s pieces, he/she must capture the first piece touched that can be captured.
 - 4.3.3 one or more pieces of each colour, he/she must capture the first touched opponent’s piece with his/her 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/her opponent’s piece was touched first, the player’s own piece shall be considered to have been touched before his/her opponent’s.

According to this rule, if a player has not said “I adjust” or something similar before touching a piece and touching the piece is not accidental, the touched piece must be moved. For example, if White played 1 Be2xg5 by lifting the bishop and then removing the Knight, the Bishop on e2 must be moved as it was touched intending to move.



***The accidental touch doesn't imply a psychological analysis of the player's intentions*

4.4 If a player having the move:

- 4.4.1 touches his/her king and a rook he/she must castle on that side if it is legal to do so
- 4.4.2 deliberately touches a rook and then his/her king he/she is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1.

In this case the player must move his rook, if possible. If no rook move is possible, he should move his king. (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/her 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.

Please note that castling is a king move. If a player tries to castle and it is found to be illegal, then the player must make a king move that is legal. If there is no legal move of the king the player is free to make any move – he is not obliged to move the rook (but see 4.4.2). It may happen that a player moves his/her king to the final castle square but doesn't move the rook before pressing the clock. In such case, it has to be understood whether he/she made an illegal move or he/she omitted to finish his/her castle move.

This case doesn't occur if castling itself is illegal on that side.

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

When a player places an inverted (upside – down) rook on the promotion square and continues the game, the piece is considered as a rook, even if he/she names it as a “queen” or any other piece. If he/she moves the upside-down rook diagonally, it becomes an illegal move. On his/her own move the opponent may turn the rook the right way up. However, to avoid conflict, it is advisable that an arbiter is requested to do this.

- 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/her own piece on its new square, has released this capturing piece from his/her 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/her 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/her 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/her right to claim against his/her 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/her 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 lost by the player who declares he/she resigns (this immediately ends the game), unless the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

A player may resign in a number of different ways:

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

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

At the end of a game the arbiter should ensure that both scoresheets show the same result.

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.

In this case the result of the game is a draw.

- 5.2.1 The game is drawn when the player to move has no legal move and his/her 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 to a draw before a specified number of moves by each player) is not in effect.

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, but even then, things can go wrong.

COMPETITIVE RULES OF PLAY

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 a 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.

Digital clocks of different types may have their own way of displaying a "flag fall"

6.2 Handling the chessclock:

6.2.1 During the game each player, having made his/her move on the chessboard, shall pause his/her own clock and start his/her opponent’s clock (that is to say, he/she shall press his/her 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, 9.2.1, 9.6.1 and 9.6.2), or

6.2.1.2 the player has made his/her next move, when his/her 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. Some may think that this is quite unfair, but the Arbiter cannot intervene and inform the player.*

(b) *To remind 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 active, then one move has been missed by both players.*

The following situation may happen:

A player makes a move, forgets to press the clock and leaves the table (for example 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 situation (did the opponent make a move or not?) and make the necessary corrections on the clock and the board.

6.2.2 A player must be allowed to pause his/her clock after making his/her move, even after the opponent has made his/her 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/her clock with the same hand with which he/she made his/her move. It is forbidden for a player to keep his/her finger on the clock or to 'hover' over it.

Sometimes the following happens:

A player displaces some pieces. The opponent keeps his finger on the clock button to prevent 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, but it is penalized according to 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.

Where a player presses the clock without making a move, as mentioned in article 6.2.4, it is considered as an illegal move and it is penalized according to article 7.5.3.

- 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/Her 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 introduce this assistant to the arbiter, in advance and not just before the start of 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 Allotted time:

- 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 added with each move. All these must be specified in advance.

A game may have more than one period. The requirements of the subsequent total 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. A play-off may have different time controls.

- 6.3.2 The time saved by a player during one period is added to his/her 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/her 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.

In the Laws of Chess Increment and Delay are treated in the same way. For example, when calculating the length of the playing session both are multiplied by 60 to find the total time.

INCREMENT – a specified amount of time added to the players main (thinking) time with each move played. The first increment is added at the start of the game. Often called Fischer Bonus and shown on some clocks as FISCH. If a player moves quickly their time can increase.

There are two types of delay, Bronstein and Simple (or US). With delay a player can never increase their time beyond the amount they had at the start of a move. If the clock is pressed before all of the bonus time has been used, the remaining bonus time is lost. Both delay methods have the same overall effect.

US DELAY: The clock shows the main time in the main display. Another display will show the countdown of the bonus time. Only when the bonus time has been exhausted will the main time start to decrease.

BRONSTEIN DELAY: With this mode the bonus is added to the main time and the clock starts countdown immediately.

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

This means that the arbiter and/or the players have to check if the minimum numbers of moves have been completed.

Consider a game of 90 minutes for 30 moves and 30 minutes for the rest of the game. It is normal to investigate whether 30 moves have been completed 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 30 moves have been made before a flag fall, as a “-“ indication appears on the clock if the player does not complete the 30 moves before the allotted time.

Where electronic clocks are used and both clocks show 0.00, the Arbiter can usually establish which flag fell first, with the help of the help of some indication or any other flag indication. Where mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes is applied.

- 6.5 Before the start of the game the arbiter shall decide where the chess clock is placed.

Where electronic clocks are used and both clocks show 0.00, the Arbiter can usually establish which flag fell first, with the help of the “-“ or any other flag indication. Where mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes is applied.

In individual tournaments the chess-clock is normally placed on the right of the player who has the black pieces. The chess boards shall be placed so that the arbiter is able to check as many clocks as possible at the same time.

Where either player, through disability, would have difficulty with the position of the clock and would prefer the clock on his other side this should be accommodated by rotating the board rather than moving the clock.

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 matches and smaller tournaments, where there are enough arbiters to do so, the clocks may be started by the arbiters.

In general, 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.

Where the push counter is used to add time after the first time control (often 30 moves), it is desirable for arbiters to start all White's clocks.

In large tournaments where the push counter is used, the Chief Arbiter should decide whether the length of time needed to start all of the clocks justifies this being done by the arbiters rather than by the player. If the players start the clock, when the arbiters go around checking that the clocks have been started, they must also make sure that the clock correctly indicates which player is white.

- 6.7 Default time:

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/she 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 shall declare the game lost for the players who are not present at their boards. It is preferable to display a large digital countdown in the playing hall. For FIDE events with fewer than 30 players an announcement must be made five minutes before the round is due to start and again one minute before the 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 players do not lose by default until 15.45.

- 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. If a result is reached between a flag fall and the fall being noticed, the result is not changed. The arbiter should announce flag fall as soon as he notices it.

- 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.

Also in the case of articles 9.6.1 and 9.6.2, even if a player does not complete the prescribed number of moves in the allotted time, the game is drawn.

6.10 Chessclock setting:

This means that a simple flag fall might 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, can he declare the game won by the opponent. Where there are forced moves that lead to a checkmate or to a stalemate by the player, then the result of the game is declared as a draw.

The table below shows a few situations with the corresponding results:

Player who runs out of time's material	Opponents Material	Result
K + Q	K + N or K + B	Draw
K + R	K + N	Win for opponent as a mate is possible
K + R	K + B	Draw
K + N	K + N	Win for opponent
K + N	K + B	Win for opponent
K + B	K + N	Win for opponent
K + B	K + B (opposite colours)	Win for opponent
K + B	K + B (same colours)	Draw
K + Q + P	K + N or K + B	Win for opponent. The pawn could be under promoted

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

It is desirable 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 must be done as soon as possible and 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/She shall use his/her best judgement when determining the clock settings.

It is essential to write down the times shown on the two clocks and the number of moves made before making any adjustment.

6.11.1 If the game needs to be interrupted, the arbiter shall pause the chess clock.

For example, if a fire alarm goes off. Before asking the players to evacuate the building the arbiter should, if possible, ask those at their boards to pause the clocks.

6.11.2 A player may pause 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 pauses 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 has no valid reason for pausing the chessclock, the player shall be penalised in accordance with Article 12.9.

Valid reasons for stopping the clock include:

*An irregularity, such as an illegal move or position, being discovered
a player being disturbed by his opponent or by spectators;*

Illness

A toilet break is not usually a valid reason but could be in the case of a disabled or unwell player.

- 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 or player must realise that the information displayed may be incorrect. If the number of moves already played has been established by the arbiter before he begins to count the clock counter may be used to confirm that 50/75 moves have been played.

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/her best judgement to determine the times to be shown on the chess clock. This includes the right not to change the clock times. He/She 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 canceled and a new game shall be played.

The error must be discovered before the end of the game otherwise the result will stand. If an electronic board shows this error or stops recording the moves, the operator should inform the arbiter. It is the arbiter's duty to check if such a situation has been caused by an irregularity in play.

- 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.

After Black has made move 10 the game shall continue, otherwise, a new game shall be played with the correct colours. It doesn't matter what the current position on the chessboard is and how many pieces or pawns have been captured.

If a game with reversed colours has ended by normal means (for example checkmate, resignation or draw by agreement), in less than ten (10) moves by both players, then the result stands.

- 7.4 Displaced pieces:

- 7.4.1 If a player displaces one or more pieces, he/she shall re-establish the correct position in his/her own time.
- 7.4.2 If necessary, either the player or his/her opponent shall pause the chessclock and ask for the arbiter's assistance.
- 7.4.3 The arbiter may penalise the player who displaces the pieces.

Player A's clock is running when Player B accidentally displaces a piece. Player A should not restart Player B's clock but should pause the clock and summon the arbiter. The arbiter may then either add time to A's clock or subtract time from B's clock. If A restarts B's clock this creates several problems with increments being wrongly added and the push counter affected.

Most problems happen in Rapid Chess or Blitz. The penalty should be according to Article 12.9. A player should not be forfeited immediately for accidentally displacing a piece. If he did it deliberately, perhaps in order to gain time, or does it several times, that is different.

- 7.5 Illegal moves:

7.5.1 An illegal move is completed once the player has pressed his/her 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

It is very important that the irregularity must be discovered during the game. After the players have signed the scoresheets or it is clear in another way that the game is over, corrections are not possible. The result stands.

When the irregularity is discovered during the game the game restarts from the restored position. The 'touch move' rule applies so the piece to be played should be, if possible, the one first touched, either the piece illegally moved or the piece captured.

If the irregularity was caused by a check being missed the touched piece should be used to block the check or capture the checking piece, if possible.

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.

If an arbiter observes an illegal move he must always intervene immediately. He should not wait for a claim to be submitted by a player.

A move cannot be declared illegal until the player has completed his move by pressing 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 pressed the clock. Of course, he must comply with the relevant parts of article 4.

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

If a player restarts the opponent's clock instead of pausing it an arbiter may regard this as an accident and punish it less severely.

For example: Player B makes an illegal move. Player A, instead of pausing the clock, restarts the opponent's clock. Is this an infringement of Article 7.5.3?

In this case Player A had not deliberately started Player B's clock.

Where an opponent's clock may have been started in error the arbiter must decide if this action constitutes an illegal move or a distraction.

- 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

It is not applicable if the game was ended before the clock was pressed.

considered and penalised 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/her 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

*The arbiter's have to follow the uniformity in **reducing the increment** (in general 30 seconds) for the player who completed the illegal move by pressing the clock and adding two minutes for his opponent.*

In Rapid and Blitz also the increment obtained by pressing the clock has to be reduced accordingly.

The player is forfeited if he/she completes two (2) of ANY of the above illegal moves. However when there are two (2) illegal moves in one move (for example 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, unless it is the second such transgression.

A different situation occurs when a player who previously committed an illegal move, makes another one immediately after the game restarted (which means, at same move number as before).

For example: A white pawn is on d6 and black king on d7, now the player played Ke7 and completed the move. After applying the penalty for the illegal move, he/she played Kc7. They are considered to be two illegal moves.

Capturing of the opponent's king is illegal and is penalized accordingly.

Two consecutive moves by a player may be penalized according to article 12.9

- 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 takes place by the two players and under the supervision of the arbiter.

Article 8: The recording of the moves

8.1 How the moves shall be recorded:

8.1.1 In the course of play each player is required to record his/her own moves and those of his/her opponent in the correct manner, move after move, as clearly and legibly as possible, in one of the following ways:

8.1.1.1 by writing in the algebraic notation (Appendix C), on the paper 'scoresheet' prescribed for the competition.

8.1.1.2 by entering moves on the FIDE certified 'electronic scoresheet' prescribed for the competition.

8.1.2 It is forbidden to record 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

Notice that it is normally forbidden to record the move before playing it. Only in the case of a draw claim (Article 9.2. and 9.3) and adjourning is it allowed to do so. Even if an opponent has only one legal move, this must not be recorded by the player in advance.

8.1.3 A player may reply to his/her opponent's move before recording it, if he/she so wishes. He/She must record his/her 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 record the moves. His/Her 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.

The scoresheet does not have to be visible to the opponent (except when the opponent needs it to bring his own scoresheet up to date e.g. to satisfy 8.5.2) but the arbiter must be able to see it and, most importantly, how many moves have been recorded. It is acceptable for a player to have a pen on his scoresheet but it should not obscure the last move from the arbiter.

- 8.3 The scoresheets are the property of the organiser of the competition. An electronic scoresheet with an evident defect shall be replaced by the arbiter.

A player is not allowed to keep the original scoresheet, unless the tournament regulations specify otherwise. It belongs to the Organisers. The player has to deliver it to the arbiter when the game is finished and should keep a copy (if any).

- 8.4 If a player has less than five minutes left on his/her clock during an allotted period of time and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he/she is not obliged to meet the requirements of Article 8.1.1.

- 8.5 Incomplete scoresheets:

- 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 pause 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 must not answer this as it would be giving advice. Even if the required number of moves have been made the arbiter should not intervene until after a flag fall. At this point the arbiter should stop the chess-clock and request both players to update their scoresheets. When they are completed the arbiter will restart the clock of the player on the move. If a player delays updating his scoresheet, sometimes contemplating his next move, he should be warned. The arbiter must watch that the player records his/her own moves and those of his/her opponent in the correct manner, move after move. However, if it turns out that the player has missed one or more move in writing and it is not clear when this happened, then the arbiter should be satisfied with a warning. He/She can act differently if such violations are of a regular nature.

- 8.5.2 If only one player has not kept score under Article 8.4, he/she must, as soon as either flag has fallen, update his/her scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he/she may use his/her 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. If the opponent refuses to make his scoresheet available the arbiter can insist that he does so.

- 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/She 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 games, so as 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.
- 8.7 At the conclusion of the game both players shall indicate the result of the game by signing both scoresheets or approve the result on their electronic scoresheets. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

It is very important for the Arbiter to record the correct result 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 recorded the result of the game and signed both scoresheets. The arbiter should immediately check that both score sheets show the same result.

Article 9: The Drawn Game

9.1 Draw offers and event Regulations:

- 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 required number of moves or the no agreement at all condition, should be communicated to 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 draw agreements. Articles 9.2, 9.3 and 9.6 still apply during the whole game and give the possibility to the players to draw in less than the specified number of moves, which must be accepted by the Arbiter. For example, if two players make a draw by three-fold occurrence 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 allow the draw. If neither player claims a draw by three-fold occurrence, and an Arbiter is aware that the same position (per 9.2.2) has occurred at least 5 times, then he must intervene, see Article 9.6.1.

- 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/her 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 recorded by each player on his/her scoresheet with the symbol (=).

This is a valuable rule for the arbiter and its use should be encouraged. If a player claims that he is being distracted by repeated draw offers then his scoresheet should be examined for evidence of this in the form of several (=) being displayed.

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. make a move
2. offer of a draw
3. press the clock.

If a player deviates from this order, the offer still stands though it has been offered in an incorrect manner.

The arbiter in this case has to penalise the player, according to Article 12.9.

No conditions can be attached to a draw offer.

Some examples of unacceptable conditions:

The player requires 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 (perhaps after 28 moves), then the claim has to be checked by the Arbiter, even if the opponent would agree to the draw.

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

9.2.1 is about to appear, if he/she first indicates his/her move, which cannot be changed, by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her intention to make this move, or

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

9.2.3 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:

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

9.2.3.2 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.

Only the player whose move it is, and whose clock is running, is allowed to claim a draw in this way. If the procedure of a draw claim is correct, but the player forgets or doesn't know that he shall write his intended move, it is advisable that instead of rejecting the claim, the arbiter says "Make your claim legal", if the player asks how he can make his claim legal, the arbiter can, according to article 11.2, explain conditions of a correct claim.

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/she indicates his/her move, which cannot be changed, by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her 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 comments to article 9.2.2

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

The right to claim a draw is returned on the next move but cannot be made retrospectively.

9.5 Draw claims:

9.5.1 If a player claims a draw under Article 9.2 or 9.3, he/she or the arbiter shall pause the chessclock. He/She is not allowed to withdraw his/her 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.

This claim is not treated as an illegal move but see below.

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.

If a draw under either of the above conditions is not noticed during the game a player may appeal using the normal appeals procedure.

Article 10: Points

- 10.1 Unless the regulations of an event specify otherwise, a player who wins his/her game, or wins by forfeit, scores one point (1), a player who loses his/her game, or forfeits, scores no points (0), and a player who draws his/her 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. The idea is to encourage more positive play.

Another is win 3 points, draw 2, loss 1 and forfeit 0. This is to discourage forfeits and may encourage children particularly as they gain a point despite losing.

Yet another is win 2, draw 1, loss 0. This avoids $\frac{1}{2}$ on the results sheet.

- 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.

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

11.2 Playing venue and playing area:

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, toilets, refreshment areas, and so on) always under the control of the 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/she 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 possible to include, in the regulations, prohibition of the opponent leaving the playing area without the permission of the arbiter.

11.3 Notes and electronic devices:

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

- 11.3.2.1 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/her 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 offending player by any series of legal moves: he wins the game. The opponent may have cheated earlier.

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 (perhaps a fine). 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 to the toilet, and so on.).

- 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, may have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards, making sure they do not disturb players still in play.

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

A player who arrives after the start of a round should be given the opportunity to store his device before playing their first move, either with the organiser or placed in a bag, if this is allowed.

- 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.

It is very difficult to give a general guideline for the application of this Article, but if an arbiter has to warn the player for the third or fourth time, this 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

For example, players often ask if they can castle or capture 'en passant' in the position on their board. An arbiter must not answer 'yes' or 'no' but must inform them of the meaning of the appropriate Law. It is also common for a player to ask how to claim a draw (see comment under article 9.2.2.2).

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 of his right to appeal, if he does not agree with the Arbiter's decision. If the appeal cannot be heard immediately, the game continues in the manner as decided by the Arbiter. If the player refuses to continue, then his clock is started and, in due course, he will lose on time.

There must always be a deadline for the submission of an appeal.

The details of the appeals procedure must 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 a 'three times occurrence of the position' or a '50 moves' claim is a duty of the players, under supervision of the arbiter.

Both players should conduct the reconstruction, watched by the arbiter. The reconstruction should pause when it is thought we have the first occurrence, and then the second. This allows both players and the arbiter to confirm each occurrence. If a player refuses to participate then Article 12.9 is applied.

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.

If the arbiter observes any infringement, he must intervene. He must not wait for a claim from a player.

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

- 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 Fair-Play 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/she 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/She 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/her opponent has completed a move or that the player has not pressed his/her clock.
- 12.7 If someone observes an irregularity, he/she 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.

If a spectator sees a flag fall, or any other offence, they should tell the arbiter. They should not announce it.

- 12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone

In general, nobody is allowed to use their mobiles in the playing hall or adjoining area during the games.

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.

These punishments are in approximate level of severity. For example, Article 12.9.8 may be used for a player who arrives under the influence of alcohol but is not disruptive. Article 12.9.9 may require agreement with the organiser 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 $30' + (30'' \times 60) = 30' + 30' = 60'$. As according to Article A1 "A Rapid Chess" 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 according to Article A.1 such a game is considered to be Rapid Chess.

When doing these calculations games using delays are treated in the same way.

- 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/her 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. Players may claim a draw without the support of a scoresheet when they are playing on electronic boards. The arbiter also has the right to accept or refuse a claim without scoresheet evidence based on his observations.

- A.3 The penalties mentioned in Articles 7 and 9 of the Competitive Rules of Play shall be one minute instead of two minutes.

- A.4 The Competitive Rules of Play shall apply if:

A.4.1 one arbiter supervises at most three games and

A.4.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means.

A.4.3 The player may at any time, when it is his/her move, ask the arbiter or his/her assistant to show him/her 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.

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

If the Competition Rules are used they must apply to every round. They cannot be introduced, for example, only for the final.

A.5 Otherwise the following apply:

A.5.1 From the initial position, once 10 moves have been completed by each player,

A.5.1.1 No change can be made to the clock setting, unless the schedule of the event would be adversely affected.

A.5.1.2 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.5.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he/she shall act according to Article 7.5.5, provided the opponent has not made his/her next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his/her 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/her next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

This 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.5.3 To claim a win on time, the claimant may pause 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.

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

A.5.4 If the arbiter observes both kings are in check, or a pawn stands on the rank furthest from its starting position, he/she shall wait until the next move is completed. Then, if an illegal position is still on the board, he/she shall declare the game drawn.

The arbiter arrives at a board where both Kings are in check. If that situation continues after the next move is played the arbiter shall declare the game drawn. If that move removes his own king from check but the opponent is still in check then the game continues as it is no longer an illegal position. If the second player remains in check after completing his next move the arbiter should declare an illegal move by that player.

A.5.5 The arbiter shall also call a flag fall, if he/she observes it.

A.6 The regulations of an event shall specify whether Article A.4 or Article A.5 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

*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.*

10 minutes or less for each player.

B.2 The Competitive Rules of Play shall apply if:

B.2.1 one arbiter supervises one game and

B.2.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means.

B.2.3 The player may at any time, when it is his/her move, ask the arbiter or his/her assistant to show him/her 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.

If the Competition Rules are used, they must apply to every round. They cannot be introduced, for example, only for the final.

In both Blitz and Rapid Chess, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped.

B.3 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2, A.3 and A.5.

B.4 The regulations of an event shall specify whether Article B.2 or Article B.3 shall apply for the entire event.

Rating Calculation for an Unrated Player

Abstracts of the FIDE Rating Regulations

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 <https://handbook.fide.com/chapter/B022024>

Applied from 1 March, 2024

Rate of Play

- 1.1 For a game to be rated each player must at the start of the game have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.

Where at least one of the players in the game has a rating of 2400 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the game has a rating 1800 or higher, each player must have a minimum of 90 minutes.

Where both of the players in the game are rated below 1800, each player must have a minimum of 60 minutes.

Unplayed Games

- 5.1 Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

Official FIDE Rating List

- 7.1 On the first day of each month, FIDE shall prepare a list which incorporates all rated play during the rating period into the previous list.
 - 7.1.2 The following data will be published concerning each player whose rating is at least 1400 as of the current list: FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Year of Birth, Gender and the current value of K for the player.
 - 7.1.4 A rating for a player new to the list shall be published when it is based on at least 5 games against rated opponents. This need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating. **The rating must be at least 1400.**

7.2 Players who are not to be included on the list or to be shown as inactive:

7.2.1 Players whose ratings drop below 1400 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

7.2.2 Players listed as active:

A player is considered to commence inactivity if they play no rated games in a one-year period.

A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

8. The working of the FIDE Rating System

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

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

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

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

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

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

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

8.2 Determining the initial rating 'Ru' of a player.

8.2.1 If an unrated player scores zero in their first event this score is disregarded. Otherwise, their rating is calculated using all their results as in 7.1.4.

8.2.2 **Ra is the average rating of the player's rated opponents plus two hypothetical opponents rated 1800. The result against these two hypothetical opponents is considered as a draw.**

8.2.3 **$Ru = Ra + dp$**

Ru is rounded to the nearest whole number. The maximum initial rating is 2200.

8.2.4 If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

8.3 Determining the rating change for a rated player

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

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.

8.3.2 a) Use table 8.1.2 to determine the player's score probability PD for each game.

b) $\Delta R = \text{score} - PD$. For each game, the score is 1, 0.5 or 0.

c) $\Sigma \Delta R$ = the sum of ΔR s for a tournament or Rating Period.

d) $\Sigma \Delta R \times K$ = the Rating Change for a tournament or Rating Period.

8.3.3 K is the development coefficient.

K = 40 for a player new to the rating list until they have completed events with at least 30 games.

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

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

K = 40 for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300.

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

Rating Calculation of an Unrated Player

Case 1

The details of an unrated player who played in three rated tournaments against the following players, with the results mentioned against them.

Rd.	Name	Rtg	Res.
1	Ramesh	1450	w 1
2	Suresh	1444	b 1
3	Haresh	1515	b 0
4	Girish	1565	w 0
5	Sri Hari	1652	b 0
6	Gagan	1403	b 0.5

Calculate the new rating to be published.

The total rating of the six rated opponents: $1450 + 1444 + 1515 + 1565 + 1652 + 1403$
 $= 9029$

Rating of two imaginary opponents	= 3600
Total rating of 8 rated opponents	= 9029 + 3600 = 12629
Rating average of 8 opponents	= 12629/8
Ra	= 1579
Points scored	= 2.5
Total points scored	= 2.5 + 1.0 = 3.5
Dp (3.5/8 = 0.44)	= 0.43
New rating Ru	= Ra + dp
	= 1579 – 43
	= 1536

Case 2

An unrated player has played against five rated opponents in two tournaments who have an average rating of 1500 and has scored three points. What will be his new rating?

Average rating of five opponents	= 1500
Total rating of five opponents	= 1500 * 5 = 7500
Rating of 2 imaginary opponents	= 1800 * 2 = 3600
Total rating of 7 opponents	= 7500 + 3600 = 11000
Average rating of 7 opponents	11000/7 = 1571
Points scored against 7 opponents	= 3.0 + 1.0 = 4.0
Dp for 4.0/7 (= 0.57)	= 50
New rating	= Ra + dp
	= 1571 + 50
	= 1621

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 1400. If it is **less** than 1400, the rating will not be published. Naturally, the rating obtained will be higher, if a player meets stronger opponents.

Tiebreaks

The recommended tiebreaks for the Indian tournaments are in the following order

Buchholz Cut 1

Buchholz

Sonneborn Berger

Direct Encounter

Number of wins (forfeit included)

Number of wins with black.

(It is suggested not to use Buchholz Cut 1 for Swiss tournaments, with six rounds and less)

Those who are handling Swiss Manager pairing, Baku 2023 may select for unplayed games.

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.

(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.

Unplayed Rounds Management in Swiss Tournaments

15. Unplayed Rounds

15.1 An unplayed round is any round in which a participant, paired or not, did not play a game in an individual tournament, or a match in a team tournament

15.2 In tournaments with pre-determined pairings, forfeit wins or losses (the only possible unplayed rounds) are treated as regular games or matches, except that all forfeits in ratings-based tie-breaks (see Article 10) and forfeit losses in Type B tie-breaks (see Article 7) remain unplayed rounds.

15.3 For Swiss tournaments, apply Article 16.

16. Unplayed Rounds Management in Swiss Tournaments

In Individual or Team Swiss tournaments, the tie-breaks Buchholz (see Article 8.1), Sonneborn-Berger (see Articles 9.1 and 13.2) and their variants (Fore Buchholz, see Article 8.3; and "Cut" Modifiers, see Articles 14.1 to 14.4), which are directly or indirectly based on opponents' results, are affected by the presence of unplayed rounds in the record of participants.

16.1 The following definitions are used in this section:

16.1.1 requested bye: a half-point-bye or a zero-point-bye (note: any round after a participant withdraws is a zero-point-bye)

16.1.2 voluntary unplayed round ("VUR"): a round in which a participant was not available to play, i.e. a requested bye or a forfeit loss

16.2 Unplayed rounds can be divided into the following categories:

16.2.1 Pairing-allocated byes or full-point byes

16.2.2 Forfeit wins

16.2.3 Requested byes that are followed by at least one round that is not a VUR

16.2.4 Forfeit losses

- 16.2.5 Requested byes that are either followed only by VURs or in the last round of a tournament
- 16.3 When a participant has unplayed rounds, for the sole purpose of calculating the tie-break of their opponents, the participant's score is adjusted in the following way:
- 16.3.1 Unplayed rounds of categories 16.2.1, 16.2.2, 16.2.3 and 16.2.4 are evaluated with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points.
- 16.3.2 Unplayed rounds of category 16.2.5 are evaluated as draws.
- 16.4 To calculate the participant's own tie-break, each of their unplayed rounds is evaluated as if the participant had played against a dummy, with the result (win, draw, loss) corresponding to the points awarded. The dummy's score for the tie-break calculation is the participant's own score. However, it shall not exceed:
- 16.4.1 the scheduled opponent's adjusted score (see Article 16.3), for unplayed rounds of categories 16.2.2 and 16.2.4 (forfeits);
- 16.4.2 the points awarded for a draw multiplied by the number of rounds in the tournament, for all other unplayed rounds (categories 16.2.1, 16.2.3 and 16.2.5).

Note: For team competitions, "points" means "match points and game points".

16.5 **Cut-1 Exception**

16.5.1 When a modifier calls for cutting the least significant value (see Articles 14.1 to 14.4) of a participant with one or more VURs, the lowest contribution coming from such rounds shall be cut, as long as such contribution is not lower than the least significant value.

- *This means: For Buchholz, cut the lowest contribution coming from a VUR.*
- *For Sonneborn-Berger, after determining:*

- a) *the lowest contribution coming from a VUR*
- b) *the least significant value (see 14.1.1.d and 14.1.2) cut the higher of these two values (note: they are the same element if the least significant value comes from a VUR).*

16.5.2 Rule 16.5.1 applies again to the remaining elements when the modifier requires more cuts (see Articles 14.2 and 14.4).

16.6 The rules of the competition may specify in advance alternative provisions to Articles 16.3, 16.4 or 16.5.

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 ==BWWBW 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 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.

General Rules

The height of the pieces, in descending height order, is as follows: King – 9.5 cm, Queen – 8.5 cm, Bishop – 7 cm, Knight – 6 cm, Rook – 5.5 cm and Pawn – 5 cm. These dimensions may differ by up to 10%, but the pieces must remain in descending height order.

The diameter of a piece's base should measure 40-50% of its height.

The side of the square should measure 5-6 cm. Four pawns should fit on one square.

Chess Tables & Chairs

For all competitions organised under the aegis of EVE and GSC:

- 1.1.1 The length of the table is 110 cm +- 15%
- 1.1.2 The width of the table is 85 cm +- 15%
- 1.1.3 The height of the table is 74 cm

Approved Chess Clocks Mainly Used in India at Present

- 1) DGT 3000 2) DGT 2010 3) DGT 2500

Berger Tables for pairing of Round-Robin Tournaments

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

3 or 4 players:

Rd 1: 1-4, 2-3.

Rd 2: 4-3, 1-2.

Rd 3: 2-4, 3-1.

5 or 6 players:

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

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

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

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

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

7 or 8 players:

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

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

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

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

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

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

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

9 or 10 players:

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

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

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

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

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

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

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

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

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

11 or 12 players:

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

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

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

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

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

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

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

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

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

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

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

13 or 14 players:

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

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

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

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

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

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

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

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

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

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

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

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

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