FIDE ARBITERS' COMMISSION

ARBITERS' MANUAL

March 2025

FIDE President's welcome

Dear Readers,

The Arbiters' Manual before you, created by the exceptional team of the FIDE Arbiters' Commission, represents one of the most important publications for arbiters, players, organizers and everyone interested in getting a deeper understanding of chess rules and regulations. It provides the latest information and explanations of modifications to the rules of chess and their application.

This year's Manual introduces several relevant improvements, including changes to the rating regulations, modifications to penalties in rapid chess and revised regulations for playoffs and tiebreaks.

Together, these and other changes that have been introduced mark an important step towards a more inclusive and fair chess environment for all players.

As we celebrate the centenary of FIDE's founding and look forward to the next hundred years, it is crucial that our regulations reflect the evolving times and champion positive changes in the chess community.

I extend my deepest gratitude to the FIDE Arbiters' Commission and all other teams involved in this immense project for their outstanding work.

I hope this document proves useful to everyone who reads it.

Sincerely,
Arkady Dvorkovich

FIDE President

INTRODUCTION

Dear chess friends,

We hereby present you a new edition of Arbiters' Manual 2024. What a nice book! Really, we can be proud of it and of the team that prepared it for us.

And not only for arbiters, we hope it helps players, organisers, trainers and others who simply have passion for chess and want to better understand the game.

Our goal was not to explain parts of regulations that are clear, but to address those articles that cause problems and are applied by arbiters differently.

You may say: 'I know where to find all Regulations and I can read them, so why should I use this Arbiters' Manual?' But are you so sure? Have you not ever found it challenging to interpret some parts of chess regulations? Maybe you were simply thinking: 'I would really like to know the opinion of others on this article.'

And for all those who hesitate, and be sure, I belong in this group as well, the team did their best.

Arbiters' Manual is the result of great job done by IA Rathinam Anantharam, team leader and members of the team Ashot Vardapetyan, Marco Biagioli, Roberto Ricca, Matthew Carr, Gilton Mkumbwa, Arasu B, Swapnil Bansod, Hashemi Amir Erfan and Mario Held.

Thank you all.

Gens una sumus !

IA Ivan Syrovy
Chairman - FIDE Arbiters´ Commission

Revisions list

Version Number	Changes
09	Anti-cheating regulations (Chapter 3) – effective from 18.11.2024 Laws of chess with minor amendments effective from January 2023 FIDE Title Regulations effective from 1 January 2024 FIDE Rating Regulations effective from 1 March 2024 FIDE Rating Regulations for Rapid & litz effective from 1 December 2024 Tie-Break Regulations (effective from 1 August 2024)

Contents

Table of Contents

CHAPTER 1: THE ROLE OF THE ARBITERS AND THEIR DUTIES 1

Summary of the General Duties of an Arbiter 3

CHAPTER 2: THE FIDE LAWS OF CHESS (E01) 5

A Brief History of the Laws of Chess 5

0.1 Introduction 7
0.2 Preface 7
Article 1: The Nature and Objectives of the Game of Chess 8
Article 2: The Initial Position of the Pieces on the Chessboard 9
Article 3: The Moves of the Pieces 11
Article 4: The Act of Moving the Pieces 16
Article 5: The Completion of the Game 19
Article 6: The Chessclock 20
Article 7: Irregularities 26
Article 8: The Recording of the Moves 29
Article 9: The Drawn Game 31
Article 10: Points 34
Article 11: The Conduct of the Players 35
Article 12: The Role of the Arbiter (see Preface) 38
Appendix A. Rapid chess 40
Appendix B. Blitz 42
Appendix C. Algebraic Notation 43
Description of the Algebraic System 43
Appendix D. Rules for play with blind and visually disabled players 46

Guidelines 48

Guidelines I. Adjourned Games 48
Guidelines II. Chess960 Rules 50
Guidelines III. Games without increment including Quickplay Finishes 52

Glossary of Terms in the Laws of Chess 54

CHAPTER 3: ANTI-CHEATING REGULATIONS (A09) 59

FIDE FAIR PLAY DEFINITIONS 59

FAIR PLAY REGULATIONS 61

ANNEX TO THE FAIR PLAY REGULATIONS 71

FAIR PLAY PROTECTION MEASURES 72

Section 1 – Levels of Protection 73
Section 2 – Standards of Protection 74

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision 80

A. General Provisions 80
B. Online Cheating Offences 81
C. Burdens and Standards of Proof 82
D. False Accusation 82
E. Sanctions 83
F. Jurisdiction 83
G. Complaints and Investigations 83
H. Investigation Procedure 84

I. Procedural Rules ... 85
J. Condition of Entry in an Online Sports Event ... 85

FAIR PLAY COMMISSION PROCEDURAL RULES ... 86

FIDE Fair Play Commission – Title Regulations 2024 ... 90
1. Requirements for Fair Play Titles[1 2] ... 90
2. Classification of FPOs ... 92
3. Appointment of FPEs, FPOs, and Fair Play Teams (FPTs) ... 93
4. Inactivity and revocation of titles ... 93
5. National Fair Play Specialists (NFS) ... 93
6. "Konstantin Landa" Award ... 93
7. Temporary provisions ... 94

FIDE FPL FINANCIAL REGULATIONS ... 95

FIDE FPL APPOINTMENT REGULATIONS ... 96

CHIEF ARBITER-CHIEF FAIR PLAY OFFICER DIVISION OF TASKS ... 98
Notes by Professor Ken Regan on the application of Statistical Evidence ... 100

CHAPTER 4: TYPES OF TOURNAMENTS ... 105
1. Round Robin System ... 105
2. Swiss Systems ... 106
3. Scheveningen System ... 108
4. Schiller System ... 110
5. Skalitzka System ... 110
6. Other systems ... 111
6.1 Matches ... 111
6.2 Knock-out ... 111

CHAPTER 5: FIDE SWISS RULES (C04) ... 112

C.04.1 Basic rules for Swiss Systems ... 112

C.04.2 General handling rules for Swiss Tournaments ... 113
A. Pairing Systems ... 113
B. Initial Order ... 114
C. Late Entries ... 115
D. Pairing, colour, and publishing rules ... 116

C.04.3 FIDE (Dutch) System ... 118
A) Introductory Remarks and Definitions ... 118
B) Pairing process for a bracket ... 125
C) Pairing Criteria ... 132
D) Rules for the sequential generation of the pairings ... 140
E) Colour Allocation rules ... 144

C04.5 FIDE-approved Accelerated Systems ... 146
C.04.5.1 Baku Acceleration ... 147
1. Premise ... 147
2. Initial Groups Division ... 147
3. Late entries ... 147
4. Virtual points ... 147
5. Pairing score ... 147

CHAPTER 6: FIDE RATINGS REGULATIONS (B02) ... 148
1. Rate of Play ... 149
2. Laws to be Followed ... 149
3. Hours of Play ... 149

4. Reporting Frequency 149
5. Unplayed Games 149
6. Matches 149
7. Official FIDE Rating List 149
8. The working of the FIDE Rating System 150
9. Reporting Procedures 153
10. Inclusion in the Rating list 153

FIDE RAPID AND BLITZ RATING REGULATIONS 154

CHAPTER 7: FIDE TITLE REGULATIONS (B01) 159

B. Permanent Commissions / 01. International Title Regulations (Qualification Commission) / FIDE Title Regulations effective from 1 January 2024 / 159

B. Permanent Commissions / 01. International Title Regulations (Qualification Commission) / Table for Direct Titles effective from 1 January 2024 180
Table for Direct Titles effective from 1 January 2024 (B01.2) 180

CHAPTER 8 : General Rules and Technical Recommendations for Tournaments 184

Basic Guidelines for Playing Venues of Fide Top-Level Tournaments (C01) 184
1. Playing Area 184
2. Rest of the Playing Venue 184

CHESS EQUIPMENT (C02) 185
0.1 STANDARDS OF CHESS EQUIPMENT 185
0.2 FIDE COMPLIANT ELECTRONIC CHESS EQUIPMENT 187

CHAPTER 9: General Rules and Technical Recommendations for Tournaments 189

General Regulations for Competitions (C05) 189

Annex 1: Details of Berger Table 198

Restricted Drawing of Lots (C06) 200

Tie-Break Regulations (effective from 1 April 2024) (C07) 202

PLAY-OFF AND TIE-BREAK REGULATIONS 202

Tiebreak Examples for Unplayed Games: 211

Captains and Heads of Delegation (C10) 213

Appeals Committee Procedural Rules (C11) 215

CHAPTER 10: FIDE REGULATIONS FOR ARBITERS (B06) 217

FIDE Regulations for the Titles of Arbiters (B.06.1) 217
1. General provisions 217
2. Arbiter Norms 217
3. Requirements for the title of FIDE Arbiter 219
4. Requirements for the title of International Arbiter 220
5. Application Procedure 221
6. Financial and regulatory regulations 222

FIDE Regulations for the Training of Chess Arbiters (B.06.2) 223
1. General 223
2. FIDE Lecturers Accreditation 223
3. FIDE Lecturer Training Programme 224
4. Training of Arbiters 226
5. Seminars 231

FIDE Regulations for the Classification of Arbiters (B.06.3) 235
1. General 235
2. Active and Inactive IAs and FAs 238
3. Category A 239
4. Category B 239
5. Category C 240
6. Category D 240
7. Application Procedure for the classification of IA and FA 240
8. Appointment of IAs and FAs According to their Categories 241

FIDE Regulations for the Appointment of Arbiters in World Events effective from 20 July 2023 (B.06.4) 242
1. General 242
2. Scope 242
3. Panels for the Selection of Arbiters 243
4. The Panels 243
5. Limitations on Appointments 245
6. Removal from a Panel 245
7. Appointment of Arbiters to Tournaments Under the Aegis of DIS and EVE 245
8. Appointment of Arbiters to Tournaments Under the Aegis of GSC 246

FIDE Arbiter Disciplinary Regulations (B.06.5) 247
Article 1: Composition of ARB Disciplinary Sub-Committee: 247
Article 2: Jurisdiction of the ARB Disciplinary Sub-Committee and Admissibility of Complaints 247
Article 3: Offences 249
Article 4: Sanctions 251
Article 5: Procedural Rules 251
Article 6: Appeal Process 253
Article 7: Other Matters 253
Article 8: Coming into Force 254

CHAPTER 11: FIDE ONLINE CHESS REGULATIONS (E04) 255

Part I: Basic Rules of Play 255
1. Application of the FIDE Laws of Chess 255

Part II: Online Chess Rules 256
2. Playing Zone 256
3. Moving the Pieces on the Virtual Chessboard or eBoard 257
4. Virtual Chessclock 259
5. Completing the Game 259

Part III: Regulations for Online Competitions 260
6. Competition Types 260
7. Scoring System 260

Part III a: Regulations for Online Competitions with Supervision 261
8. General Provisions 261
9. Players' Conduct 261
10. The Arbiter's Role 263
11. Disconnections 265
12. Playing Device 265
13. Video Conferencing System 266
14. Cameras and Microphones 267
15. Irregularities 267

Part III b: Regulations for Hybrid Chess Competitions 268
16. General Provisions 268

17. Players' Conduct 269
18. The Arbiter's Role 271
19. Irregularities 271
20. Use of Traditional Chess Sets at Hybrid Competitions 272

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision 273

APPENDIX II. Rules for Significantly or totally Blind and Unable to Move Disabled Chess Players for Online Competitions with Supervision 279

Appendix III. Regulations for Significantly or totally Blind and Unable to Move Chess Players for Hybrid Competitions 280

Glossary of Terms in the FIDE Online Chess Regulations 280

CHAPTER 12: SAMPLE EXAM QUESTIONS FOR ARBITERS 283

APPENDIXES 298

Example of a rating calculation 298

Guideline for checking if a players' result is a valid title norm: 299

Some examples of title norms calculations: 301

Awarding of money prizes 303

Example of a "Time Control Sheet": 306

Application Forms: 308

FIDE Arbiter Norm Report Form FA1 308

Application for award of the title of FIDE Arbiter FA2 309

International Arbiter Norm Report Form IA1 310

Application for award of the title of International Arbiter IA2 311

Application for IA Classification Upgrade IA3 312

Application for award of the title of FIDE Lecturer FL2 314

IT1 – Certificate of Title Result (Title Norm) 315

TITLE APPLICATION IT2 316

Fair Play Commission- Tournament Complaint Form 317

Fair Play Commission- Post Tournament Complaint Form 319

Annex C.07 Table-Of-Changes 321

Applied from 01/08/2024 341

IMPORTANT:

Throughout this manual, text which appears in a box such as this one is given as advice and is the opinion of a number of experienced arbiters. It does not form part of the Laws nor the Regulations in which it appears.

CHAPTER 1: 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 readyto 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 imageof 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 thanthese 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 counterchecking 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 tothe 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 ratherthan 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.

CHAPTER 2: THE FIDE LAWS OF CHESS (E01)

A Brief History of the Laws of Chess

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

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

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

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

In 2016 the Laws of Chess were split into 5 parts: The Basic Rules of Play, the Competition Rules, the Appendices, the Guidelines and the Glossary of terms of the Laws of Chess

In 2017, there were some significant changes to the Laws, especially regarding illegal moves, and new Laws resulting in draws. These changes were so challenging, that they had to be changed again, effective 1st January 2018

The first part - Articles 1 to 5 - is important for all people playing chess, including the basic rules that anyone who wants to play chess needs to know.

The second part – Articles 6 to 12 - mainly applies to chess tournaments.

The third part includes some appendices for Rapid games, Blitz games, the Algebraic notation of the games and the rules for play with blind and visually disabled players

The fourth part includes guidelines for adjourned games, for Chess 960 games and for games without increment, including Quick play finishes.

The fifth part includes a glossary of terms of the Laws of Chess.

Starting from 1997 the FIDE Rules Commission (RC) makes changes to the Laws of Chess only every four years which come into force on 1st July of the year following the decision. [Exception 2014-2017-2018] The current Laws of Chess is effective from 1st January 2023.

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

1958

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

1974

"FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instructions concerning "how to act in such and such case". This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in it's entirely takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:
a) they do not in any way conflict with the official FIDE rules of play;
b) they are limited to the territory of the federation in question; and
c) they are not valid for any FIDE tournament played in the territory of the federation in question."

FIDE LAWS OF CHESS

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 or when a correct interpretation of the fact leads to infer that the situation is not the one described in the Law. 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 and best judgement are 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		

Staunton Pieces

p Q K B N R

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

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

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 thatit 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.02.01 Standards of Chess Equipment).

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 beingreversed.

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

(See Article 4.2.1: “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.

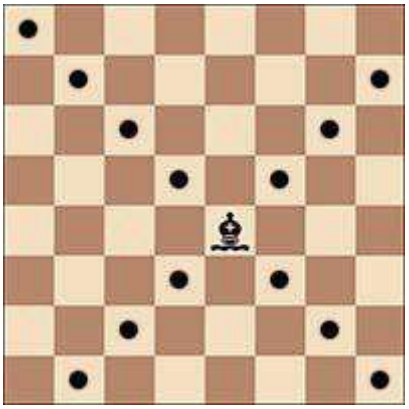
3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.

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.

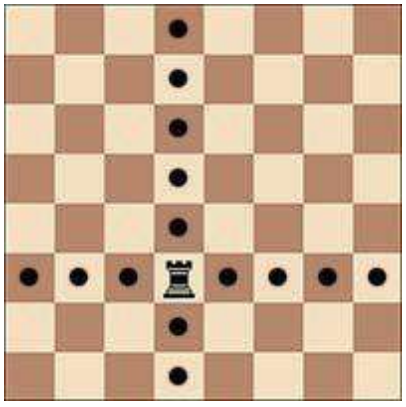
Being pinned against its own king does not stop a piece from attacking the squares it could otherwise move to. Even a pinned piece can 'check' the opponent's king.

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

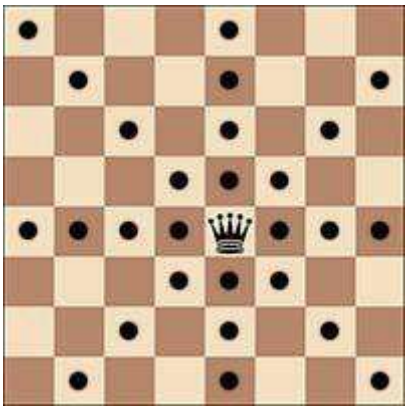


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two (or more) bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.3.5), or an illegal move was played.

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.

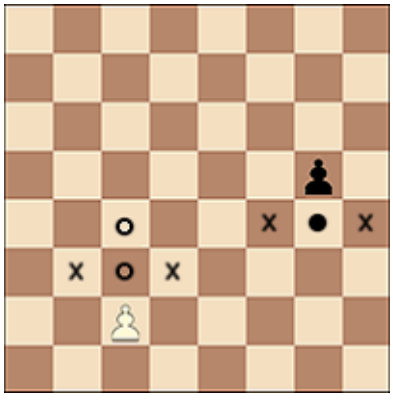
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

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

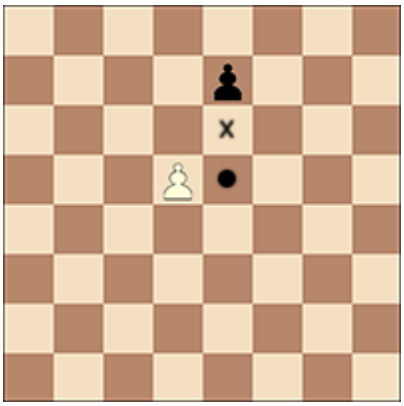
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

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'.

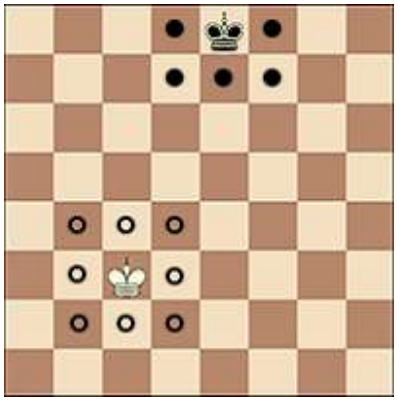
3.7.3.4 The player's choice is not restricted to pieces that have been captured previously.

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

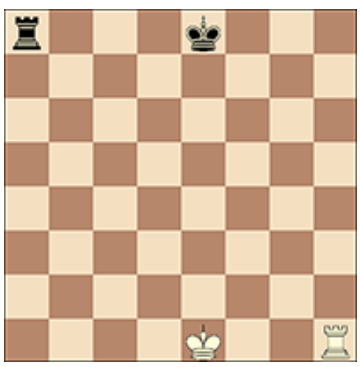
In case of a promotion when the player cannot find the required piece, he/she has the right to pause the clock immediately and ask the Arbiter to bring him the piece he/she wants. The arbiter should provide the requested piece and restart the clock. The player then continues to consider his/her move.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

3.8 There are two different ways of moving the king:

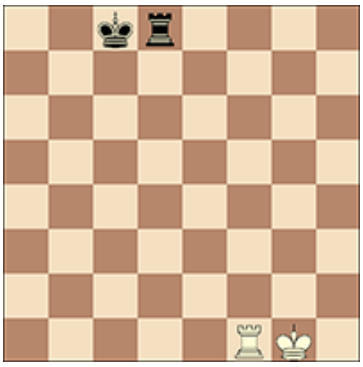
3.8.1 by moving to an adjoining square



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.



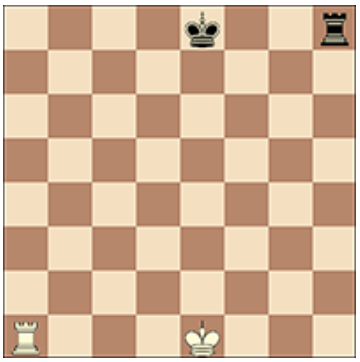
Before white kingside castling



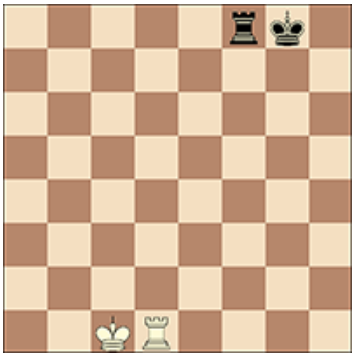
After white kingside castling

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:

3.8.2.1.1 If the king has already moved, or

3.8.2.1.2 With a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

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

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

3.9 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/her intention to adjust a piece. If he/she 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 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 tomove.

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 thatside on that move and the situation shall be governed by Article 4.3.1.

In this case the player must move his/her rook, if possible. If no rook move is possible, he/she should move his/her 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 moveof the king the player is free to make any move – he/she 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:

Refer article 1.3 "for move made"

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.

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

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

A player may resign in a number of different ways:
- pausing the clock
- announcing his/her resignation
- knocking over his/her king
- reaching out his/her 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/She may be penalized, at the discretion of the Chief Arbiter, for poor sportsmanship.

5.2.1 The game is drawn when the player to move has no legal move and his/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/her clock after making his/her move, the opponent has the following possibilities:
(a) To wait for the player to press his/her 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/her clock. In this case the game will continue normally.
(c) To make his/her next move. In this case the player can also make his/her next move and press his/her 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/she returns he/she sees that his/her clock is running and believing that his/her opponent has completed his/her move he/she 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/her finger on the clock button to prevent the player pressing his/her 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/She 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.

BRONSTEIN DELAY: the clock will add the delay only after the move has been completed. The delay added will be the maximum only if the player used more that time, otherwise, the exact amount of used thinking time will be added.

SIMPLE DELAY: with this mode the main time only starts after the delay countdown expires.

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-counter is used in a digital clock, then it is possible to establish whether 30 moves have been made before a flag fall, as some 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 chessclock is placed.

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 arbiteris 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/her 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/her 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 move-counter is used to add time after the first time control (at least 30 moves), it is desirable for arbiters to start all White's clocks.
In large tournaments where the move-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 untilhe/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 attheir 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/she 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/she 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 chessclock 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 chessclock.

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), even though the games are broadcast.
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 pause 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 chessclock.

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 pausing the clock include:

- *An irregularity, such as an illegal move or position, being discovered a player being disturbed by his/her 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/she begins to count the move 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 chessclock. 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 cancelled 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 move 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 displacinga piece. If he/she 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 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.

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, 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.

A move cannot be declared illegal until the player has completed his/her move by pressing his/her clock. So, the player can correct his/her move without being penalized, evenif he/she had already released the piece on the board, provided he/she hasn't pressed the clock. Of course, he/she must comply with the relevant parts of article 4.

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

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

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

If a player restarts the opponent's clock instead of pausing it an arbiter may regardthis 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 considered and penalised as if an illegal move.

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

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 through out the game.

The scoresheet does not have to be visible to the opponent (except when the opponent needs it to bring his/her 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/her scoresheet but it should not obscurethe 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 deliverit 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 pause 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/her scoresheet, sometimes contemplating his/her next move, he/she 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 h i s / h e r opponent's scoresheet, but must return it before making a move.

Notice that, in this situation, after a flag fall, the arbiter does not pause the clocks. If the opponent refuses to make his/her scoresheet available, the arbiter can insist that he/she 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 paused 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/she 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 scoresheets 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 claim 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/she must intervene, see Article 9.6.1.
This article does not specify a penalty in case of its violation. Unless the tournament regulations specifies one, the Arbiter may act according to art. 12.9.

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/she is being distracted by repeated draw offers then his/her 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. As mentioned, a claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw. If the opponent chooses to check the claim, the offer loses its validity.

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 thesame 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/she shall write his/her intended move, it is advisable that instead of rejecting the claim, the arbiter says "Make your claim legal", if the player asks how he/she can make his/her claim legal, the arbiter can, according to article 11.2, explains 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 9.2.3.2

9.4 If the player touches a piece as in Article 4.3, he/she loses the right to claim adraw 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, declaringit as a draw.

If a draw under either of the above conditions is not noticed during the game a playermay 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 (½).

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 ½ 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 ¾ - ¼ 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/her 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/she 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/Her opponent, Player B is absent. Immediately after player A made his/her first move his/her 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/she cannot take the bag with him to the toilet, and so on.).

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

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.

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

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

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

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

It is very difficult to give a general guideline for the application of this Article, but if an arbiter 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 points in the Laws of Chess.

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 9.2.3.2).

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/her right to appeal, if he/she 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/her clock is started and, in due course, he/she 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/she must intervene. He/She 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 or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.

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

12.9 Options available to the arbiter concerning penalties:

12.9.1 warning,

12.9.2 increasing the remaining time of the opponent,

12.9.3 reducing the remaining time of the offending player,

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

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

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

12.9.7 a fine announced in advance,

12.9.8 exclusion from one or more rounds,

12.9.9 expulsion from the competition.

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 butless 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"x 60) = 30' +30' = 60'. Then such a game is considered to be standard chess. As according to Article A1"A Rapid Chess" is a game where all moves must be completed in more than 10 minutes and less than 60 minutes for each player.
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" x 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/her 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:

A4.1one arbiter supervises at most three games and
A4.2 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 paused.

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 ofincorrect 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/hernext 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 the addition of one minute to the opponent, instead of two minutes.

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/her 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/her 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 10 minutes or less for each player.

According to the Tournament Regulations of an event the time control is 5 minutes forthe whole game and 5 seconds increment for each move
That is: for 60 moves we would get 5'+ (5'x60) = 5'+5' = 10'.
According to Art. B.1 we have a Blitz game.

B.2 The Competition Rules 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 assistantto 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 scoresheet, the clock should not be paused.

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.

Appendix C. Algebraic Notation

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

Description of the Algebraic System

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

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

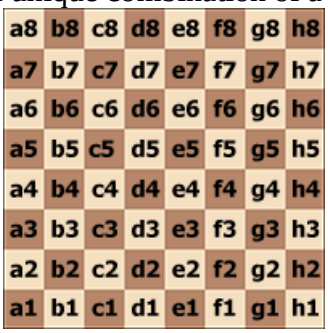
C.3 For the abbreviation of the name of the pieces, each player is free to use the name which is commonly used in his/her country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines is recommended.

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

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

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

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



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

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

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

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

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

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

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

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

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

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

C.10.1.2 the file of departure, and

C.10.1.3 the square of arrival.

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

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

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

C.10.2.3 the square of arrival.

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

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

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

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

C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndxf3, as the case may be.

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

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

C.13 Abbreviations

C.13.1 0-0= castling with rook h1 or rook h8 (kingside castling)

C.13.2 0-0-0= castling with rook a1 or rook a8 (queenside castling)

C.13.3 x = captures

C.13.4 + = check

C.13.5 ++ or # = checkmate

C.13.6 e.p. = captures ‘en passant’

Articles C.13.3 - C.13.6 are optional.

Sample game:

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

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

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

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

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

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

D.1.2 have the black squares slightly raised,

D.1.3 have a securing aperture in each square,

D.1.4 The requirements for the pieces are:

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

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

D.2 The following regulations shall govern play:

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

A - Anna B - Bella C - CesarD - DavidE – Eva F – Felix G - GustavH – Hector

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

1 – eins	2 – zwei	3 – drei	4 – vier
5 – fuenf	6 – sechs	7 – Sieben	8 – acht

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

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

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

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

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

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

D.2.3.3 the move has been announced.

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

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

D.2.6 Chessclock for visually disabled players:

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

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

1) a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

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

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

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

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

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

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

D.2.10.2 announcing the moves of both players,

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

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

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

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

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

Guidelines

Introduction

The following Guidelines are here to assist in organizing events where they may be needed. While they are not part of the FIDE Laws of Chess, it is strongly recommended that they be used across all events where applicable.

Guidelines I. Adjourned Games

I.1 Adjournment procedure:

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

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

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

I.2.1 the names of the players,

I.2.2 the position immediately before the sealed move,

I.2.3 the time used by each player,

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

I.2.5 the number of the sealed move,

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

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

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

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

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

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

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

I.8 Except in the cases mentioned in Articles 5, 5.2.2, 6.9 and 9.6, the game is lost by a player whose recording of his/her sealed move:

I.8.1 is ambiguous, or

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

I.8.3 is illegal.

I.9 If, at the agreed resumption time:

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

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

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

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

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

I.12 Resuming an adjourned game:

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

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

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

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

Guidelines II. Chess960 Rules

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

II.2 Starting-position requirements

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

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

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

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

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

II.3 Chess960 castling rules

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

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

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

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

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

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

II.3.2.5 Recommendations:

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

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

II.3.2.6 **Clarification:**

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

II.3.2.7 **Notes**

1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) does not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.
5. In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-sidecastling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Guidelines III. Games without increment including Quickplay Finishes

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

Example 1: According to the tournament regulations of an event, the time control is2 hours for 30 moves and then 1 hour for the end of the game. The last 1 hour will be played according to the rules of the Quickplay finish.
Example 2: According to the tournament regulations of an event, the time control is2 hours for the whole game. It means that the whole game will be played according tothe rules of the Quickplay finish.

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

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

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

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

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

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

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

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

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

This means that the arbiter may make a decision to declare a game as a draw, evenafter a flag fall has occurred.
A time control with an increment is a much betterway of concluding a game.

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

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

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

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

III.6.1.2 that his/her opponent has been making no effort to win by normal means. In III.6.1.1 the player must write down the final position and his/her opponent must verify it. In III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.

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

Glossary of Terms in the Laws of Chess

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

- **adjourn: 8.1.** Instead of playing the game in one session it is temporarily halted and then continued at a later time.
- **algebraic notation: 8.1.** Recording the moves using a-h and 1-8 on the 8x8 board.
- **analyse: 11.3.** Where one or more players make moves on a board to try to determine what is the best continuation.
- **appeal: 11.10** Normally a player has the right to appeal against a decision of the arbiter or organiser.
- **arbiter: Preface.** The person(s) responsible for ensuring that the rules of a competition are followed.
- **arbiter's discretion:** N/A. There are approximately 39 instances in the Laws where the arbiter must use his/her judgement.
- **assistant: 8.1.** A person who may help the smooth running of the competition in various ways.
- **attack: 3.1.** A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.
- **black: 2.1.1.** There are 16 dark-coloured pieces and 32 squares called black. Or 2. When capitalised, this also refers to the player of the black pieces.
- **blitz: B.** A game where each player's thinking time is 10 minutes or less.
- **board: 2.4.** Short for chessboard.
- **Bronstein mode: 6.3.2.** See delay mode
- **capture: 3.1.** Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7.4.1 and 3.4.7.2. In notation x.
- **castling: 3.8.2.** A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.
- **cellphone:** See mobile phone.
- **check: 3.9.** Where a king is attacked by one or more of the opponent's pieces.
    - In notation +.
- **checkmate: 1.2.** Where the king is attacked and cannot parry the threat.
    - In notation ++ or #.
- **chessboard: 1.1.** The 8x8 grid as in 2.1.
- **chessclock: 6.1.** A clock with two time displays connected to each other.
- **chess set: N/A** The 32 pieces on the chessboard.
- **Chess960: II** A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions
- **claim: 6.8.** The player may make a claim to the arbiter under various circumstances.

- **clock: 6.1.** One of the two time displays.
- **completed move: 6.2.1.** Where a player has made his/her move and then pressed his/her clock.
- **contiguous area: 12.8.** An area touching but not actually part of the playing venue. For example, the area set aside for spectators.
- **cumulative (Fischer) mode:** Where a player receives an extra amount of time (often 30 seconds) prior to each move.
- **dead position: 5.2.2.** Where neither player can mate the opponent's king with any series of legal moves.
- **default time: 6.7.** The specified time a player may be late without being forfeited.
- **delay (Bronstein) mode: 6.3.2.**
    - Both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move.
    - The countdown of the main thinking time only commences after the fixed extra time has expired.
    - Provided the player presses his/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.
- **demonstration board: 6.12.1.** A display of the position on the board where the pieces are moved by hand.
- **diagonal: 2.4.** A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.
- **disability: 6.2.6.** A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.
- **displaced: 7.4.1.** to put or take pieces from their usual place. For example, a pawn from a2 to a4.5; a rook partway between d1 and e1; a piece lying on its side; a piece knocked onto the floor.
- **draw: 5.2.** Where the game is concluded with neither side winning.
- **draw offer: 9.1.2.** Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).
- **e-cigarette:** Device containing a liquid that is vaporised and inhaled orally to simulate the act of smoking tobacco.
- **en passant: 3.7.4.1.** See that article for an explanation. In notation e.p.

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

- **explanation: 11.9.** A player is entitled to have a Law explained.
- **fair play: 12.2.1.** Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.
- **file: 2.4.** A vertical column of eight squares on the chessboard.
- **Fischer mode:** See cumulative mode
- **flag: 6.1.** The device that displays when a time period has expired.
- **flag-fall: 6.1.** Where the allotted time of a player has expired.
- **forfeit: 4.8.1.** To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.
- **handicap:** See disability
- **I adjust**: See j'adoube
- **illegal: 3.10.2.** A position or move that is impossible because of the Laws of Chess.
- **impairment:** See disability
- **increment: 6.1**. An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.
- **intervene: 12.7.** To involve oneself in something that is happening in order to affect the outcome.
- **j'adoube: 4.2**. Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.
- **kingside: 3.8.1.** The vertical half of the board on which the king stands at the start of the game.
- **legal move: 3.10.1.** See the article for an explanation
- **made: 1.1.** A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.
- **mate:** Abbreviation of checkmate
- **minor piece:** bishop or knight
- **mobile phone: 11.3.2**. Cellphone
- **monitor: 6.12.1.** An electronic display of the position on the board.
- **move: 1.1.** 1. 40 moves in 90 minutes, refers to 40 moves by each player.
    - Having the move refers to the player's right to play next.
    - White's best move refers to the single move by White.

- **Move-counter: 6.10.2.** A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.
- **normal means: G.III.5.** Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.

- **organiser: 8.3.** The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.
- **over-the-board:** Introduction. The Laws cover only this type of chess, not internet, nor correspondence, and so on.
- **penalties: 12.3.** The arbiter may apply penalties as listed in 12.9 in ascending order of severity.
- **piece: 2.1.** One of the 32 figurines on the board. Or 2. A queen, rook, bishop or knight.
- **playing area: 11.2.** The place where the games of a competition are played.
- **playing venue: 11.2.** The only place to which the players have access during play.
- **points: 10.** Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.
- **press (pause) the clock: 6.2.1.** The act of pushing the button or lever on a chessclock which pauses the player's clock and starts that of his/her opponent.
- **promotion: 3.7.5.3.** Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.
- **queen:** As in queen a pawn, meaning to promote a pawn to a queen.
- **queenside: 3.8.1.** The vertical half of the board on which the queen stands at the start of the game.
- **quickplay finish: III.** The last part of a game where a player must complete an unlimited number of moves in a finite time.
- **rank: 2.4.** A horizontal row of eight squares on the chessboard.
- **rapid chess: A**. A game where each player's thinking time is more than 10 minutes, but less than 60.
- **repetition: 9.2.1.** 1. A player may claim a draw if the same position occurs three times. A game is drawn if the same position occurs five times.
- **resigns: 5.1.2.** Where a player gives up, rather than play on until mated.
- **rest rooms: 11.2.** Toilets, also the room set aside in World Championships where the players can relax.
- **result: 8.7.** Usually the result is 1-0, 0-1 or ½-½. In exceptional circumstances both players may lose (Article 11.8), or one score ½ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).

- **regulations of an event: 6.7.1.** At various points in the Laws there are options. The regulations of an event must state which have been chosen.
- **sealed move: I.1.1.** Where a game is adjourned the player seals his/her next move in an envelope.

- **scoresheet: 8.1.** A paper sheet with spaces for writing the moves. This can also be electronic.
- **screen: 6.12.1.** An electronic display of the position on the board.
- **spectators: 11.4.** People other than arbiters or players viewing the games. This includes players after their games have been concluded.
- **standard chess: III.3.2.** A game where each player's thinking time is at least 60 minutes.
- **stalemate: 5.2.1.** Where the player has no legal move and his/her king is not in check.
- **square of promotion: 3.7.5.1.** The square a pawn lands on when it reached the eighth rank.
- **supervise: 12.2.5.** Inspect or control.
- **time control:** 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1.
  2. A player is said 'to have reached the time control', if, for example he/she has completed the 40 moves in less than 90 minutes.
- **time period: 8.6.** A part of the game where the players must complete a number of moves or all the moves in a certain time.
- **touch move: 4.3.** If a player touches a piece with the intention of moving it, He/She is obliged to move it.
- **vertical: 2.4.** The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.
- **white: 2.2.** 1. There are 16 light-coloured pieces and 32 squares called white.
- 2. When capitalised, this also refers to the player of the white pieces.
- **zero tolerance: 6.7.1.** Where a player must arrive at the chessboard before the start of the session.
- **50-move rule: 9.3.** A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.
- **75-move rule: 9.6.2.** The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.

CHAPTER 3: ANTI-CHEATING REGULATIONS (A09)

Approved at the Abu Dhabi 1st FIDE Council meeting in 2022 & 18.11.2024

FIDE FAIR PLAY DEFINITIONS

Definitions[1]

1 Title Norms - FPO/FPE- Procedural Rules of the Fair Play Commission 2022 (21-24; 37-43)

Chief Fair Play Officer (CFPO)

The FPO who is the main FPO at an event and takes all final Fair Play decisions regarding the Event. The CFPO can also act as Supervisor of no more than one Candidate at any Event.

Event FPE The person who acts as FPE at any event.

Event FPO The Fair Play specialist who acts as FPO at any event.

Fair Play Expert (FPE)

A Fair Play specialist who is characterized by integrity, attentiveness, dependability and an attitude towards teamwork. FPEs can run Level 2 and Level 3 tournaments and be part of a Fair Play Team in Level 1 Events. May also act as Event FPO in Level 1 events under the supervision of an FPL Supervisor.

Fair Play Officer (FPO)

A Fair Play top specialist who is characterized by utmost integrity, high levels of attentiveness, full dependability, excellent knowledge of the Fair Play Legal framework and superior organisational and communication skills. FPOs can run an event on their own, devising the fair play plan and then implementing it by coordinating with the other members of the Fair Play Team, if any. Category A and B FPOs can also act as FPL Supervisors.

Fair Play Team (FPT)

Fair Play Teams are in charge of securing Fair Play at events where FPTs are required. The FPTs are made up of Fair Play Specialists, volunteers, security guards, and others who are coordinated by the Chief Fair Play Officer in charge of the event. The FPT may consult with external experts, including but not limited to Grandmasters, body language experts, psychologists, and computer engineers.

FIDE Events

FIDE Events - as listed in the FIDE Handbook - FIDE Regulations for Arbiters (effective from 1st July, 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters.

FPE Candidate

A person who does not hold the FPE title but acts as FPE at an event under the remote supervision of an FPL Supervisor.

FPL Supervisor

FPO Category A/B who supervises any FPO Candidate/FPE Candidate. Supervision guarantees that the Candidate is followed at every step, building the necessary knowledge to handle everyday Fair Play tasks.

When supervising an FPE Candidate, the Supervisor's duties shall be limited to assisting the Candidate.

Where there is a requirement for an FPO, and there is no FPO titleholder at the event who can act as CFPO, the Supervisor shall also act as CFPO of the Event, and their responsibilities shall include devising fair play measures and making sure that they are implemented.

When a CFPO is serving at an event, and at the same time, one or more Supervisors are supervising one or more Candidates, all final decisions regarding the Event shall be taken by the CFPO. The Supervisor's responsibility shall be limited to supervising FPO/FPE Candidates, in harmony with the CFPO.

Generally, the FPL Supervisor will act remotely. When the FPT is made up of two FPL Specialists, one of which is a Candidate, then the CFPO may act as Supervisor.

FPO Candidate

A Fair Play specialist who holds the FPE title and acts as FPO at an event under the supervision of an FPL Supervisor.

National Fair Play Specialist (NFS)

Is a licensed National Fair Play Specialist who can assist at Level 3 tournaments.

FAIR PLAY REGULATIONS

Approved by FIDE Council on 10/11/2024 Applied from 18 November, 2024

1. Purpose, guiding principles, definitions

1.1 These regulations deal with the investigation of suspected cheating incidents and other fair play violations. It supplements and clarifies the provisions of the FIDE Charter, the FIDE Ethics and Disciplinary Code, and the Procedural Rules of the Fair Play Commission.

1.2 "Cheating" in these regulations means:

a) the deliberate use of electronic devices (01. Laws of Chess / FIDE Laws of Chess taking effect from 1st January, 2023 / Art. 11.3.2 FIDE Laws of Chess) or other sources of information or advice (01. Laws of Chess / FIDE Laws of Chess taking effect from 1st January, 2023 / Art. 11.3.1 FIDE Laws of Chess) during a game; or

*The words **other sources of information** refer to data gathered from sources other than the player himself/herself during the game. The information may come from chess books, notes, coaches, or parents, among other sources.*

*For the purposes of this regulation, **attempts at cheating will be considered cheating.***

b) the manipulation of chess competitions such as including but not limited to, result manipulation, sandbagging, match-fixing, rating fraud, false identity, and deliberate participation in fictitious tournaments or games.

Manipulation *of chess competitions means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.*

*The term "**competition**" covers each event, i.e. game and match, but should not necessarily be interpreted as covering either the whole tournament or all of the competitions taking place within the framework of an event involving several competitions or tournaments (for example the World Championship). Since processes such as the draw of the opponents or the designation of the arbiter matter to the competition, it should be considered as part of the competition.*

*The words "**aimed at**" indicate that the definition includes not only arrangements, acts or omissions which improperly alter the result or course of a chess competition, but also the acts committed with the intention of improperly altering the result or course of a competition, even if the arrangement, act or omission is unsuccessful.*

Sandbagging *refers to deliberately playing below one's actual ability in order to lower one's rating to play in a future event with a higher handicap and consequently with a better chance of winning.*

*The term "**in order to**" indicates an intention to obtain an undue advantage for oneself or others, even if this intentional arrangement, act or omission, aiming at improperly modifying the results or course of a chess competition, fails to obtain the advantage sought.*

The FIDE Laws of Chess have introduced provisions against cheating. Specifically:

12.2 The arbiter shall:

12.2.1 ensure fair play.

12.2.7 follow the Anti-Cheating Rules or Guidelines

It means that it is the arbiter's duty to avoid the cheating by the players. The Laws also explicitly forbid electronic devices:

11.3.1 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 (according to the laws of country), 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.

Tournament organizers are also free to introduce their own regulations and conditions for events, provided they are in accord with the Laws of Chess.

1.3 Online cheating may also be deemed to have occurred when statistical evidence is insufficient to substantiate assumed cheating, but there is additional evidence that the individual may have cheated e.g., video evidence, chess expert opinions (GMs, IMs, and other specialists), and other situational factors (Suspected fair play violation).

1.4 Other fair play violations are:

a) Over-the-board rule violation:
OTB rule violations include a variety of infractions that occur over the course of the tournament. This includes bringing a phone into the playing hall, bringing other forbidden gadgets into the playing hall (e.g., wallets, smart glasses, pens, watches), being uncooperative with the Fair Play Team or Arbiter, refusing to be searched or scanned. The list of OTB rule violations is not exhaustive.

b) Online technical rule violation:
Technical violations connected with the video conference system used to supervise the competition, for example, disconnections, playing without a camera on, playing without a shared screen, playing without a microphone on (if it is required by regulation of competition) *per se*, does not lead to the assumption that a cheating offense has been committed, however, the player can be penalised accordingly by either the Fair Play Team or the Arbiter.

1.5 Assumed cheating

There shall be a presumption of cheating if statistical analysis by a FIDE-validated and approved algorithm and/or other methodology applied to a player's performance in a single game, or a series of games or tournaments in competitive play shows a Z-score (reflective of the deviation between the player's actual performance and the projected fair play for a player having comparable Elo rating) above the official Z-score threshold. In such a case, if FIDE PFL institutes disciplinary proceedings against the player in question, the burden to rebut the presumption of cheating and show his or her innocence shall be on the player.

1.6 Thresholds

The Z-score measure of unlikelihood (i.e. the number of standard deviations from the norm) is commonly used in science and can be a composite of several results.

Currently, only Prof. Kenneth W. Regan's methodology is approved by FIDE. In order to provide a statistical judgement, Prof. Regan's model uses three separate statistical tests, each producing a z-score to indicate deviation from the projected performance: Move-Matching (MM), Equal-top value moves (EV) and Average Scaled Difference (ASD). The outcomes of the MM, EV, and ASD tests are further combined into a single overall Z-score. The notion of Z-score is not limited to the methodology of Prof. Regan. Results from other approved methodologies can be cast as Z-scores, and then fall equally under the following proposed thresholds:

a) For online chess, a threshold of 4.25. This represents a natural frequency of 0.000011, one in almost 100,000. Considering the observed rate of cheating in online chess, this yields appraised odds about 1,000-to-1 against the null

hypothesis of fair play, toward the high end of the 99% to 99.9% confidence range regarded as meeting the CAS criterion of "comfortable satisfaction" in the context of chess.

b) For over-the-board chess, a threshold of 5.00. This represents a natural frequency of one in almost 3.5 million, and is similarly placed with regard to an in-person observed cheating rate.

These provisions apply if there is no other evidence. If such evidence is available, a Z-score of 2.50 or higher may be used in support.

1.7 Reckless or manifestly unfounded accusation of chess cheating:

Any player or official who, or National Federation which, makes public or private allegations of cheating against another player or official without acceptable grounds existing for a reasonable suspicion of cheating; provided that a player or a captain is not precluded from reporting in private to an arbiter or anti-cheating official during a competition any suspicion of cheating by another person for the purposes of monitoring the behaviour of such person.

1.8 For the purposes of this regulation, attempts at cheating will be considered cheating.

2. **Jurisdiction**

2.1 The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations. People subject to FPL jurisdiction include any person with FIDE ID, players, supporting persons, and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organizers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

2.2 All FIDE-rated over-the-board games are subject to FPL jurisdiction.

2.3 Online chess falls under FPL jurisdiction for official FIDE competitions. For such tournaments, the provisions of Appendix 1 of the FIDE Online Chess Regulations shall apply in addition. Additionally, FIDE may monitor private online events that meet specific criteria, such as those offering money prizes or involving top-level players.

2.4 All cheating incidents occurring in tournaments that require maximum and increased levels of protection (as defined in the Anti-Cheating Protection Measures) must be reported to FPL. However, FPL may decide to refer a cheating incident that occurred in such tournaments to a National Federation (NF).

2.5 Cheating incidents occurring in tournaments that require standard levels of protection (as defined in the Anti-Cheating Protection Measures) are to be referred to NFs, except when the cheating incident affects the awarding of a FM/WFM title, and/or involves a person, either as claimant or respondent, holding the FM/WFM, IM/WIM or GM/WGM title. Such cases must be reported to FPL as well. If such cases are not reported as required, FIDE FPL may initiate an independent investigation and refer the responsible National Federation and/or tournament organizer to the EDC.

2.6 When an investigation is referred to an NF, the NF will investigate the case and apply those sanctions they deem proper. NFs are required to notify FPL of their decisions together with the evidence considered during the proceedings. The FPL may adopt this NF decision and/or refer the case to EDC. If the FPL does not adopt the NF decision,

then the sanction will only apply at the national level.

2.7 If an NF sanctions a player in a cheating-related case and the NF is not required to report the case to FPL, the sanction will only apply at the national level. However, the NF can apply to FPL to adopt the sanction if a ban of at least 12 months has been imposed.

2.8 While FPL has jurisdiction as detailed under Section II, National Federations are expected to create their own Anti-Cheating regulations and systems.

3. **Complaints and investigations**

3.1 Triggering an investigation

3.1.1 Investigations can be initiated based on a complaint:

a) an In-Tournament Complaint ("ITC");
b) a Post-Tournament Complaint ("PTC").

Investigations can also be triggered by:

a) a report of the Chief Fair Play Officer or Chief Arbiter of a tournament;
b) FPL initiative;
c) a request by the Ethics and Disciplinary Commission (EDC) or any other body of FIDE authorized by the FIDE Charter.

3.2 Complaints

3.2.1 Any person having a FIDE Identity Number can file a complaint.

3.2.2 All Complaints must be submitted in writing and addressed to the FPL at fpl@fide.com.

3.2.3 In- and Post-Tournament-Complaints must be filed via the relevant Complaint form (Annexes A-B). If a complaint does not meet this requirement, the complainant will be asked to submit the form within a specified period of time. If this does not happen, the chairperson of the FPL shall reject the complaint as inadmissible.

3.2.4 The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

3.2.5 Oral or informal Complaints are not accepted.

3.2.6 In-Tournament Complaints must be delivered to the Chief Fair Play Officer. When there is no CFPO, then they should be addressed to the Chief Arbiter. Upon receipt of an ITC, the Chief Fair Play Officer or the CA shall:

a) Inform the complainant about the penalty for filing a manifestly unfounded ITC;
b) Take steps to investigate the case in the usual manner, with reference to Article 12.9 for possible penalties;
c) Forward the complaint and their report including all findings to the FIDE FPL and FIDE ARB.

If the Chief Fair Play Officer comes to the conclusion that the ITC is unfounded he may dismiss the complaint during the tournament, subject to his duties under 3.2.6.c above. The player retains the right to file a Post-Tournament Complaint on the same incident.

3.2.7 When a Post-Tournament Complaint is filed, the complaint must contain an explanation of why an ITC was not filed earlier.

3.2.8 All Complaints shall list all basis available at the time of filing.

3.2.9 All Complaints based solely on the unsupported assumption that a person is playing stronger than expected due to his/her rating will be considered manifestly unfounded.

3.2.10 FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

3.2.11 When an investigation is triggered by a request by EDC or any other body of FIDE authorized by the FIDE Charter, FPL shall act as a Fact-Finding Committee of the triggering body.

3.2.12 All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. Relevant FIDE officials and other involved parties will receive information as deemed appropriate by the IP; however, strict confidentiality must be maintained throughout the investigation process. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

4. **Investigation procedure**

4.1 When a cheating incident is brought to the attention of the FPL, an Investigatory Panel (IP) or an Investigator can be nominated to investigate it.

4.2 FPL has the right to perform preliminary investigations with respect to any alleged or possible case of cheating-related violation.

4.3 If a complaint is inadmissible or manifestly unfounded on its face, the FPL Chair may reject it. 3.2.3 remains unaffected.

4.4 The IP will consist of up to three FPL members. The nominated IP members then select an IP Chair.

4.5 The IP shall consider the presented physical and observational evidence. It will also consider the statistical evidence gathered as part of the investigation. It can also gather additional evidence in the course of its investigation, including but not limited to GM opinion.

4.6 Players, organisers, arbiters, national federations, and other parties are all required to cooperate with the IP. Failure to do so may result in a referral to EDC.

4.7 The IP should investigate each case within a reasonable time.

4.8 The burden and standard of proof are governed by Art. 16.13 - 16.16 of the Ethics and Disciplinary Code.

4.9 If the IP comes to the unanimous conclusion that no cheating occurred or there is not enough evidence to meet the standard of proof, it shall dismiss the complaint and inform the Chair and the Secretary of FPL, the complainant, and the accused person with a brief note. If the National Federation of the accused person was involved, it will be informed as well. If an investigator is appointed, 4.10 applies instead.

4.10 When a conclusion other than unanimous dismissal is reached, at the end of the investigation, the IP shall:

4.10.1 prepare a report indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation, and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP and

4.10.2 present the decision and report to FPL for consideration.

FPL may ask the IP to consider additional facts and/or carry out further investigations.

4.11 Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

4.12 When the IP is acting on behalf of EDC, it shall present a preliminary report to FPL for consideration. FPL may ask the IP to consider additional facts and/or carry out further investigations. Once the report is deemed final by the IP, FPL shall transmit it to EDC.

4.13 In case of a violation of fair play rules other than cheating and in case of assumed cheating, the regulations for the "Fast Track Procedure" apply (see Art. 9.3, 9.4, 9.5, and 9.7 of the Ethics and Disciplinary Code and Art. 32 – 36 of the Procedural Rules for the Fair Play Commission).

4.14 FPL may establish a subcommittee for handling complaints and investigations of cheating allegations ("Legal Department"). The Legal Department should consist of a Chair, a Secretary, and other members who should have a legal background and/or experience in investigating cheating allegations. If a Legal Department is established, its Chair, in consultation with the Secretary, decides on the composition and number of members of an IP on the submission of a complaint to another FIDE Commission on the transfer of a cheating case to an NF and – in agreement with the FPL Chairperson - on decisions acc. to art. 4.3.

5. **Manifestly unfounded accusations**

5.1 An accusation of cheating that is manifestly unfounded, is a complaint where there is little to no evidence and is based mainly on emotion. An accusation is not manifestly unfounded if, based on the evidence presented, a reasonable person would believe that cheating could have occurred.

5.2 When the FPL determines that an ITC or a PTC is manifestly unfounded, the complainant can receive a warning from the FPL.

5.3 In particularly severe and/or repeated cases of manifestly unfounded accusations, the FPL may investigate the case and forward it to EDC. A manifestly unfounded accusation is deemed to be severe when it is either damaging or distracting to the accused player (normally through spreading to other players or posting on social media).

6. Provisions about the procedure

6.1 The statute of limitation is five years, in online events one year after the last round of the tournament in question.

6.2 The working language of the IP is English. The IP may, at the request of any party, authorize a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

6.3 When the IP does not unanimously dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail, or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of his/her position.

6.4 The complainant and the accused person have the right to be represented or assisted by persons of their choice. However, any panel representing the accused person shall express its opinion and interact with the IP only through a single representative.

6.5 Documents pertaining to the proceedings should be submitted in writing, preferably by e-mail.

6.6 Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

6.7 When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL shall provide the relevant information to that FIDE Commission.

Some Points for Arbiters:

According to the Article 11.3.3 of the FIDE Laws of Chess, the arbiter may require the player to allow his/her clothes, bags, or other items to be inspected, in private. The arbiter, or a person authorized by the arbiter, shall inspect the player and shallbe of the same gender as the player.
Such searches are illegal in some countries. Arbiters should not engage in any fairplay procedures which go against the laws of the country.

Usually the arbiter will inspect a player as described in Article 11.3.3 of the Laws of Chess only in case of suspected breach of AC regulations or after receiving an official In-Tournament Complaint, but only after coming to the conclusion that the complaint is not evidently unfounded. The arbiter, and any other person conducting the inspection, should be calm, polite and discreet. The inspection of a player should be carried out in a separate room, again by a person of the same gender. Only this person, the player, and one witness (also of the same gender) may have access to this room during the inspection. The player is entitled to select a second witness of his/her own choice (of either gender). If there is no matter of urgency, the inspection of a player and their belongings should generally be carried out before or immediately after the end of the game. Still, the arbiter should be aware that it is possible to hide electronic devices somewhere in or near to the playing venue, or to give them to a third party shortly before the end of the game The arbiter also has the right to check a player who has left the playing venue during a game, or upon request of a player who filed an In-Tournament Complaint, but only once during the round. Only if the suspicion of cheating is overwhelming and/or there is a strong reason to believe that evidence will be destroyed before the end of the game should a player be searched during a game. If the player is innocent then the disturbance caused will have unsettled the player and may affect their performance in the remainder of the game.

Any accusation made should be treated seriously and investigated fully.
The player making the complaint should be told not to tell anyone else of his/her suspicions as that could contaminate any evidence – e.g., word could get back to the suspect that they are being watched.

It is acceptable for an arbiter to ask players if they have seen anything that concerns them. It is NOT acceptable for the arbiter to ask players if they have seen Player X did anything suspicious. Any questions put to other players should not identify the suspect.

If a player has genuine concerns about another competitor, and does not share that opinion with other players, then no action should be taken against the player making the accusation. Where the accusation is malicious or is shared with other players, especially when it starts a vendetta, the player making the accusations should be punished severely and reported to FIDE.

ANNEX TO THE FAIR PLAY REGULATIONS

Explanatory comment on Art. 1.2a

The words **other sources of information** refer to data gathered from sources other than the player himself/herself during the game. The information may come from chess books, notes, coaches, or spectators, among other sources.

Explanatory comment on Art. 1.2b

Manipulation of chess competitions means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

The term "**competition**" covers each event, i.e. game and match, but should not necessarily be interpreted as covering either the whole tournament or all of the competitions taking place within the framework of an event involving several competitions or tournaments (for example the World Championship). Since processes such as the draw of the opponents or the designation of the arbiter matter to the competition, it should be considered as part of the competition.

The words "**aimed at**" indicate that the definition includes not only arrangements, acts or omissions which improperly alter the result or course of a chess competition, but also the acts committed with the intention of improperly altering the result or course of a competition, even if the arrangement, act or omission is unsuccessful.

The term "**in order to**" indicates an intention to obtain an undue advantage for oneself or others, even if this intentional arrangement, act or omission, aiming at improperly modifying the results or course of a chess competition, fails to obtain the advantage sought.

Sandbagging refers to deliberately playing below one's actual ability in order to lower one's rating to play in a future event with a higher handicap and consequently with a better chance of winning.

FAIR PLAY PROTECTION MEASURES

Approved by FIDE Council on 10/11/2024
Applied from 18 November, 2024

PREFACE

Fair play is the cornerstone of sportsmanship, embodying the principles of honesty, respect, and integrity. However, throughout the history of sports, there have been numerous instances of fair play violations that tarnish the spirit of competition. Fair play violations not only negatively affect the competitive aspect of the game but also negatively affect the credibility of events and the marketability of chess. This poses a clear and present danger to the game of chess.

In view of the ever-faster pace of technological development, these Fair Play Protection Measures cannot anticipate all possible situations or requirements that may arise during an event. When facing an unprecedented situation, the response should be a closer interaction between the Fair Play Team, the Organizing Team (generally represented by the Tournament Director) and the Arbiters Team with a view to devising an adequate solution. In general, this collaboration is a crucial element of the Fair Play effort. Security guards and volunteers should also be factored in, wherever applicable. Under exceptional circumstances, FIDE President may downgrade by one level only the protection level of any given event.

Fundamentally, the players should always remember that Fair Play Measures are in their own interest and, therefore, be cooperative with their implementation.

INTRODUCTION

Fair Play Protection Measures (FPPM) cover what is expected for the different levels of events from the point of view of all parties involved in a tournament (Organizing Team, Arbiters, Players and Fair Play Team).

The prime motivation for these measures is to enable a safe, fair environment for players to play chess. This document outlines the minimum requirements for each event, although the Organizing Team are encouraged to go further. As a general rule, resources allocated to Fair Play should be reasonable and proportional to the nature and level of the tournament.

For a tournament to fall under these regulations, the event must be FIDE-rated with the games played according to the FIDE Laws of Chess.[1]

Tournament organizers must comply with the appropriate Level of Protection (Standard, Increased, or Maximum) as specified in Section 1. Events in material breach of the FP Protection Measures may not be rated by QC.

The Organizing Team are encouraged to consult with the Chief Fair Play Officer at an early stage to ensure adequate measures are in place before the start of the event.

[1] In the initial phase of its implementation, the FPPM will only be mandatory for FIDE World events and for any event that directly or indirectly receives funding from FIDE. FIDE Circuit tournaments are strongly encouraged to comply with the FPPM and FIDE reserves the right not to assign FIDE circuit points to any event that is not compliant. All other tournaments are encouraged to adopt the FPPM as early as possible

Section 1 – Levels of Protection

The Levels of Protection are as follows:

a) Events Requiring Maximum Protection:

- All FIDE World Events.
- All major Continental Events (Continental Individual Championship Open and Women, Continental Team Championship Open and Women, Continental Junior Championship Open and Girls, Continental Club Cup Open and Women, Continental Rapid and Blitz Championship Open and Women).
- Round-robins with an average rating of 2650 or more (2450 for Women's events).
- Events with prize funds exceeding EUR 100,000.
- Fide Circuit Tournaments and Zonal Tournaments where Level 1 is applicable.

b) Events Requiring Increased Protection:

- Minor Continental events.
- National Championships (Individual and teams, excluding Junior/Youth Championships).
- Norm Events (competitions for FIDE (W)GM and (W)IM titles and norms).
- Events with prize funds EUR 15,000 or more.
- Round-robins with an average rating of 2500 or more (2300 for Women's events)
- Fide Circuit Tournaments and Zonal Tournaments where Level 2 is applicable.

c) Events Requiring Standard Protection:

- National Junior/Youth Championships (Individual and teams).
- All remaining FIDE-rated competitions.

Fair Play measures vary across the three categories, and so do the role and duties of the FPO. Detailed measures are provided under Section 2: "Different Standards of FPPM".

The Organizing Team are responsible for ensuring that the FP Protection Measures are in place. The Chief Fair Play Officer verifies compliance with the Fair Play Protection Measures and the individual tournament regulations as established by the Tournament Director, proceeds with implementation, and discloses any breaches in their report.

Section 2 – Standards of Protection

Maximum Protection (Level 1)

In GSC and EVE events, a Fair Play Team led by a CFPO (when the team is more than one) is appointed according to the Appointment Regulations by FIDE FPL. The CFPO shall be invited to the Organizing Team meetings as early as practicable. The CFPO devises a fair play plan in coordination with the Organizing Team. **The members of the Fair Play Team cannot have any other official role in the event** (e.g. being an arbiter or a pairings officer).
In GSC events the Fair Play Team should consist of 1 FPS for every 50 players. The following rules also apply:

- In mixed gender events with less than 100 players no less than two FPS shall be appointed (one man and one woman, one of which an FPO).
- In mixed gender events with more than 100 players no less than two FPOs shall be appointed (one man and one woman).
- In tournaments with more than 200 players, once the first four FPS have been appointed (at least two FPOs and two FPEs, up to 50% of the total number of the Fair Play Team can be made up of untrained locals/volunteers.

In EVE events, this ratio is decreased to 1 FPS for every 100 players. The following rules also apply:

- In mixed gender events with less than 100 players one FPO shall be appointed and an opposite gender volunteer shall be provided.
- In mixed gender events with more than 100 players at least two FPS shall be appointed (one man and one woman, one of which an FPO, best if both).
- In tournaments with more than 400 players once the first four FPS have been appointed (at least two FPOs and two FPEs, up to 50% of the total number of the Fair PlayTeam can be made up of untrained locals/volunteers.

All volunteers are required to participate in a Fair Play training provided by the FPS and are expected to work full-time in fair play-related matters.

Special conditions may be taken into account when determining the actual composition of the team (for example, a complex venue or the presence of an external security firm). It is anyways in the interest of the event that the ratio is as close to 1/50 as possible.

The tables below illustrate the theoretical composition of a Fair Play Team depending on the number of players:

Players	GSC		EVE	
	FPS	LOC	FPS	LOC
50	1 / 2		1	(1)
100	2		1	(1)
150	3		2	
200	4		2	
250	4	1	2	1
300	4	2	2	1
350	4	3	2	2
400	4	4	2	2
450	5	4	3	2
500	5	5	3	2
Players	GSC		EVE	
	FPS	LOC	FPS	LOC
550	6	5	3	3
600	6	6	3	3
650	7	6	4	3
700	7	7	4	3
750	8	7	4	4
800	8	8	4	4
850	9	8	5	4
900	9	9	5	4
950	10	9	5	5
1000	10	10	5	5

As a general recommendation, the fair play plan should include at least the following:

Organizing Team duties (in collaboration with the CFPO):

- Invite the CFPO to the Organization meetings as early as practicable;
- Coordinate and collaborate with the FPO;
- Provide designated playing and spectator areas, ensuring that any form of unauthorized communication between players and spectators during the game is prevented;
- Provide designated separate areas for refreshments, toilets, and smoking (if applicable);
- Provide technical devices as reasonably determined by the CFPO in consultation with FIDE GSC, EVE, DIS and FPL where needed;
- For team events, extra measures should be taken to avoid any form of unallowed communication between team captains and players;
- Identify a suitable FPS office and storage room for FPL Technical equipment;

- Identify a suitable location for the Fair Play Scanning Booth;
- Verify the accreditation system, including identification of personnel with electronic devices in the playing area;
- Provide the event with stickers for identifying personnel with authorized electronic devices. Ideally, these stickers should be approximately 5x5cm;
- Provide cloth bags for the players' personal items;
- Provide secure storage for the players' electronic devices;
- Determine flow and crowd management requirements;
- Coordinate with CFPO to implement access flow;
- Provide the CFPO with the PGN files of the event.

Chief Fair Play Officer duties:

- Collaborate and harmonize with the Organizing Team, the Arbiters Team and other functional teams at the event;
- Devise a fair play plan in coordination with the Organizing Team;
- Determine technical devices to be reasonably used during the event (see Annex A);
- Devise and implement random and post-game check plans;
- Identify items prohibited in the playing area, in coordination with the Tournament Director and the Chief Arbiter, and list them in the tournament regulations;
- Devise a plan for regular venue checks;
- Illustrate the Fair Play Regulations and measures in use, including any previously identified prohibited devices, at the Technical Meeting of the event;
- Note irregularities and keep a record of the performed scans;
- Send all games in PGN format for screening and act on any findings;
- Manage the Fair Play Team;
- Collaborate and harmonize with the Organizing Team, the Arbiters Team and other functional teams at the event;
- Prepare the final report of the event to be submitted to FPL and FIDE Office.

A list of general and human resources that are deemed to be necessary at Level 1 events is provided under Annex B. The CFPO shall coordinate with the Organizing Team and other teams at the event to determine any compensation measure that should be necessary when one or more items from the list is (temporarily) unavailable.

Increased Protection (Level 2)

In level 2 events, increased protection measures are recommended. What follows is a set of minimum recommended requirements, but each tournament can decide to increase one or more aspects of protection, according to the needs and the available resources. The Organizing Team can ask FIDE FPL to appoint an official FIDE FPS or an official FIDE FPT so that FPE norms can be earned at the tournament.

- The Organizing Team shall appoint a Fair Play Specialist in charge of Fair Play matters (FPO or FPE). If reasonable and practicable, appoint an official Fair Play Team (the recommended ratio is one FPE/FPO for every 100 players). Consult the FIDE Fair Play Commission for appointment of the members of the Team;

- For tournaments with a prize fund of 15.000 EUR or more, there must be an FPO who does not have any other official role in the event;
- In round robins, it is permissible for the FPO/FPE to have merged roles (e.g. arbiter and fair play);
- Designate playing and spectator areas, ensuring that contact between players and spectators is minimized and monitored;
- Designate separate or monitored areas for refreshments, toilets, and smoking, if applicable;
- For team events, measures should be taken to avoid unauthorized contact between team captains and players;
- Define appropriate technical devices and any other appropriate measures to be used for the tournament (see Annex A);
- The Organizing Team are strongly encouraged to provide storage facilities for electronic devices and cloth bags for the players' personal items (or ask players to use one);
- Where reasonable, devise and implement random and post-game check plans;
- List items prohibited in the playing area;
- The Organizing Team shall send all available games, including all the games played by the norm awardees, to the National Rating Officer for uploading to the FIDE Rating Server.
- Provide as many resources under Annex B as reasonably possible.

Standard Protection (Level 3)

The Standard Protection applies to all tournaments that do not apply a higher level of protection. What follows is a set of minimum requirements, but each tournament can decide to increase one or more aspects of protection, according to the needs and the available resources. The Organizing Team can ask FIDE FPL to appoint an official FIDE FPS or an official FIDE FPT so that FPE norms can be earned at the tournament. Appoint a person in charge of Fair Play matters (merged roles are possible);

- Designate playing and spectator areas, ensuring contact between players and spectators is minimized and monitored as far as is reasonable and practicable. If possible, provide separate and monitored areas for refreshment, toilets, and smoking; In team events, extra measures should be taken to avoid contact between team captains and players;
- Adopt at least one security measure from the technical devices listed in Annex A;
- If possible, provide storage facilities for electronic devices and cloth bags for the players' personal items (or ask players to use one);
- Encourage random checks before/during/after games;
- Whenever possible, the Organizing Team should send all available games to the National Rating Officer for uploading to the FIDE Rating Server;

Provide as many resources under Annex B as reasonably possible.

It is intended that this screening tool will be available to all Chief Arbiters. This is not yet the situation but any CA with suspicions about a player should immediately contact the Fair Play Commission.

There have been instances where a player has been accused of getting external advice. In some of these cases rather than the player accused playing at a level higher than expected, it has been the opponents playing below their best. Putting the games into a normal chess engine may help determine if further investigation is necessary. However it might not be used as final conclusion for cheating.

Annex A

Technical Devices:

- Hand-held security metal detectors.
- Walk-through metal detectors.
- Closed-circuit cameras.
- Magnets.
- Non-linear scanners.
- Thermal cameras.
- Bluetooth scanners.
- Signal detection devices/apps.
- Other types of scanning devices.

Annex B

General resources

- Maps/Venue Layouts.
- Equipped and unshared FP Office.
- Two Fair Play Booths for performing post-game checks.
- Fair Play spot/specifically designated area in the playing hall with electricity plugs.
- Safe storage room for FPL devices (can be FPL Office if lockable).
- Metal lockers (Faraday cage bags) for players' electronic devices.
- Q-managers.
- Cloth bags for players' personal items.
- All-access accreditation for the Fair Play Team.
- Phone Stickers for authorized personnel (media/VIP accreditation).
- If the Organizing Team are planning to have uniform T-shirts - the Fair Play Team T-shirt should be black.
- Disposable hand gloves.

Human Resources

- Fair Play Team.
- Volunteers.
- Security Guards.

An arbiter should know how to recognise behaviors and devices involved in cases in the past. The definition of cheating according to Article 11.3.1 of the Laws of Chess includes

i) accepting information by another person (spectator, captain, co-player, etc.); and

ii) getting information from any source of information or communication (such as books, notes, etc., or any electronic device).

The use of a mobile phone hidden in a pocket is forbidden according to Articles 11.3.2.1 & 11.3.2.2 of the Laws of Chess, so an arbiter needs to know how to find hidden mobile phones and other electronic devices.

An arbiter should know how to use devices like hand-held metal detectors and other equipment. If a metal detector gives a signal it is important to establish the reason. In some FIDE Events, it is the job of Fair Play Officers

Many tournaments will use hand scanners to test players returning from the toilets. This will find players who are carrying phones but will not catch a player who has hidden a phone. It is suspicious if players, on toilet visits, visit only the same cubicle. Such behaviour may be regarded as worth further investigation. If a player is frequently absent from the board the arbiter should note the move number. If the moves following an absence are then shown to have a high correlation with computer recommended moves this may help in building a case against the player

The arbiter must have a discreet control of the players who are leaving the playing area very often, for their contact with other players, spectators and other persons, according to Article 11 of the Laws of Chess. The arbiter should be aware that in some cases a player can get information from a third party. The arbiter should prevent any contact between players and spectators such as talking and/or giving/receiving signals. The arbiter should never tolerate the use of chess programs in the playing venue. Finding that a player or spectator is using a chess program in the playing area calls for immediate action in conjunction with the Chief Arbiter. During a tournament, the arbiter is encouraged to use the FIDE screening tool with PGN games, since that tool can identify cases needing further attention or, more likely, show that a player is not to be considered suspicious based on their games.

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision

The following rules deal with Online Chess. They shall apply to all official FIDE competitions. For national competitions and private competitions, it is strongly recommended to adopt these rules, amended where appropriate.

A. General Provisions

1. All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.

2. The only Fair Play software authorised by FIDE is the FIDE Game Screening Tool. Other software requires explicit approval by the FIDE Fair Play Commission (FPL).

3. Most platforms will automatically process the games of a competition through their own anti- cheating procedures. These procedures in FIDE competitions are not final, but the Chief Arbiter or the panel of experts may consider them enough to impose a penalty.

4. Players must play with their real names.

5. Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded by the organiser. It must be ensured that only the Chief Arbiter, the panel of experts, if any, and the members of EDC and FPL may access it if necessary and that the recording is deleted one year after the official announcement of the results, unless proceedings against participants of the namely competition have been opened before by FPL or EDC

6. Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. In case the regulations of a competition provide so, the organiser should ensure that appropriate legal information about privacy and child safeguarding are written in the invitation or regulations. If needed, the organiser may consult FIDE data protection team.

7. Other competitions must be conducted in accordance with the principles above and/or with the Online Fair Play policies of National Federations. When in such a case a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.

8. Arbiters must be familiar with the platform's procedures:
    i) For dealing with cheating allegations,
    ii) For the flagging or closure of accounts,
    iii) For handling appeals.

9. In cases where the official results are determined by the Chief Arbiter rather than by the platform, the competition regulations should specify whether or not points won by players subsequently barred or disqualified are awarded to their opponents.

10. Prizes should not be awarded to players until the Fair Play checks undertaken by the platform and with the FIDE Game Screening Tool have been completed.

11. In some competitions, particularly official FIDE competitions, the competition regulations may specify disqualification and other penalties being imposed without any determination that cheating has been proved. In such a case sanctions would not be extended to OTB play in the absence of more evidence.

12. The competition regulations can not provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. The appropriate body to appeal is the Appeal Committee (JdA) of the competition. Therefore, it is strongly recommended to appoint in advance at least one fair play expert in JdA. The Competition Regulations shall provide in advance an appropriate procedure to appeal against Fair Play decisions, and a timing for the decisions, considering the tournament schedule and the final ranking announcement.

13. FPL may create a sub-commission or task force dedicated only to online chess.

14. The competition regulations cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

B. Online Cheating Offences

1. Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over his/her peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is one that he/she is not supposed to have achieved.

2. Specifically, 'Cheating' means:

i) the deliberate use of electronic devices or other sources of information or advice during a game; or
ii) the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.

3. The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE's internal disciplinary measures.

4. Statistical evidence may lead to the assumption that a cheating offence has been committed. The player has always the right to appeal and present his point/arguments to JdA.

5. Technical violations connected with the video conference system used to supervise the competition, for example disconnections, playing without camera on, playing without shared screen with a task bar, playing without a microphone on (if it is required by regulation of competition) and so on, *per se* does not lead to the assumption that a cheating offence has been committed, but the player can still be penalised accordingly.

C. Burdens and Standards of Proof

1. FPL shall have the burden of establishing that an online cheating offence has occurred. The standard of proof shall be whether FPL has established an online cheating offence to the comfortable satisfaction of the hearing panel bearing in mind the seriousness of the allegation which is made. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt. Article B.4 remains unaffected.

2. Where these Fair Play Rules place the burden of proof upon the Player or other Person alleged to have committed an assumed online cheating offence to rebut a presumption or establish specified facts or circumstances, the standard of proof shall be by a balance of probability.

D. False Accusation

1. False accusation is an abuse of freedom of expression. False accusation in chess as in any other area might damage reputation. The right to protection of reputation is protected as a part of the right to respect for private life. While deciding whether accusation is manifestly unfounded and thus it can be considered as the abuse of the freedom of expression, the following criteria are taken into account:
    a) the sufficiency of the factual basis of the accusation;
    b) the level of the competition;
    c) the title and rating of the player who is alleged of online cheating;
    d) he final result of the player in the competition in question
    e) the way and the scale of spreading the accusation (social media, public interview, blogpost, etc.) The list of the criteria is not exhaustive.

2. False accusation in online chess is dealt mutatis mutandis as in over the board chess.

False accusations *in chess, as in any other field, can have a detrimental effect on reputation. Article 8 of the European Convention on Human Rights protects the right to reputation as part of the right to respect for private life. Thus, when a chess player is suspected of cheating, two rights intersect: 1) the right to a level playing field free of cheating; 2) the right to privacy and, more specifically in the chess realm, the right to play without undue psychological distress. Naturally, when there is a suspicion of cheating, the latter right may be limited in the interest of the former. When an allegation is unfounded, however, the right to privacy prevails. When determining whether an accusation is false and so constitutes an infringement on the right to a level playing field, the following criteria should be considered:*

1) The sufficiency of the accusation's factual basis.
2) The tournament's difficulty level.
3) The name and rating of the alleged cheater.
4) The alleged cheater's future potential, i.e. his/her rating, shall be examined in the long run. The above list is not exhaustive.

E. Sanctions

1.Sanctions imposed for an online cheating offence may be extended to OTB chess. A sanction specified in the FIDE Code of Ethics as a one year-ban may be reduced to 6 months for OTB chess.

2.Other aspects of sanctioning are mutatis mutandis applied to online chess as they are applied in over the board chess: the age of the player, the frequency and nature of the offence, the nature of the competition and other circumstances are comprehensively taken into account.

F. Jurisdiction

The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations in all FIDE official events. People subject to FPL jurisdiction include players, supporting persons and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organisers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

G. Complaints and Investigations

a. TRIGGERING AN INVESTIGATION

i. Investigations can be initiated based on a Post-Competition complaint.

1.2. Investigations can also be triggered by:

i) a report of the chief arbiter of a competition;
ii) FPL initiative;
iii) a request by the Ethics and Disciplinary Commission (EDC) or any other body of Fide authorised by the FIDE Charter.

b. COMPLAINTS

2.1. The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 24 hours after the end of the last round.

2.2. All Complaints must be submitted in writing and addressed to the FPL through Fide Office. The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

2.3. Oral or informal Complaints are not accepted.

2.4. All Complaints based solely on the assumption that a person is playing stronger than expected due to his/her rating will be not be considered.

2.5. FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

2.6. All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

H. Investigation Procedure

a. FPL has the right to perform preliminary investigations with respect to an alleged or possible case of online cheating-related violation.

b. If a complaint is inadmissible or manifestly unfounded, the FPL may reject it by a majority vote.

c. One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the complaint. He/she is an independent body and is not subject to directions from any other party.

d. The IP shall consider the presented statistical evidence. It will also consider physical and observational gathered as part of the investigation, if there are any. It can also gather additional evidence in the course of its investigation.

e. Players, organisers, arbiters, national federations, host of the online platform where the games are played, and other parties are all required to cooperate with the IP. Failure to do so may result in referral to EDC.

f. The IP will investigate each case within a reasonable time, usually not longer than two weeks.

g. At the end of the investigation the IP shall prepare a report to FPL for consideration indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP. FPL may ask the IP to consider additional facts and/or carry out further investigations.

h. Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

I. Procedural Rules

1. The statute of limitation is one year after the last round of the online competition in question.

2. The working language of the IP is English. The IP may, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

3. When the IP does not dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of his/her position.

4. The complainant and the accused person have the right to be represented or assisted by persons of their choice.

5. Documents pertaining to the proceedings must be submitted in writing, preferably by e-mail.

6. Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

7. When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL may provide the relevant information to that FIDE Commission.

J. Condition of Entry in an Online Sports Event

By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that his/her participation is subject to these measures. Specifically, a player agrees to be screened by an online screening tool and agrees that he/she might face disciplinary sanctions.

FAIR PLAY COMMISSION PROCEDURAL RULES

Approved by FIDE Council on 27/10/2021 Applied from 01/01/2022

1. Aim

1.1 FIDE, in close collaboration with Member Federations, the International Olympic Committee and the National Olympic Committees dedicates its efforts to ensuring that in chess the spirit of 'Fair Play' prevails, leads the fight against cheating and doping in sport and takes measures in order to prevent endangering the health of competitors (Article 37.1 FIDE Charter).

1.2 The fight against cheating in all its manifestations is assigned to the Fair Play Commission (FPL).

1.3 The FPL shall oversee the general implementation of fair play related provisions in the FIDE Charter and Ethics & Disciplinary Code, including the investigation of suspected cheating cases by way of Investigatory Panels and the imposition of limited sanctions for the violation of other fair play rules in competition, as determined by the Fair Play Panel for the competition, in accordance with the procedures set out hereunder.

1.4 The Commissioners of FPL, FIDE officials, FIDE members, arbiters, organisers and players are required to co-operate together.

1.5 The FPL shall make recommendations to other FIDE organs and members on topics related to fair play measures.

1.6 The FPL shall be responsible for analysing and designing measures and tools aimed at preventing cheating in chess.

2. FPL Commission Membership

2.1 The total number of the FPL Commissioners shall be decided by the FIDE Council. However, the number of Commissioners shall be at least 15.

2.2 The Chairman and the Secretary of the FPL shall be appointed by the FIDE- President.

2.3 The other Commissioners are selected by the FIDE President in consultation with the Chairman and the Secretary.

2.4 FPL Commissioners are selected according to their skills, experience, and expertise. There are no nationality restrictions. A permission from the National Federation is not required. FPL aims at a minimum of one third of female membership.

2.5 At least one Commissioner shall be an active IM or GM, one Commissioner shall be an active IA, one Commissioner shall be an active IO, two Commissioners shall be technical experts in the area of computer-assisted cheating and at least three more Commissioners shall have a legal background.

2.6 Upon a proposal from the Chairman, the FIDE President has the right to terminate with the motivated decision the authority of any Commissioner at any time, and to appoint a replacement simultaneously.

3. Proceedings

3.1 The Chairman of the FPL shall report on its activities at least once a year. He/She makes recommendations to the GA, the FIDE President and, whenever the need arises, to the FIDE Council.

3.2 The Chairman shall prepare the budget for the FPL for approval by the GA. The budget proposals shall be sent to the Treasurer.

3.3 The Commissioners of the FPL meet regularly online. At least once a year, the Chairman meets in person with the Secretary and the Councillors to discuss fundamental issues and to consider proposals for updating all anti-cheating related regulations (annual meeting).

3.4 Agenda of meetings shall be prepared by the Chairperson and the Secretary and shall be sent, together with working documents, to all Commissioners at least one week before online meetings and one month before the annual meeting. All Commissioners have the right to include items.

3.5 Minutes of meetings are the responsibility of the Secretary. For online meetings only a result protocol is created. The minutes are sent to all FPL Commissioners.

3.6 Should there be any discrepancies between the general rules and regulations specified in any FIDE rules and regulations (except for the Charter) regarding the FPL, the specific rules on the FPL prevail.

4. Fair Play Panels / Fair Play Officer

4.1 For each tournament organised under the aegis of the Events Commission (EVE) or the Global Strategy Commission (GSC), both Online and Over-The-Board, there will be a remunerated independent Fair Play Panel (FPP) or Fair Play Officer (FPO), depending on the type of tournament. The FPP/FPO's task is to monitor the tournament in question for the occurrence of cheating and to implement anti- cheating measures. The FPP/FPO shall coordinate closely with the chief arbiter and the chief organiser, but shall not be subject to their instructions or anybody else's instruction.

4.2 The members of each FPP or FPOs are appointed by the FPL chairman, in consultation with the FIDE Managing Director and subject to the provision under Article 8.4.

4.3 Each FPP shall consist of a minimum of three people holding at least the FPE title. One member, holding the FPO title, shall act as chairperson and have a casting vote in case of tie. The FPP may consult with external experts, including but not limited to Grandmasters, body language experts, psychologists, computer engineers.

4.4 Arbiters of tournaments organised under the aegis of EVE and GSC cannot be FPOs or members of the FPP at the same time.

5. Investigatory Panels

5.1 FPL shall carry out independent investigations on violations of the Ethics & Disciplinary Code concerning cheating and shall have the possibility to submit motivated reports to the Ethics and Disciplinary Commission (EDC) or to competent national bodies, when relevant. Motivated reports must include factual disclosures, technical expertise, and all results of the instigated investigations.

5.2 For the investigation of cheating allegations an Investigatory Panel (IP) is formed. The FPL Chairman selects on a case-by-case basis up to three IP members who do not necessarily have to be FPL Commissioners.

5.3 The IP is an independent body and is not subject to directions from any other party.

5.4 The details of jurisdiction and procedure shall be determined in the Anti-Cheating Regulations.

5.5 Once the IP has completed his/her investigation, it sends its report to the FPL Chairman. The Chairman shall bring the Commission to a vote. FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the investigation is triggered by a complaint, the IP has the power to dismiss the complaint if its members come to the unanimous conclusion that no cheating occurred or there is not enough evidence to meet the standard of proof.

5.6 The FPL Chairman nominates three FPL Commissioners to a standing Fair Play Fact-Finding Committee, according to Article 26.13 of the FIDE Charter. The Fair Play Fact-Finding Committee acts when EDC issues an investigation request according to Articles 26.14 of the FIDE Charter to FPL. In that case Articles 5.1, 5.2 and 5.4 above do not apply.

5.7 The Chairperson of every IP shall be renumerated.

6. Fast Track Procedure

6.1 FPL shall follow a so-called “Fast Track” procedure designed at prosecuting in-tournament fair play violations other than cheating (Article 9 of the Ethics & Disciplinary Code).

6.2 A list of possible fair play violations shall be included in the FPL Anti-Cheating Regulations, or the FIDE Online Chess Regulations, or the tournament regulations governing a competition.

6.3 One or more Commissioners of the FPL shall be appointed to deal with cases of in-tournament violations other than cheating brought to the attention of the FPL by Fair Play Panels or Fair Play Officers. These positions will be remunerated.

6.4 When dealing with Fast Track cases, sanctions will be limited to determining a ban from all formal chess-playing activities for a period of either one, two or three months depending on the severity of the violation. No other sanctions are possible.

6.5 The player concerned shall have the option of admitting his/her or her guilt of a violation of the fair play rules and submitting him/herself to the ban imposed, or to have his/her or her case decided on its merits by EDC in a single-person composition.

7. FPL Titles

7.1 FPL shall be responsible for awarding the following FPL titles:

7.1.1 FPL Lecturer (lectures aspiring FPE/FPOs)

7.1.2 Fair Play Officer (FPO - can chair FPP or act as FPO)

7.1.3 Fair Play Expert (FPE - can be a part of FPPs)

7.2 FPL Titles are awarded by FPL according to the following criteria:

7.2.1 Initial titles will be awarded by FPL on an expertise basis.

7.2.2 After the expiry of a transitional period on 30/06/2023 titles will be subject to any or a combination of the following requirements: attending seminars, passing exams, fulfilling norm requirements.

8. Training of Fair Play Officials

8.1 The FPL is responsible for the training of officials called to deal with fair play measures (FPEs/FPOs). The FPL will offer regular training for this purpose.

8.2 For this purpose, FPL will establish and maintain a list of lecturers.

8.3 The trainings shall comprise at least six hours and cover the following topics: Measures to fight against fair play breaches, Investigative measures, Dealing with allegations of fair play violations, Statistical evidence, Procedural rules. FPL reserves the right to conduct a final examination.

8.4 After the expiry of a transitional period on 30/06/2023, only those holding a FPE or FPO title may be nominated for an FPP.

9. Fair Play Regulations

According to Article 37.3 FIDE Charter, further details of FPL's work will be governed by FIDE Fair Play Regulations.

FIDE Fair Play Commission – Title Regulations 2024

1. Requirements for Fair Play Titles[1] [2]

1.1 Fair Play Expert (FPE)

1.1.1 Basic Requirements

- The FPE must be at least 18 years old
- Attend an FPE seminar and pass the FPE exam
- 3 FPE Norms

1.1.2 Obtaining FPE Norms

1.1.2.1 To obtain an FPE Norm, the FPE Candidate must:

- have passed the FPE exam
- be appointed as Event FPE by FIDE FPL
- be assisted by an FPL Supervisor
- obtain a positive assessment from the FPL Supervisor, to be submitted to the FPL Secretary within 14 days of completion of the event.

1.1.2.2 FPE Norms can be earned at all tournaments listed under FIDE Regulations for Arbiters (effective from 1 July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters / 1.3 Categories of Tournaments.

However, only one of the three norms can be obtained at official Rapid and Blitz tournaments.

1.2 Fair Play Officer (FPO)

1.2.1 Basic Requirements

- The FPO must be at least 21 years old
- Hold the FPE title for at least 2 years
- Attend an FPO seminar and pass the FPO exam
- 4 FPO Norms

1.2.2 Obtaining FPO Norms

1.2.2.1 To obtain an FPO Norm, the FPO Candidate must:

- have passed the FPO exam;
- be appointed as Event FPO by FIDE FPL;
- be assisted by an FPL Supervisor;
- debrief with the FPL Supervisor on a daily basis;
- prepare and submit to the FPL Supervisor a report about the event within 14 days of completion.
- obtain a positive assessment from the FPL Supervisor, to be submitted to the FPL Secretary within 14 days of receiving the FPO Candidate's report

1 Pending adaptations at FIDE Database, FPL shall maintain a list of Fair Play Title and Norm holders.

2 All financial matters regarding norms, titles and seminars are covered in FPL Financial Regulations.

1.2.2.2 FPO Norms can be earned at Level 1 tournaments, as defined in the Fair Play Protection Measures.

1.2.2.3 An FPO norm may be awarded at an Olympiad by the CFPO in case of exceptional performance by an FPO Candidate serving as FPE.

1.3 Norm Certification

1.3.1 Upon completion of the Event, the FPL Supervisor shall fill in the FPE/FPO Norm Report, stating if the FPE/FPO Candidate successfully met the standards for obtaining an FPE/FPO norm.

1.3.2 The FPL Supervisor may obtain the Event Chief Arbiter and/or Event Organiser's opinion on the work of the FPE/FPO Candidate. This opinion can be included in the FPE/FPO Norm Report.

1.4 Title Application Procedure

1.4.1 When an FPE/FPO Candidate completes the required norms, their National Federations submit the FPE/FPO Title Application Form and Norms to FIDE Titles, who will forward it to FIDE FPL.

1.4.2 FIDE FPL will consider the applications and forward the recommendation to the FIDE Council for approval.

1.4.3 All Title Application Forms will be published on the FIDE website for at least 60 days.

1.5 FPL Seminars

1.5.1 Types of Seminars FPL organises two types of seminars:

- FPE Seminars
- FPO Seminars

1.5.2 Scope of the Seminars

All seminars will address, at their respective levels, at least the following topics:

- Fair Play Legal Framework
- Fair Play Regulations
- Statistics
- Technical Devices
- Fair Play Theory and Practice at OTB Events

1.5.3 FPL Lecturers

All FPL Seminars will be delivered by FPL Lecturers. FPL maintains a list of FPL lecturers selected by the Chairperson of FPL.

1.5.4 Exams

All seminars will be followed by an exam, according to the seminar level. Attendees who fail an exam may take a single new exam within one year without attending a new seminar. The new exam can only be taken at the end of a regular seminar.

1.5.5 FPE/FPO Licenses

The FPE/FPO License will be valid for life, on the condition the FPE/FPO remains active and will be in effect from the day after FIDE has received the fee.

A Fair Play specialist is said to be active when they serve in at least one event every four years.
Regardless of the active status, every six years, all title holders are required to attend a new FPL training/refreshment seminar.
Licence Fees are dealt with in the FPL Financial Regulations.

2. Classification of FPOs

2.1 General

The Fair Play Commission shall have the responsibility for classifying FPOs in the following Categories:

- Category A
- Category B
- Category C

2.2 Classification

2.2.1 Category A

Category A is the highest level of FPO's classification.
To be classified in Category A, FPOs shall fulfil all of the following criteria:

- They have been classified in Category B for at least two (2) years
- Their FPO status is "active" and they have acted as FPO in the last five (5) years:
  a) in at least three (3) Category A Tournaments; or
  b) in at least two (2) Category A Tournaments and three (3) Category B Tournaments.
- They have shown excellent knowledge of the Fair Play Regulations and no disciplinary sanctions have been imposed on them as a result of their activities as FPOs in the past five (5) years.

2.2.2 Category B

Category B is the second highest level of FPO's classification.
To be classified in Category B, FPOs shall fulfil all of the following criteria:

- They hold the FPO title for at least three (3) years
- Their FPO status is "active", and they have acted as FPO in the last three years in at least three (3) Category B Tournaments.
- They have shown good knowledge of the Fair Play Regulations and no disciplinary sanctions have been imposed on them as a result of their activities as FPOs in the past three (3) years.

2.2.3 Category C

Category C is assigned by default to all new FPOs.

3. Appointment of FPEs, FPOs, and Fair Play Teams (FPTs)

3.1 FPE/FPO/FPT assignments are mandatory for all tournament categories A, B, and C except the following: 1.3.2.3 (Top-level Events) and 1.3.3.2 (Strong International Events), as listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters

3.2 Event FPOs acting at the tournaments are appointed by the FIDE President at the suggestion of the FPL Chairperson and in consultation with the responsible Board Member, according to the FPL Appointment Regulations.

3.3 Event FPEs acting at the tournaments are appointed by the FPL Chairperson.

3.4 All financial matters pertaining to the appointment of FPEs, FPOs and FPTs are dealt with in the FPL Financial Regulations.

4. Inactivity and revocation of titles

4.1. FPE/FPO Titleholders are considered inactive if, in a period of four (4) years, they have never acted as an FPE/FPO in any event listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters / 1.3. Categories of Tournaments

4.2 In case of inactivity, FPE/FPO Titleholders must attend an FPL Seminar before they can be appointed again and will need to renew their Licence.

4.3 FPL can revoke the FPE/FPO Title in case of violations of the Code of Ethics or severe mistakes. Violations will be judged by an ad-hoc Disciplinary Subcommittee of FPL.

5. National Fair Play Specialists (NFS)

5.1 National Federations are encouraged to form their own National Fair Play Specialists.

5.2 FIDE FPL will deliver online seminars for National Fair Play Specialists and award attendance certificates.

5.3 Fees for National Seminars and Licences are considered in the Financial Regulations.

5.4 National Federations are responsible for devising the national qualification system of National Fair Play Specialists.

6. "Konstantin Landa" Award

The "Konstantin Landa" award will be presented biannually at the Chess Olympiad to the most outstanding performance by an FPE/FPO. FIDE FPL devises the regulations and coordinates the awards.

7. Temporary provisions

7.1 These temporary provisions apply until 30 June 2026 and may be renewed thereafter upon a decision of Council.

7.2 Given the shortage of FPOs and Candidate FPOs, the Fair Play Commission reserves the right to appoint an FPE who has not yet passed the FPO seminar test as Event FPO under very strict supervision. In this case, the appointed Event FPO may receive an FPO norm, depending on the FPL Supervisor's assessment.

7.3 Given the shortage of FPEs/FPOs and Candidate FPEs/FPOs, the Fair Play Commission reserves the right, in exceptional circumstances, to appoint an FPE Candidate as Event FPO, under very strict supervision. In this case, the appointed Event FPO may receive a double FPE norm, depending on the FPL Supervisor's assessment.

7.4 FPE and FPO Titles and Categories may be awarded by the FPL Commission on motivated and discretionary grounds.

FIDE FPL FINANCIAL REGULATIONS

Approved by FIDE Council on 10/11/2024
Applied from 1 January, 2025

This document regulates the FIDE FPL Financials. All references to Arbiter remunerations are references to Arbiter Stipend Regulations as in Fide Handbook B.06.6.

1. FPL event fees

1.1 Minimum FPO fees

1.1.1 Any person acting as Chief FPO at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same level as the Deputy Chief Arbiter +15%. When the CFPO also acts as Supervisor to other FPSs, the remuneration will be that of the Chief Arbiter.

1.1.2 Any person acting as FPO at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same terms as a Deputy Chief Arbiter -15% .

1.1.3 When an FPO role is fulfilled by a Candidate FPO, the Candidate FPO shall be entitled to ⅔ of the FPO regular fee. The remaining third shall be paid by the Organizer to the Fair Play Commission via FIDE as a supervision fee.

1.2 Minimum FPE fees

1.2.1 Any person acting as FPE at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same level as a Match Arbiter.

1.2.2 In larger teams, when more than ten FPS/volunteers are appointed, e.g. at the Olympiad, one male acting FPE and one female FPE will be remunerated on the same level as a Sector Arbiter.

1.2.3 When an FPE role is fulfilled by a Candidate FPE, the Organizer shall deduct 200 EUR of the regular FPE fee and pay it to the Fair Play Commission via FIDE as a supervision fee.

1.3 Supervision Fees

1.3.1 When remotely supervising an FPE or an FPO, the Supervisor will be entitled to the following fees from the Fair Play Commission via FIDE:

1.3.2 The fee for remotely supervising an FPO Candidate, when the Supervisor also acts as Chief FPO of the event, is equal to ⅓ of the regular FPO fee.

1.3.3 The fee for remotely supervising an FPE Candidate is 200 EUR per candidate.

FIDE FPL APPOINTMENT REGULATIONS

Approved by FIDE Council on 10/11/2024
Applied from 18 November, 2024

PREFACE

The ideal composition of the Fair Play Team depends on a number of factors difficult to anticipate in advance and, as such, cannot be fully determined without knowing the specifics of each tournament. What follows is a set of criteria that will be taken into consideration in determining Fair Play Teams. The actual composition of the Fair Play Team will be determined by the Fair Play Commission, taking into account such factors as proficiency, gender balance, equal distribution of work, expertise, capacity building, and shall in all cases be subject to approval by the FIDE President. Under exceptional circumstances, FIDE President may deviate from these regulations in the superior interest of any Event.

This document regulates appointments of FPEs, FPOs and FPTs at Level 1 and Level 2 tournaments. You are referred to the Fair Play Commission Title Regulations for Definitions and the Fair Play Protection Measures.

1. Composition of Fair Play Teams

1.1 General rules

1.1.1 Level 1 (Maximum Protection) events must have a minimum of one FPO.

1.1.2 The composition of Fair Play Teams may vary in their FPO/FPE breakdown. More complex tournaments may require a higher number of FPOs.

1.1.3 When an FPE is appointed as an FPO at an event, a Supervisor will also be appointed. When this is the case, the Organizers shall be informed beforehand by the Fair Play Commission.

1.1.4 In Level 1 and some Level 2 events, as specified in the Fair Play Protection Measures, the members of the Fair Play Team are to work exclusively on Fair Play-related matters. This means they cannot have any other official role in the Event.

1.2. Number of Fair Play Specialists

The recommended number of Fair Play Specialists at an event is specified in the Fair Play Protection Measures.

1.3. Open and Women OTB Tournaments

1.3.1 In every open tournament, the Fair Play Team is made up of at least one man and one woman.

1.3.2 In every women's tournament, the Fair Play Team is made up of only women.

1.4. Venue-related factors

1.4.1 The number of members of the Fair Play Team may need to be increased due to the following factors: Venue layout, expected number of guests, expected number of media teams, expected number of spectators.

1.4.2 The number of members of the Fair Play Team may be decreased when either (or both) of the following are present: i) when a security service is hired and members of the security team are assigned to Fair Play tasks or ii) significant numbers of volunteers are available to the Fair Play Team.

2. Appointment procedure

2.1 In order to determine the actual composition of the Fair Play Team at an event where Fair Play Specialists are required (see Fair Play Protection Measures), the Organizing Team will contact FPL via email as early as possible, but preferably at least two months before the start of the event, and provide the initial layout of the venue together with any other information that can be useful for an early evaluation of critical fair play issues.

2.2 On the basis of the provisions in the Fair Play Protection Measures and of the information provided under 2.1, FPL, in cooperation with the Organizing Team, will determine the actual number of required Fair Play Specialists and/or volunteers.

2.3 Once the composition of the FPT has been established, the FPL Chair shall, after consulting with the Organizing Team and the supervising Management Board Member, and where appropriate with GSC, EVE, or DIS, provide the FIDE President with the proposed Fair Play Specialists for the specific event.

2.4 The Fair Play Commission will issue calls of interest at least biannually to determine the availability of potential Event FPEs and FPOs. When informed of the final dates for a specific event requiring Fair Play Specialists, the Commission will check actual availability to confirm appointments.

2.5 For all official FIDE World events, appointments are made by the FIDE President at the suggestion of the FPL Chair and in consultation with the supervising Management Board Member.

2.6 After the FIDE President has appointed the Fair Play Specialists, the Fair Play Commission will inform the appointed Fair Play Specialists, the relevant Commission (GSC, EVE or DIS) and the organizers in writing.

3. Financial matters

All financial matters pertaining to the appointment of FPEs, FPOs, and FPTs are dealt with in the FPL Financial Regulations.

CHIEF ARBITER-CHIEF FAIR PLAY OFFICER DIVISION OF TASKS

Approved by FIDE Council on 10/11/2024
Applied from 18 November, 2024

When a CFPO is appointed at a tournament, co-operation between the CFPO, the CA, the Organizing Team (generally represented by the Tournament Director) is of paramount importance. Not all situations at a tournament can be foreseen in advance, and it is expected that the top officials at tournaments will work together to resolve any issues that arise in the best interests of the tournament. Any and all provisions relating to the interaction between the work of the CFPO and primarily the CA (but in reality, any other tournament official), should be read in this light, with cooperation in the interest of the tournament being the guiding principle of any action.

In tournaments where a CFPO is appointed, all Fair Play matters shall be referred to the CFPO. The CFPO is responsible for taking all decisions relating to Fair Play. Whenever possible, the CFPO shall consult with other interested tournament officials (CA and TD) before taking decisions that may gravely impact the tournament. Any decision involving a sanction shall be made in writing. All decisions made by the CFPO on matters within Fair Play jurisdiction shall be deemed as final.

It is essential that the CFPO notifies the CA of a decision immediately with the expectation that the CA will receive the decision. However, the CA reserves the right to overturn a decision of the CFPO. If the CA wishes to overturn the decision, they shall do so in writing, after having consulted the CFPO on the reasons for their decision and shall state the legal grounds on which the overturning decision is based. The overturned decision must be fully explained in the CA's and CFPO's reports and both reports submitted to the Fair Play Commission and Arbiters Commission.

Any decision by the CFPO is subject to the normal appeals procedure. Reversals of decisions may also be the subject of appeals by any interested party, including the CFPO, in accordance with the normal appeals procedure.

The main areas of responsibility of the Fair Play Team at an event are the fair play aspects of: crowd management (including officials, media, VIPs and spectators),use of electronic devices, match-fixing items allowed in the playing hall, venue layout. Before the start of the event the CFPO shall interact with the Organizing Team and the CA with a view to determining the best solution in terms of fair play in each of these areas, and all decisions shall be promptly shared with all interested tournament officials. All Fair Play Measures adopted at an event shall be reflected in the specific event regulation and presented by the CFPO at the Technical Meeting of the event. Please note that the above list is not exhaustive and may need to be modified to suit the needs of the tournament after consultation with the Organizing Team.

The following table gives general areas of responsibility. This list is not exhaustive, but anything not provided for that relates to Fair Play should be referred to the CFPO.

General areas of responsibility	
CHIEF ARBITER-	**CHIEF FAIR PLAY OFFICER**
Implements Event Plan from TD	*Construction of Fair Play Plan*
In charge of Arbiter team	*In charge of Fair Play Team*
Inspection of venue with respect to tournament matters. Findings to be reported to Tournament Director.	*Inspection of venue with respect to Fair Play Matters. Findings to be reported to Tournament Director.*
In collaboration with the CFPO, decides any deviation from the tournament regulations in terms of who may enter the playing hall.	*In collaboration with the CA, decides any deviation from the tournament regulations in terms of who may enter the playing hall.*
Deals with matters pertaining to the tournament	*Deals with matters pertaining to Fair Play*
Ensures Event Plan is being enacted by team members	*Ensures Fair Play Plan is being enacted by team members*
Ensures traffic flow into playing hall does not disturb players	*Flow management including VIPs from a fair play risk assessment point of view*
Contributes to determining the venue layout with respect to tournament needs	*Contributes to determining the venue layout with respect to Fair Play needs*
Ensures the smooth running of the tournament	*Prior to event and in consultation with the Organizing Team, determines banned items in the playing hall*
Sanctioning of players for rules violations.	*Sanctioning of players for Fair Play violations*
	Fair Play Devices being used
	Checks for unauthorized used of Electronic Devices
Produces a Chief Arbiter's Report at the end of the Tournament and sends it to Fide Office	*Produces a Fair Play Report at the end of the tournament and sends it to Fide Office*

Notes by Professor Ken Regan on the application of Statistical Evidence

This section doesn't form a part of FIDE Handbook. It applies for both Over theBoard (OTB) and online events.

The following relates to this part of the outline:

Use of statistics

1. Private hint to the arbiter
2. Support physical evidence
3. Applying sanctions for unexplainable deviations (1 in 60 years)

I. Purposes of Statistical Results

The committee proposes that statistical analysis of moves in games will be applied in three different ways:

1. During competitions, when tests indicate a potential anomaly, it can give a hint to arbiters to watch certain players more closely.
2. During or after competitions, it can support physical or observational evidence accompanying a complaint.
3. Only with very high results, it can be primary evidence---for consideration and possible judgment by a central office after the event.

II. Statistical Tests

Several quantities can be tested: agreement with a computer's first move (called MM for move-matching), average error per move (AE), and variants that count moves tied for top as matched (TT) or those in the top 3 moves (T3). There are two kinds of statistical game-analysis tests, and they give different kinds of results.

4. A "quick test" runs an entire file of games to look for potential anomalies. Any strong engine can be used for this test. By current procedures, a standard 16-core web server can process on average 5--7 games per processor core per hour. Thus using 2 cores (of server or laptop), one can process 100--140 games in 10 hours. However, quick-test results can only be used for purpose I.1, that is, giving hints.
5. A "full test" uses Multi-PV mode to obtain reliable values for all available moves in a position, and its results can be used for all purposes. Currently it takes 4—8 hours per core per game, however. The committee is evaluating possibilities that may make this possible in real time at least for top boards while a competition is ongoing. For purpose I.3, however, the committee considers that a second, independent test must be done after the competition.

A full-test result is expressed as a *z-score*, which is a multiple of a standard "normal" deviation. Some simpler chess-specific thresholds such as "70% matching" have been suggested but they do not work. A z-score corresponds to odds against a deviation of that or higher magnitude occurring "by chance." By common civil convention the minimum z-score considered "significant" is 2.00, which corresponds to 43—1 odds.

III. Types of Arbiter Actions

Statistical results can help arbiters decide which actions to take, and not to take, before the event of a formal complaint.

1. *Unobtrusive actions* are those which ideally are not noticed by players, or any specific player. They may include stepped up watch (where it is not obvious that a particular player is being watched), the use of silent EF-detection equipment, monitoring a camera, and so on. Consultation in private and referring games for a full test also count as unobtrusive.
2. *"Orange Alert" actions* are still not revealing a specific player as target, but put the whole tournament on a heightened alert. These can include introducing a screening check at the entrance for a particular round, delaying transmission of moves for that round, increased "random" spot-checks, restricting spectators and player movements, and general increased surveillance that is obvious.
3. *Obtrusive actions* include requests to interview or search specific players, or surveillance obviously singling them out, or actions against specific spectators.

IV. Instructions for Using Statistical Evidence

If there is a formal complaint against a specific player, then this is already an "obtrusive" situation. And if there is already physical or observational evidence of someone cheating, then this is the same kind of situation. So this section deals with cases where the only information is statistical. The main principles are:

1. Any obtrusive action requires having a full test with a z-score.
2. If all players were equal before the tournament, then the z-score should be at least 3.00 to warrant an obtrusive action.
3. If a player was knowingly singled out before the tournament, then the standard civil significance threshold of 2.00 can apply, only for this player.
4. Quick-test results may be used for unobtrusive and "orange alert" actions.
5. In no case is 3.00 being used as a sole basis for judgment against a player---as detailed below that should require at least 4.50, perhaps safer 4.75 or 5.00. Nor is it a "prosecution"---it is merely a "warrant" for further action at the event site.

We do not have a quantitative rule for quick-test results; the examples below and general awareness of deviations ("Littlewood's Law") can inform the common sense of the arbiter. A reasonable idea is to use 70% matching for 2800 and subtract 1.5% for every 100 Elo, so that for instance 64% matching might be considered unusual for a 2400 player, 61% for 2200, and so on. (These numbers add 12% to a linear fit of actual matching percentages shown in the paper by Regan-Haworth at the AAAI 2011 conference.) However, the player's games may vary in "forcing" quality, so that the true nature of the deviation is shown only by the full test.

The z = 3.00 threshold is appropriate for tournaments of about 50—150 players, which covers the majority of Opens. For more players there should be a somewhat higher threshold, such as 3.30 (which is 2,000—1 odds) for up to 400 players, so that the odds are no less than 5x the number of players.

An example of how this procedure can unfold is:

1. Quick-test indicates a potential anomaly after 2 or 3 rounds.
2. Full test gives z-scores above 2.00 from round 4, climbing to 3.00 by round 6 or 7.
3. Higher steps taken unobtrusively from round 4, then obtrusively in round 6 or 7.
4. The obtrusive action may yield physical or observational evidence, which in turn makes z = 3.00 sufficient to count as strong supporting evidence for judgment.

V. Process Apart From Observational Evidence

When there is no observational evidence, even after obtrusive actions, the Committee recommends that:

6. A z-score under 4.00 should be ignored. Such a deviation would expect to happen naturally more than once every six months. You may suppose yours to be the tournament at which it happened.
7. A score over 4.00 can be grounds for follow up queries and possible private investigation.
8. A score over 4.50, which is expected just once in six years, can be grounds fora public process. This threshold may be more conservatively placed at 4.75 (once in 20 years) or 5.00 (once in 70 years).

   Point 3 is still under debate. In a larger sense, the Committee recognizes that no system is perfect, and catching 99 percent may entail error in 1 percent, butthe high cost in human dignity is a greater factor when the only evidence is statistical. However, in the past with such high z-scores and even lower ones, other players or third parties have invariably noticed and aired comments in public anyway, so the situation becomes tantamount to having a complaint.

VI. Instructions for Considering Complaints

The attitude is that imposing a high standard for a would-be complainant will both educate the public about “normal” deviations and forestall cases of witch-hunting.

9. The arbiter shall not entertain a complaint unless and until it is made in writing, signed by the complainant, and complies with the next point if it applies.
10. If a complaint mentions move-matching to an engine, then there are several further requirements on the filer.
    a. The filer must specify the procedure used to obtain the move-matching results, including the engine version used, the engine settings including hash-table size, the number of PVs, and the GUI and platform used.
    b. The procedure for analyzing moves must be *regular*, so that others can

carry out the same tests.

c. The filer must give the ranges of moves tested for each game, the rationale for the range (e.g. moves since novelty until overwhelming advantage, or a critical phase in the game), and the number of matches obtained. A claim such as "matched 10 moves in a row" must specify which moves.

If the arbiter receives a complaint submitted in private that does not meet these requirements, then the arbiter may inform the person of these requirements and invite a revision and re-submission. This shall not be considered a breach on the part of the person complaining. It shall, however, be considered a violation to release in public a complaint that does not meet these requirements.

VII. Instructions for Evaluating Complaints

A complaint shall be evaluated the same way whether it

- Is made by an opponent of the accused player, say after testing their game;
- Is made by a third party---another player or an observer;
- Is filed by the arbiter (or the Commission) based on procedures above.

The third bullet makes clear that the criteria for acting on and evaluating thecomplaint should be the same as outlined above:

- If the complaint has evidence from analysis of moves only, then it can be grounds for doing a full test of the games. No obtrusive action should be taken from such a complaint, however, without the z-score from the full test. As above, the z-score should be at least 3.00 if the accused player was not distinguished before the start of the event, and at least 2.00 in all cases.
- If it includes observational evidence, then it can be grounds for obtrusive action, with support from statistical results taken into consideration.

A complaint should be *dismissed* if it does not meet the above criteria. There are also two ways a complaint *may* be dismissed even if it includes observational evidence:

- The z-scores of all tests are below 2.00.
- The "Intrinsic Performance Rating" (IPR) computed by the full test is not appreciably higher than the player's rating.

The latter has been instrumental for several "statistical exonerations" which have led to the awarding of delayed prizes. In another case, the IPR of a person who tied for first was 70 Elo *lower* than his/her rating, while the IPR of his/her opponents' moves was several hundred points lower. The logic is that even if such a player were cheating on (say) 2—3 moves per game, getting Elo 3000+ value on those moves, the IPR on all other moves would then have to be *a hundred points lower still*, which makes no sense. In such a case the arbiter should be more critical of the behavioral claims madein the complaint---for instance, the player may just have been going out to smoke.

VIII. On-Site Judgments and Further Steps

11. *Under no circumstances shall a disqualification be made on-site based on statistical evidence alone.* As noted above, extreme z-scores in absence of observational evidence must be referred to the central committee for independent testing; this also reflects the principle of separating judgment from prosecution.
12. The purpose of obtrusive action taken on-site is to *determine whether a law of chess has been violated*. That, and only that, can be grounds for disqualification while a tournament is in progress.
13. If a violation is established during *or after* a tournament, the case may be referred to the Ethics Committee for further review and possible sanction.

This is still leaving some "grey", such as credible complaints that are notresolved on-site, but those things may just be "grey".

ANTI-CHEATING REGULATIONS: Text in the Manual is slightly different from that in the Handbook. It is taken from the materials circulated for the FPL Commission seminar.

CHAPTER 4: TYPES OF TOURNAMENTS

To establish the pairings for a chess tournament the following systems may be used:

1. Round Robin System

In a Round Robin Tournament all the players play each other. Therefore, the number of rounds is the number of participants minus one, in the case of an even number of players. If there is an odd number of participants, the number of rounds is equal to thenumber of players.

Usually the Berger Tables are used to establish the pairings and the colours of each round.

If the number of players is odd, then the player who was supposed to play against the last player has a free day in every round.

Example: In a 9-player tournament the 10 player Berger table is used with the number 10 not allocated. Players who would play 10 are effectively given a 0-point bye in that round. Berger tables are constructed in this way to ensure that players willhave an equal number of whites and blacks. When there is an even number of players the first half (1-5 in this case) get an additional white over the second half players (6- 10). This is one reason why a Round Robin should NOT have the players arranged in rating order.

The best system for players is a Double Round Robin Tournament, because in such a system all players have to play two games against each opponent, one with white pieces and another one with black pieces. But mainly there is not time enough for it and other systems have to be used.

An example of a cross table of the final ranking of a Round Robin Tournament:

FIDE Candidates Tournament 2024

Final Ranking crosstable after 14 Rounds (Double Round Robin)

Rk.		Name	Rtg	FED	1	2	3	4	5	6	7	8	Pts.	TB1	TB2	TB3
1	GM	Gukesh, D	2743	IND	***	½ ½	½ ½	½ ½	1 ½	½ 1	0 1	1 1	9	57	5	0
2	GM	Nakamura, Hikaru	2789	USA	½ ½	***	½ ½	½ 1	½ 1	0 0	1 1	½ 1	9	56	5	0
3	GM	Nepomniachtchi, Ian	2758	FID	½ ½	½ ½	***	½ ½	½ ½	1 1	1 ½	½ ½	9	56	3	0
4	GM	Caruana, Fabiano	2803	USA	½ ½	½ 0	½ ½	***	½ 1	½ 1	½ 1	1 ½	9	54	4	0
5	GM	Praggnanandhaa, R	2747	IND	0 ½	½ 0	½ ½	½ 0	***	1 ½	½ ½	1 1	7	42.5	3	0
6	GM	Vidit, Santosh Gujrathi	2727	IND	½ 0	1 1	0 0	½ 0	0 ½	***	1 ½	½ ½	6	40.3	3	0
7	GM	Firouzja, Alireza	2760	FRA	1 0	0 0	0 ½	½ 0	½ ½	0 ½	***	½ 1	5	32.8	2	0
8	GM	Abasov, Nijat	2632	AZE	0 0	½ 0	½ ½	0 ½	0 0	½ ½	½ 0	***	4	25.5	0	0

Tata Steel Chess – Masters 2024

Final Ranking crosstable after 13 Rounds

Rk.		Name	Rtg	FED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	TB1	TB2
1	GM	Wei, Yi	2740	CHN	*	0	½	½	1	½	0	1	½	½	1	1	1	1	8.5	1
2	GM	Gukesh, D	2725	IND	1	*	½	0	½	½	½	1	0	1	½	1	1	1	8.5	2
	GM	Abdusattorov, Nodirbek	2727	UZB	½	½	*	1	0	½	½	0	½	1	1	1	1	1	8.5	2
	GM	Giri, Anish	2749	NED	½	1	0	*	½	½	½	½	½	1	1	1	½	1	8.5	2
5	GM	Vidit, Santosh Gujrathi	2742	IND	0	½	1	½	*	½	1	½	½	½	½	½	1	½	7.5	0
	GM	Praggnanandhaa, R	2743	IND	½	½	½	½	½	*	½	½	1	½	1	½	½	½	7.5	0
	GM	Firouzja, Alireza	2759	FRA	1	½	½	½	0	½	*	1	1	1	0	0	1	½	7.5	0
8	GM	Nepomniachtchi, Ian	2769	RUS	0	0	1	½	½	½	0	*	1	½	½	½	½	1	6.5	0
9	GM	Ding, Liren	2780	CHN	½	1	½	½	½	0	0	0	*	½	½	½	½	1	6	0
10	GM	Van Foreest, Jorden	2682	NED	½	0	0	0	½	½	0	½	½	*	1	½	½	0	4.5	0
	GM	Ju, Wenjun	2549	CHN	0	½	0	0	½	0	1	½	½	0	*	½	½	½	4.5	0
	GM	Donchenko, Alexander	2643	GER	0	0	0	0	½	½	1	½	½	½	½	*	½	0	4.5	0
	GM	Maghsoodloo, Parham	2740	IRI	0	0	0	½	0	½	0	½	½	½	½	½	*	1	4.5	0
14	GM	Warmerdam, Max	2625	NED	0	0	0	0	½	½	½	0	0	1	½	1	0	*	4	0

2. Swiss Systems

In FIDE, there are five different Swiss systems to be used for pairings:

a. The FIDE (Dutch) System

It is the usual Swiss system for open tournaments well known by players and organiz Grant the stronger colour preference ers, and will be described in detail later (see paragraph 8: "Annotated rules for the FIDE (Dutch) Swiss System");

Use of the systems listed below is deprecated unless for a system there is a FIDE endorsed program (see, in Appendix C.04.A, the Annex-3 "List of FIDE Endorsed Programs") with a free pairing-checker able to verify tournaments run with this system.

b. The Lim System

The pairings are made from to top score group down before the middle group, then from the bottom score group to the middle group and finally the middle score group;

c. The Dubov System

The objective of this system is to equalize the rating average (ARO) of all players. Therefore, in a score group, the white-seeking players are sorted according to their ARO, the black-seeking players according to their rating. Then, the white-seeking player with the highest ARO is paired against the black-seeking player with the lowest rating;

d. The Burstein System,

The players in a score group are sorted according to their Sonneborn-Berger points (then Buchholz, then Median) and then the top ranked player is paired against the last ranked player, the second ranked player against the last but one, and so on, with floaters coming from the middle.

It was used to pair teams in the Olympiad before 2006;

e. The Olympiad Pairing System used in Olympiad since 2006

This system is similar to the Lim system for individual tournaments with only small amendments (reduced requirements for colour preference and floating) for team pairings.

An example of a cross table of the final ranking of a Swiss Tournament:

Final ranking

Rank	SNo.		Name	IRtg	FED	1.Rd.			2.Rd.			3.Rd.			4.Rd.			5.Rd.			6.Rd.			7.Rd.			8.Rd.			9.Rd.			Pts	Res	BH.	BH.	BL	Vict	Rtg+/-	Ra	Rp
1	6	IM	J. Thybo	2466	DEN	30	b	1	6	w	0	54	b	1	18	w	1	8	b	1	24	w	1	4	b	½	7	b	½	13	w	1	7	0	46½	50½		6	13,6	2371	2591
2	9	IM	J. Plenca	2440	CRO	33	w	1	37	b	½	27	w	½	59	b	1	15	w	½	25	b	½	53	w	1	16	b	1	7	w	1	7	0	40½	44		5	13,0	2336	2556
3	2	GM	B. Deac	2559	ROU	11	b	½	38	w	1	22	b	1	16	b	1	9	w	½	12	b	1	7	w	½	5	w	½	4	b	½	6½	0	48	52½		4	1,2	2387	2551
4	7	IM	L. Livaic	2461	CRO	66	w	1	32	b	1	21	w	1	14	b	½	7	w	0	29	b	1	1	w	½	24	b	1	3	w	½	6½	0	45	48½		5	14,4	2415	2581
5	3	IM	M. Santos Ruiz	2505	ESP	46	w	1	24	b	½	17	w	½	37	b	1	10	w	1	16	b	½	14	w	½	3	b	½	20	w	1	6½	0	44	48½		4	3,2	2357	2523
6	33		J. Radovic	2330	SRB	68	w	1	1	b	1	14	w	0	53	b	1	29	w	½	26	b	½	12	w	1	10	b	½	15	w	1	6½	0	44	47½		5	30,1	2377	2543
7	1	IM	H. Martirosyan	2570	ARM	25	w	0	60	b	1	46	w	1	48	b	1	4	b	1	9	w	1	3	b	½	1	w	½	2	b	0	6	0	47	51		5	-5,1	2390	2510
8	39		I. Akhvlediani	2303	GEO	77	w	1	12	b	1	9	w	½	15	b	½	1	w	0	23	b	½	48	w	1	31	b	1	10	w	½	6	0	45½	48		4	25,3	2343	2464
9	8	IM	N. Morozov	2461	MDA	62	b	1	56	w	1	8	b	½	20	w	1	3	b	½	7	b	0	15	w	½	18	w	½	25	b	1	6	0	44	48		4	5,9	2385	2510
10	17	FM	B. Haldorsen	2397	NOR	57	w	1	55	b	½	25	w	½	27	b	1	5	b	0	38	w	1	11	b	1	6	w	½	8	b	½	6	0	43½	47½		4	4,1	2307	2432
11	45	FM	M. Askerov	2281	RUS	3	w	½	17	b	0	73	w	1	43	b	1	21	w	1	19	b	½	10	w	0	53	b	1	26	w	1	6	0	42½	45½		5	32,2	2373	2498
12	12	FM	I. Janik	2418	POL	79	b	1	8	w	0	40	b	1	41	w	1	28	b	1	3	w	0	6	b	0	54	w	1	24	w	1	6	0	42	44½		6	3,9	2326	2451
13	11	IM	M. Costachi	2418	ROU	72	w	½	40	b	½	66	w	1	21	b	½	37	w	1	15	b	½	17	w	1	14	b	1	1	b	0	6	0	41½	44½		4	6,8	2350	2475
14	4	FM	A. Sorokin	2486	RUS	67	b	1	44	w	1	6	b	1	4	w	½	24	b	0	20	w	1	5	b	½	13	w	0	17	b	½	5½	0	46	49½		4	-3,2	2375	2455
15	18	FM	S. Tica	2389	CRO	64	b	1	54	w	1	28	b	½	8	w	½	2	b	½	13	w	½	9	b	½	39	w	1	6	b	0	5½	0	45	49		3	1,7	2318	2398
16	63		K. Yayloyan	2142	ARM	53	w	1	59	b	1	41	b	1	3	w	0	19	b	1	5	w	½	24	b	½	2	w	0	18	b	½	5½	0	44½	48		4	61,6	2410	2492
17	32	FM	D. Tokranovs	2334	LAT	49	b	½	11	w	1	5	b	½	19	w	0	79	b	1	28	w	1	13	b	0	38	w	1	14	w	½	5½	0	43½	46		4	10,1	2321	2401
18	23	FM	J. Haug	2379	NOR	60	w	½	45	b	½	39	w	1	1	b	0	66	w	1	33	b	1	26	w	½	9	b	½	16	w	½	5½	0	41½	45		3	-0,9	2283	2363
19	15	FM	M. Warmerdam	2399	NED	39	w	½	72	b	½	23	w	1	17	b	1	16	w	0	11	w	½	56	b	1	25	w	½	22	b	½	5½	0	41½	44½		3	-4,8	2275	2355
20	21	IM	A. Sousa	2386	POR	63	w	1	25	b	½	55	w	1	9	b	0	57	w	1	14	b	0	27	w	1	34	w	1	5	b	0	5½	0	41	45		5	6,2	2351	2431
21	30	FM	R. Lagunow	2357	GER	75	b	1	76	w	1	4	b	0	13	w	½	11	b	0	30	w	½	62	b	1	28	w	½	39	b	1	5½	0	39½	42		4	-2,2	2247	2327
22	28	IM	A. Perez Garcia	2361	ESP	78	b	1	58	w	½	3	w	0	57	b	0	63	w	1	45	b	1	23	w	1	26	b	½	19	w	½	5½	0	39	42		4	-1,1	2263	2343
23	56	FM	M. Jogstad	2259	SWE	31	b	0	80	w	1	19	b	0	76	w	1	35	b	1	8	w	½	22	b	0	47	w	1	42	b	1	5½	0	38½	40½		5	15,1	2262	2329
24	36		G. Kouskoutis	2314	GRE	70	b	1	5	w	½	34	b	1	26	b	1	14	w	1	1	b	0	16	w	½	4	w	0	12	b	0	5	0	47	50½		4	14,7	2368	2409
25	44	FM	T. Lazov	2289	MKD	7	b	1	20	w	½	10	b	½	42	w	½	44	b	1	2	w	½	31	w	½	19	b	½	9	w	0	5	0	45½	50		2	25,7	2423	2466
26	10	FM	J. Vykouk	2440	CZE	38	b	½	49	w	1	47	b	1	24	w	0	56	b	1	6	w	½	18	b	½	22	w	½	11	b	0	5	0	42	46		3	-12,2	2287	2330
27	40	FM	I. Lopez Mulet	2302	ESP	80	b	1	31	w	½	2	b	½	10	w	0	36	b	1	42	w	½	20	b	0	68	w	1	34	b	½	5	0	41½	43½		3	6,3	2294	2319
28	57	FM	V. Sevgi	2240	TUR	50	w	1	43	b	1	15	w	½	29	b	½	12	w	0	17	b	0	46	w	1	21	b	½	32	w	½	5	0	41	45½		3	26,6	2362	2405
29	16	FM	R. Haria	2398	ENG	36	b	1	47	w	½	58	b	1	28	w	½	6	b	½	4	w	0	39	b	0	40	w	½	54	b	1	5	0	40½	44½		3	-9,4	2276	2319
30	49	FM	C. Meunier	2270	FRA	1	w	0	68	b	1	50	w	1	31	b	0	48	w	½	21	b	½	41	b	1	42	w	½	35	b	½	5	0	40½	44		3	18,9	2349	2392
31	13		S. Drygalov	2415	RUS	23	w	1	27	b	½	37	w	0	30	w	1	55	b	½	62	w	1	25	b	½	8	w	0	33	b	½	5	0	40	44		3	-10,8	2285	2328
32	37		K. Nowak	2314	POL	86	-	+	4	w	0	81	b	½	36	w	½	39	b	½	58	w	1	42	b	½	35	w	½	28	b	½	5	0	38½	40		2	-8,4	2244	2192
33	52	FM	K. Karayev	2266	AZE	2	b	0	74	w	½	49	b	½	75	w	1	41	b	1	18	w	0	47	b	½	56	w	1	31	w	½	5	0	37½	40		3	4,8	2244	2287
34	5	IM	V. Dragnev	2483	AUT	40	w	½	61	b	1	24	w	0	55	b	0	72	w	1	37	b	1	44	w	1	20	b	0	27	w	½	5	0	37	40		4	-17,0	2287	2330
35	29		V. Lukiyanchuk	2358	UKR	61	w	0	52	b	1	57	w	½	45	b	½	23	w	0	60	b	1	66	w	1	32	b	½	30	w	½	5	0	36	39½		3	-14,7	2197	2240
36	59	FM	C. Patrascu	2227	ROU	29	w	0	83	b	1	43	w	½	32	b	½	27	w	0	59	b	1	50	w	½	44	b	½	53	w	1	5	0	35½	37		3	20,1	2302	2329
37	38	FM	K. Koziol	2313	POL	74	b	1	2	w	½	31	b	1	5	w	0	13	b	0	34	w	0	58	b	½	62	w	1	41	b	½	4½	0	42	44½		3	3,0	2326	2321
38	53		M. Friedland	2264	ISR	26	w	½	3	b	0	69	w	1	51	w	1	42	b	½	10	b	0	55	w	1	17	b	0	43	w	½	4½	0	40½	44		3	14,2	2357	2357
39	58		J. Thorgeirsson	2232	ISL	19	b	½	42	w	½	18	b	0	82	w	1	32	w	½	51	b	1	29	w	1	15	b	0	21	w	0	4½	0	40½	42		3	14,1	2314	2285
40	48	FM	S. Tifferet	2273	ISR	34	b	½	13	w	½	12	w	0	73	b	1	53	w	0	61	b	1	43	w	½	29	b	½	48	w	½	4½	0	39	42		2	10,3	2340	2340

In the above table the opponent's number in each round refers to the current positionand not the initial PIN allocated.

3. Scheveningen System

The Scheveningen system is mainly used for teams.

In such a team competition, each player of one team meets each player of the opposing team. The number of rounds therefore is equal to the number of players in a team.

Recently, Schiller and Scheveningen tournaments have been removed from the list. Now, organisers have to get prior permission from the QC, if they want to organise such kind of norm tournaments.

In a Semi-Scheveningen system, the players of first half of one team meet all players of the first half of the opposing team and players of the second half of one team play against players of the second half of the other team. Example: Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8. Finally four rounds are necessary

Standard Tables

Match on 2 Boards Round 1 A1-B1 A2-B2Round 2 B2-A1 B1-A2

Match on 3 Boards

Round 1 A1-B1 A2-B2 B3-A3Round 2 B2-A1 A2-B3 B1-A3Round 3 A1-B3 B1-A2 A3-B2

Match on 4 Boards

Round 1 A1-B1 A2-B2 B3-A3 B4-A4Round 2 B2-A1 B1-A2 A3-B4 A4-B3Round 3 A1-B3 A2-B4 B1-A3 B2-A4Round 4 B4-A1 B3-A2 A3-B2 A4-B1

Match on 5 Boards

Round 1 A1-B1 A2-B2 A3-B3 B4-A4 B5-A5Round 2 B2-A1 B3-A2 B4-A3 A4-B5 A5-B1Round 3 A1-B3 A2-B4 B5-A3 B1-A4 A5-B2Round 4 B4-A1 B5-A2 A3-B1 A4-B2 B3-A5Round 5 A1-B5 B1-A2 B2-A3 A4-B3 A5-B4

Match on 6 Boards

Round 1 B1-A1 B5-A2 A3-B4 A4-B2 A5-B3 B6-A6Round 2 B2-A1 A2-B1 B3-A3 B4-A4 A5-B6 A6-B5Round 3 A1-B3 A2-B2 B1-A3 B6-A4 B5-A5 A6-B4Round 4 A1-B4 B6-A2 A3-B5 A4-B1 B2-A5 B3-A6Round 5 B5-A1 B4-A2 A3-B6 B3-A4 A5-B1 A6-B2Round 6 A1-B6 A2-B3 B2-A3 A4-B5 B4-A5 B1-A6

Match on 7 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7Round 2 B2-A1 B3-A2 B4-A3 A4-B5 A5-B6 A6-B7 B1-A7Round 3 A1-B3 A2-B4 A3-B5 B6-A4 B7-A5 B1-A6 A7-B2Round 4 B4-A1 B5-A2 A3-B6 A4-B7 A5-B1 B2-A6 B3-A7Round 5 A1-B5 A2-B6 B7-A3 B1-A4 B2-A5 A6-B3 A7-B4Round 6 B6-A1 A2-B7 A3-B1 A4-B2 B3-A5 B4-A6 B5-A7Round 7 A1-B7 B1-A2 B2-A3 B3-A4 A5-B4 A6-B5 A7-B6

Match on 8 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7 B8-A8Round 2 B2-A1 B3-A2 B4-A3 B1-A4 A5-B6 A6-B7 A7-B8 A8-B5Round 3 A1-B3 A2-B4 A3-B1 A4-B2 B7-A5 B8-A6 B5-A7 B6-A8Round 4 B4-A1 B1-A2 B2-A3 B3-A4 A5-B8 A6-B5 A7-B6 A8-B7Round 5 A1-B5 A2-B6 A3-B7 A4-B8 B1-A5 B2-A6 B3-A7 B4-A8Round 6 B6-A1 B7-A2 B8-A3 B5-A4 A5-B2 A6-B3 A7-B4 A8-B1Round 7 A1-B7 A2-B8 A3-B5 A4-B6 B3-A5 B4-A6 B1-A7 B2-A8Round 8 B8-A1 B5-A2 B6-A3 B7-A4 A5-B4 A6-B1 A7-B2 A8-B3

Match on 9 Boards

Round 1 A1-B1 A2-B2 A3-B3 A4-B4 A5-B5 B6-A6 B7-A7 B8-A8 B9-A9Round 2 B2-A1 B3-A2 B4-A3 B5-A4 A5-B6 A6-B7 A7-B8 A8-B9 B1-A9Round 3 A1-B3 A2-B4 A3-B5 A4-B6 B7-A5 B8-A6 B9-A7 B1-A8 A9-B2Round 4 B4-A1 B5-A2 B6-A3 A4-B7 A5-B8 A6-B9 A7-B1 B2-A8 B3-A9Round 5 A1-B5 A2-B6 A3-B7 B8-A4 B9-A5 B1-A6 B2-A7 A8-B3 A9-B4Round 6 B6-A1 B7-A2 A3-B8 A4-B9 A5-B1 A6-B2 B3-A7 B4-A8 B5-A9Round 7 A1-B7 A2-B8 B9-A3 B1-A4 B2-A5 B3-A6 A7-B4 A8-B5 A9-B6Round 8 B8-A1 A2-B9 A3-B1 A4-B2 A5-B3 B4-A6 B5-A7 B6-A8 B7-A9 Round 9 A1-B9 B1-A2 B2-A3 B3-A4 B4-A5 A6-B5 A7-B6 A8-B7 A9-B8

Match on 10 Boards

Round 1 A1-B1 A2-B2 A3-B8 B9-A4 B5-A5 A6-B3 A7-B4 B6-A8 B7-A9 B10-A10

Round 2 B2-A1 B1-A2 B4-A3 A4-B7 A5-B10 B8-A6 B3-A7 A8-B5 A9-B6 A10-B9

Round 3 A1-B3 A2-B8 A3-B1 B2-A4 B6-A5 A6-B4 A7-B10 B7-A8 B9-A9 B5-A10

Round 4 B4-A1 B3-A2 A3-B9 B1-A4 A5-B7 B10-A6 A7-B6 B8-A8 A9-B5 A10-B2

Round 5 A1-B5 A2-B4 B2-A3 A4-B3 B1-A5 B9-A6 B7-A7 A8-B10 B8-A9 A10-B6

Round 6 B6-A1 A2-B7 B5-A3 B4-A4 A5-B8 A6-B1 A7-B9 A8-B2 B10-A9 B3-A10

Round 7 A1-B7 B5-A2 A3-B10 A4-B6 B4-A5 B2-A6 B1-A7 B9-A8 A9-B3 A10-B8

Round 8 B8-A1 B6-A2 B3-A3 B10-A4 A5-B9 A6-B5 A7-B2 A8-B1 A9-B4 B7-A10

Round 9 A1-B9 A2-B10 A3-B6 A4-B8 B2-A5 A6-B7 B5-A7 B3-A8 B1-A9 B4-A10

Round 10 B10-A1 B9-A2 B7-A3 A4-B5 A5-B3 B6-A6 B8-A7 A8-B4 A9-B2 A10- B1

4. Schiller System

A team tournament where each member of a team plays every member of the opposing teams, but not their own team mates. It is an equivalent of Scheveningen formultiple teams.

This can have title norm possibilities. For example, for WGM or WIM norms, if there are four teams comprising of three players and one team consists only of WGMs, with the other teams having one WFM each, then every non-WGM can meet the combination of players (subject to satisfying the number of foreign players' requirement) needed to satisfy norm regulations in the nine games that they will play. (Higher titles can be substituted if appropriate.)

5. Skalitzka System

When using a Round Robin system for three teams it is necessary to organize three rounds and in each round one team is without an opponent.

Skalitzka system gives a possibility to find a ranking for three teams by playing only two rounds and to avoid that a team has no opponent.

Each team has to be composed of an even number of players, all of them ranked in a fixed board order. Before the pairing is made one team is marked by capital letters, then second one by small letters and the third one by figures.
Then the pairings are:

round 1	round 2
A - a	1 - A
b - 1	a - 2
2 - B	B - b
C - c	3 - C
d - 3	c - 4
4 - D	D - d
E - e	5 - E
f - 5	e - 6
6 – F	F- f

Six blacks against one team and 6 whites against another is a disadvantage of the system. With 6 boards it is impossible to balance colours and floats but with a multiple of 4 it should be by repeating boards 1-6 but reversing colours.

1	*A1 - B1*	*B1 - C1*
2	*C1 - A2*	*C2 - A1*
3	*B2 - C2*	*A2 - B2*
4	*B3 - A3*	*C3 - B3*
5	*A4 - C3*	*A3 - C4*
6	*C4 - B4*	*B4 - A4*
7	*A5 - B5*	*B5 - C5*
8	*C5 - A6*	*C6 - A5*
9	*B6 - C6*	*A6 - B6*

6. Other systems

6.1 Matches

Most matches between two players are played over a restricted number of games. Matches may be rated by FIDE if they are registered in advance with FIDE and if both players are rated before the match. After one player has won the match all subsequent games are not rated.

Normally a match ends when the winner is known and the remaining games are abandoned, or sometimes played in a different format. However, if the match continues the games played after the match has been decided are not rated.

6.2 Knock-out

The main advantage of a knock-out system is to create a big final match. The whole schedule is known in advance.

Mostly a knock-out match consists of two games. As it is necessary to have a clear winner of each round another day for the tie-break games has to be foreseen. Such tie-break games usually are organized with two rapid games followed by two or four blitz games. If still the tie is unbroken, one final "sudden death match" shall be played. The playing time should be 5 minutes for White and 4 minutes for Black, or a similar playing time. White has to win the game, for Black a draw is sufficient to win the match. See chapter "Tie-break Systems".

It is now more usual for a sudden death match to have the suggested time control but with a two second increment starting after move 60.

CHAPTER 5: FIDE SWISS RULES (C04)

Annotated pairing rules for FIDE (Dutch) Swiss System (With Baku 2016 FIDE C.04.3 FIDE (Dutch) Swiss Rules)

C.04 FIDE Swiss Rules

C.04.1 Basic rules for Swiss Systems

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

a. The number of rounds to be played is declared beforehand.

> *After the start of the tournament, we are not allowed to change the number of rounds (however, this may become inevitable by force of circumstances).*

b. Two players shall not play each other more than once.

> *This is the only principle of Swiss Systems we cannot dispense with - unless doing differently is absolutely inevitable!*

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.

> *This rule allows event organizers to establish a different value for byes (e.g., half a point) instead of the usual whole point.*

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.

> *Whatever the value of a pairing allocated bye ("PAB"), it cannot be assigned to any player who has already received either a previous one, or a forfeit win. The allocation of a PAB, though, is not prevented by a previous bye "on request", when such a provision is permitted by the tournament rules.*

e. In general, players are paired to others with the same score.

> *The location of this principle before colour balancing rules highlights its greater importance with respect to the latter. It is because of this rule that we cannot make players float to suit colour preferences that are not absolute (see C.04.3:A.6.a).*

f. For each player the difference of the number of black and the number of white games shall not be greater than 2 or less than –2.
Each system may have exceptions to this rule in the last round of a tournament.

g. No player will receive the same colour three times in a row.
Each system may have exceptions to this rule in the last round of a tournament.

> *Exceptions to rules **f** and **g** for the last round are possible, but not compulsory. The FIDE (Dutch) system adopts them, tough in practice only when there are very good reasons to do so. Other systems do not do the same - e.g., the Dubov Swiss System definitely refuses to make such exceptions, which seem not to be consistent with the basic principles of that system.*

h. 1. In general, a player is given the colour with which he/she 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/she played.

This rule warrants the good colour balancing typical of all FIDE approved Swiss Systems.

i. The pairing rules must be such transparent that the person who is in charge for the pairing can explain them.

Sometimes, players ask the arbiter to justify, or explain, the pairings, which, nowadays, are most usually prepared with the help of a software programs (which should be FIDE endorsed, if possible). However, even if the pairings are computer made, the arbiter shall always take full responsibility for them (not the software!).

C.04.2 General handling rules for Swiss Tournaments

A. Pairing Systems

The rules in this section try to prevent any tampering with the pairings in favour of some participants (e.g., helping a player to obtain a norm). To this effect, the rules must be <u>well specified</u>, <u>transparent</u>, and <u>unambiguous</u> in the first place.

1. The pairing system used for a FIDE rated Swiss tournament should be one of the published FIDE Swiss Systems. Accelerated methods are acceptable if they were announced in advance by the organizer and are published in section C.04.5.
2. In derogation of the previous rule, unpublished pairing systems or accelerated methods may be permitted, provided that a detailed written description of their rules:

   1.2.1 be submitted in advance to the Qualification Commission (QC) and temporarily authorized by them; and

   1.2.2 be explicitly presented to the participants before the start of the tournament.
3. While reporting a tournament to FIDE, the arbiter shall declare which official FIDE Swiss system and acceleration method (if any) were used, or provide the temporary authorization(s) given by the QC as per the previous rule.
4. The Swiss Pairing Systems defined by FIDE and not deprecated (see C.04.4) pair the players in an objective, impartial and reproducible way.In any tournament where such systems are used, different arbiters, or different endorsed software programs, must be able to arrive at identical pairings.
5. It is not allowed to alter the correct pairings in favour of any player.Where it can be shown that modifications of the original pairings were made to help a player achieve a norm or a direct title, a report may be submitted to the QC to initiate disciplinary measures through the Ethics and Disciplinary Commission.

B. Initial Order

2.1. 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.

The fundamental principle of all Swiss systems is to pair tied players (i.e., players with the same number of points) so that, in the top echelon, the number of ties is halved at every round.

Thus, in a tournament with T rounds, if the number N of players is less than 2^T [i.e., $T \geq log_2(N)$], we should (theoretically) have no ties for the first place.

However, practice shows that, to reach this goal in a real environment (which includes draws and unexpected results), a precise evaluation of the strength of players is essential.

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player the arbiters should make an estimation of it as accurately as possible.

When no better information is available, the estimated rating of an unknown player can be determined based on a national rating (if available) using the appropriate conversion formulas; or other rating lists, tranches, tournament results and so on may be used, if reliable. The arbiter shall have to use their sound judgment and reasoning, to obtain the best possible evaluation with what data is available.

2.2. 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)

FIDE titles are ordered by descending nominal rating; when ratings are equal, titles obtained through norms take precedence with respect to automatic ones.

***Note:** Online titles are **not** considered for initial order like (AGM, AIM, AFM, ACM…)*

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

Alphabetical sorting is unessential, its only rationale being that of ensuring an unambiguous order. Thus, this criterion can be substituted for by any other sorting method capable of giving an unambiguous order, provided this method has been previously declared in the tournament regulations.

2.3. This ranking is used to determine the pairing numbers; the highest one gets #1 etc.If, for any reason, the data used to determine the rankings were not correct, they can be adjusted at any time. The pairing numbers may be reassigned accordingly to the corrections, but only for the first three rounds. No modification of a pairing number is allowed after the fourth round has been paired.

Pairing numbers are used as a guidance by most Swiss pairing systems and changing them changes the subsequent pairings too. We would expect this to happen, if at all, in the first round of a tournament - in some (rare) instances even in the second or in the third round. When such changes happen, checking the pairings becomes rather difficult. Hence, in order to make it easier to perform such checks on advanced stages of a tournament, the rule prohibits late changes of the pairing numbers.

However, in order to correctly rate the tournament, we need correct ratings, titles and so on – such data may therefore be corrected any time an error is discovered, even in late rounds (and even after the tournament is finished!), but without changing the pairing numbers.

C. Late Entries

3.1. According to FIDE Tournament Rules, any prospective participant who has not arrived at the venue of a FIDE competition before the time scheduled for the drawing of lots shall be excluded from the tournament unless he/she shows up at the venue in time before a pairing of another round.An exception may be made in the case of a registered participant who has given written notice in advance that he/she will be unavoidably late.

It seems appropriate to point out that the declaration of delay must be given in advance, in writing, and stating reasons for it. Verbal communications (telephone, etc.) do not suffice. Since exceptions may be made, it is the arbiter's responsibility to grant or decline such requests.

3.2. Where the chief arbiter decides to admit a latecomer,

3.2.1. if the player's notified time of arrival is in time for the start of the first round, the player is given a pairing number and paired in the usual way.

3.2.2. if the player's notified time of arrival is in time only for the start of the second (or third) round ("Late Entry"), then the player is not paired for the rounds which he/she cannot play. Instead, he/she receives no points for unplayed rounds (unless the rules of the tournament say otherwise), and is given an appropriate pairing number and paired only when he/she actually arrives.

The admission of a latecomer is a choice of the chief arbiter, who takes the final decision – and must take the responsibility too – e.g., if during the round there are empty seats. Thus, before accepting a latecomer and making the actual pairing, we want to be very sure that the player will actually be there in time to play. If we are not that sure, it is probably better to let the player enter the tournament, and be paired, only for a subsequent (second, third) round.

3.3. If there are late entries, the Pairing Numbers that were given at the start of the tournament are considered provisional. The definitive Pairing Numbers are given only when the List of Participants is closed, and corrections made accordingly in the results charts.

Entering a late player in the tournament causes the pairing numbers to change according to the new ranking list. Some players will thus play the following rounds with a different pairing number, and this may cause bewilderment. For example, consider a player, correctly registered from the beginning, but entering a tournament (say, with 100 players) on the second round, as #31. In the first round that player had no pairing number – hence, the players who (now) have numbers 33, 35, 37 and so on, in the first round had even pairing numbers and thus the colour opposite to that of player #1.

We should also observe that the limit imposed in C.04.2.B.4 on the regeneration of pairing numbers does not extend to the case of a newly added late player.

D. Pairing, colour, and publishing rules

4.1. Adjourned games are considered draws for pairing purposes only.

4.2. 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.

4.3. Players who withdraw from the tournament will no longer be paired.

4.4. 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).

4.5. 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/her colour history was =BWBW. WB=WB will count as =WBWB, BWW=B=W as = =BWWBW and so on.

Basically, we look only at actually played games, skipping "holes", which float to the top of the list. Thus, for example, in the comparison between the colour histories of two players, the sequences == WB, =W=B and WB== are all equivalent.

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

4.7. The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament.

4.8. If either

4.8. 1. a result was written down incorrectly, or

4.8. 2. a game was played with the wrong colours, or

4.8. 3. a player's rating has to be corrected (and playing numbers possibly recomputed as in C.04.2.C.3),

and a player communicates this to the arbiter within a given deadline after publication of results, the new information shall be used for the standings and the pairings of the next round. The deadline shall be fixed in advance according to the timetable of the tournament.If the error notification is made after the pairing but before the end of the next round, it will affect the next pairing to be done.If the error notification is made after the end of the next round, the correction will be made after the tournament for submission to rating evaluation only.

*The application of rules **7** and **8** requires us to establish, and post, a timetable for the publication of pairings. These rules put a constraint on the possible revision of the pairings – if an error is not reported within the specified deadline, all subsequent pairings, as well as the final standings, shall be prepared making use of the wrong result just as if it were correct.*

4.9. After a pairing is complete, sort the pairs before publishing them.

The sorting criteria are (with descending priority)

4.9. 1. the score of the higher ranked player of the involved pair;

4.9. 2. the sum of the scores of both players of the involved pair;

4.9. 3. the rank according to the Initial Order (C.04.2.B) of the higher ranked player of the involved pair.

Even when using a pairing software, we want to check boards order before publishing the pairing, because many players interpret even an incorrect boards order as a "pairing error".

4.10. 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*).

See also C.05.6.4: "If a player withdraws or is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings that have already been announced.

C.04.3 FIDE (Dutch) System

Version approved at the 87th FIDE Congress in Baku 2016.

A) Introductory Remarks and Definitions

A.1 Initial ranking list

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

A.2 Order

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

a. score

b. pairing numbers assigned to the players accordingly to the initial ranking list and subsequent modifications depending on possible late entries or rating adjustments.

Players are ordered in such a way that their presumable strengths are likely to decrease from top to bottom of the list (see also C.04.2:B). When we accept a late entry, the list should be sorted again, thus assigning new pairing numbers to the players (C.04.2:C.2,3). The same may be done when some wrongly entered rating had to be corrected. When this happens, some participants may play subsequent rounds with new, different numbers; if not adequately advertised, this change can muddle players who, in reading the pairings, still look for their old pairing numbers.

A.3 Scoregroups and pairing brackets

A scoregroup is normally composed of (all) the players with the same score. The only exception is the special "collapsed" scoregroup defined in A.9.

This definition solves any ambiguity between scoregroups and pairing brackets, stating that the scoregroup is the "backbone" of a pairing bracket, and is made of a scoregroup together with the players remaining from the pairing of the previous bracket. The players from the scoregroup are called resident and usually have all the same score – this is called resident score and is the "nominal score" of the bracket. Only when the scoregroup is the Special Collapsed Scoregroup (SCS), the resident players may have different scores.

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.

In a homogeneous bracket there are no score differences between players – such brackets are made of just a (normal) scoregroup and nothing more.

A remainder (pairing bracket) is a sub-bracket of a heterogeneous bracket, containing some of its resident players *(see B.3 for further details)*.

Article B.3 illustrates how to build a candidate pairing for a bracket and explains how and when a remainder is built and used.

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).

A player may become a downfloater because of several reasons; first, the bracket may contain an odd number of players, so that one of them unavoidably remains unpaired. Or the player has no possible opponent (and hence no legal pairing) in the bracket. Sometimes, two or more players share between them a number of possible opponents in such a way that no player is incompatible, but we cannot pair all of them (e.g., two players with only one possible opponent, three players with only two possible opponents, and so on – this is sometimes called semi-incompatibility or island-(in)compatibility). Last, but not least, sometimes the player may have to float down in order to allow the pairing of the following bracket.

In analogy to "downfloater", we use the term "upfloater" to indicate a player paired to another one having a higher score (usually, the opponent of a downfloater). Please notice that in other Swiss pairing systems (e.g., Dubov), the same term "upfloater" indicates a player transferred to a higher bracket.

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.

Downfloats and upfloats are a sort of markers used to record previous unequal pairings of the player. We keep track of such pairings because we want to minimise, and, as far as possible, avoid, their occurrence for the same player. In fact, a pairing between floaters constitutes a disturbance to the general principle of Swiss systems that the players in a pair should have the same score, and therefore this rule tries to limit the repetition of such events. The FIDE (Dutch) system uses a "local" approach to this problem, looking only to the last two rounds. On the contrary, the Dubov system adopts also a "global" approach, putting a limit on the number of floats in the whole tournament.

We want to notice that any player who did not play a round receives a downfloat. This is important because it affects the following two pairings for that player. For example, it becomes unlikely that such a player may receive a downfloat or get the PAB [A.5] in the next round.

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*).

In other Swiss systems (e.g., Dubov, Burstein) the player, whom the pairing-allocated bye (PAB) will be assigned to, is selected before starting the pairing for the round. In the FIDE (Dutch) system, on the contrary, the round-pairing (see A.9) ends up with an unpaired player, who will receive the PAB.

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.

During the pairing process, we will try to accommodate (as much as possible) the colour preferences of the players –this is the reason for the good balance of colours of modern Swiss systems. Participants, who have not played any games yet, just have no preference, and shall therefore accept any colour (see A.6.d).

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/she 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.

In general, the colour difference should not become greater than 2 or less than -2 – with the possible exception of high ranked players in the last round. Only those can receive, if necessary, a third colour in a row or a colour three times more than the opposite (but this is still a relatively rare event).

To determine an absolute colour preference, we examine only the actually played rounds, skipping any unplayed games (whatever the reason may be) in compliance with [C.04.2:D.5] (e.g., the sequence WBBW=W gives an absolute colour preference). Please note the difference with floats, for which we look at the last two rounds of the tournament schedule (but let's remember that an unplayed game gives a downfloat).

b. A *strong colour preference* occurs when a player's colour difference is +1 (preference for black) or -1 (preference for white).

It is worth noting that any disregarded colour preference, be it strong or mild, will give origin to an absolute colour preference on the subsequent round.

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/she played.

d. Players who did not play any games have no colour preference (the preference of their opponents is granted).

If neither player has a colour preference, we assign colours by means of rule E.5 and the initial-colour decided by drawing of lots before the first round (see Section E – Colour allocation rules). This is normal when pairing the first round and may sometimes happen also in subsequent rounds.

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.

Such high-scoring players are especially important in the determination of the winner and of the top ranking, even if not all of them are really competing for top ranking places – they are nonetheless likely to be of more importance in the formation of the top standings than low-ranked players, in several collateral ways (e.g., they may be opponents to prospective prize winners, or their score may give a determinant contribute in tiebreak calculations, and so on). Hence, we may apply some special treatment criteria to their pairings – e.g., a player may receive a same colour three times more than the other one, or three times in a row, if this is needed to make them meet an opponent better suited to the strength the player demonstrated.

A.8 Pairing Score Difference (PSD)

The pairing of a bracket is composed of pairs and downfloaters.

This is a very important idea – the pairing of a bracket is not made only of pairs, the downfloaters are part of it too! And a very important part, at that! In fact, the choice of the downfloaters can decide if the remaining players can be paired and therefore if the pairing is a valid one.

Its Pairing Score Difference is a list of score-differences (*SD, see below*), sorted from the highest to the lowest.

For each pair in a pairing, the SD is defined as the absolute value of the difference between the scores of the two players who constitute the pair.

For each downfloater, the SD is defined as the difference between the score of the downfloater, and an artificial value that is one point less than the score of the lowest ranked player of the current bracket (even when this yields a negative value).

The Pairing Score Difference (PSD) allows the best management of the overall difference in scores between the paired players. In practice, it is a list of the score differences (SD), built as follows: we calculate the score differences in each pair and for each downfloater, then sort them from higher to lower, thus obtaining a string of numbers. Each single difference is taken in absolute value (so that it is always positive) because it's irrelevant which one of the players have a higher score.

While the meaning of the SD is obvious for pairs, it is far less obvious for downfloaters, who have no opponent yet. Nonetheless, we need to account, somehow, for the perspective score difference relative to the player when they will finally be paired – in such a way that giving a float, or a PAB, to a higher scored player should be worse than giving it to a lower scored one. So, we go for a "presumptive" score difference, establishing a hypothetical score for the residents of the (yet undefined!) next bracket.

In order to be sure that we can accommodate a wide variety of possible next brackets, we choose a value lower enough than that of the current bracket, namely one point less than the minimum score of its (resident) players. In the last two brackets, this may yield a negative value – e.g., in the 0.5 points bracket this value is -0.5 points. This is not a problem, as we will simply take the difference between a positive value and this one, so the result will always be positive.

Please note that in the last bracket the only possible downfloater is the player who is going to get the PAB. Thus, this calculation provides an easy and uniform way to minimise the score of the players who get the PAB.

Note: The artificial value defined above was chosen in order to be strictly less than the lowest score of the bracket, and generic enough to work with different scoring-point systems and in presence of non-existent, empty, or sparsely populated brackets that may follow the current one.

PSD(s) are compared lexicographically *(i.e., their respective SD(s) are compared one by one from first to last - in the first corresponding SD(s) that are different, the smallest one defines the lower PSD).*

PSDs are compared following the "order of the dictionary" ("lexicographical order"). We start by comparing the first number of the first PSD with the first number of the second PSD: if either of those two is smaller than the other one, the PSD it belongs to is the "smaller". When they are equal, we proceed to the second element of each PSD, and repeat the comparison. Then, if needed, we go on to the third, the fourth, and so on - until we reach the end of the strings. Of course, this method only has significance if the two PSDs have the same length; but this is always the case, because the PSD comparison is used only when pairings with the same number of pairs are involved (were the number of pairs different, we would never get to a PSD comparison).

An alternative (but fully equivalent) method of comparison is the following: substitute a letter for each number of each PSD, following the correspondence A=0, B=0.5, C=1, D=1.5, E=2 and so on. Doing so, we transform the PSDs in alphabetical words, which can be compared using the simple alphabetical order. The word that comes first (alphabetically) corresponds to the "smaller" PSD.

A.9 Round-Pairing Outlook

This article is essentially a guideline giving a panoramic vision of the pairing process, both in the more common case in which the pairing can be completed by normal means, and in the special case in which this is not possible.

The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria C1-C3 have been complied with.

This definition does not refer to a single bracket but to the complete round. Thus, we cannot accept unpaired players (apart from a possible PAB) – all players must be paired. On the other hand, the constraints for such a pairing are very loose, not to say minimal – we are only asking for it to comply with the absolute criteria. This does not mean that we may feel free to make a poor pairing. In general, several complete pairings are possible for each round, but "The Pairing" – the right one – is the one that best satisfies all the pairing criteria.

If it is impossible to complete a round-pairing, the arbiter shall decide what to do.

There are some (luckily, rare) instances when no pairing at all is possible without violating some fundamental rules (i.e., absolute criteria). This rule gives to the pairing officer the right to break such rules in those exceptional circumstances, and act according to their best judgment in order to avoid the disruption of the tournament (if at all possible).

Otherwise, the pairing process starts with the top scoregroup, and continues bracket by bracket until all the scoregroups, in descending order, have been used and the round-pairing is complete.

The pairing process starts with the topmost scoregroup. With it, we build the first bracket and try to pair it. This pairing can possibly leave some downfloaters that, together with the next scoregroup, will form the next bracket, and so forth – until all players have been paired.

However, if, during this process, the downfloaters (possibly none) produced by the bracket just paired, together with all the remaining players, do not allow the completion of the round-pairing, a different processing route is followed.

Before starting the pairing of a bracket, we must verify that at least one legal pairing (i.e., a pairing that complies with all the absolute criteria) exists for all the players as yet unpaired, together with the downfloaters (of course, possibly none) left from the bracket just paired. This is informally called the "Requirement Zero", and its check is called a "Completion test". (This test is fairly simple because we are not looking for the right pairing, we only want to show that a legal pairing exists.)

If this test fails before pairing the first bracket, there is no way at all to complete the round-pairing, so we have an impossible pairing – which is bad news.

When, on the contrary, this happens after the pairing of the first bracket, we already know that at least one legal pairing exists for the entire round (we checked this before pairing the first bracket). Nevertheless, if the set formed by the downfloaters together with all of the remaining players cannot be paired, it means that, given those downfloaters, we cannot complete the pairing without infringing the absolute criteria. Hence, the pairing produced by the last (in fact, still current!) bracket is not adequate, and we need to modify it before proceeding. To find the pairing (which, as we already know, must undoubtedly exist), we restart the process with this same bracket while changing the pairing conditions. This change of conditions may have two effects: the first, and less invasive, is a different choice of downfloaters, while the second is an increase in the number itself of downfloaters. (The latter is of course the only option available when the original pairing did not produce any floater.)

Please note that we check (and, if necessary, change) the selected downfloaters in two completely different scenarios. In the first, we want to optimise the number of pairings and the PSD in the next bracket (see C.7). In the second scenario, we know that the rest of the players cannot be paired, and the PPB must therefore give the right floaters to allow a complete pairing. Here we refer to the latter situation.

The last paired bracket is called Penultimate Pairing Bracket (PPB). The score of its resident players is called the "collapsing" score. All the players with a score lower than the collapsing score constitute the special "collapsed" scoregroup mentioned in A.3.

First, we pool together all the players, whose score is lower than the collapsing score. Then, with those players, we build the "special collapsed scoregroup" (SCS) – whose players are all resident, regardless of their score. The bracket just tentatively paired, and which we are now going to pair again, is now called PPB.

The pairing process resumes with the re-pairing of the PPB. Its downfloaters, together with the players of the collapsed scoregroup, constitute the Collapsed Last Bracket (CLB), the pairing of which will complete the round-pairing.

The primary goal in pairing the PPB is to have it yield a set of downfloaters that allows a complete pairing of the SCS [C.4]. With those downfloaters, together with the SCS, we build the CLB, which is the last bracket by definition. The pairing of those two brackets requires some special attentions (for further details, see [B.7]).

<u>Note</u>: Independently from the route followed, the assignment of the pairing-allocated bye (see C.2) is part of the pairing of the last bracket.

By stating that the assignment of the PAB is always part of the pairing of the last bracket, this note is telling us that criterion C.2, which regulates the assignment of the PAB, is only significant when the last bracket is in some way involved in the pairing – that is to say:

- *when pairing the last bracket (be it a normal bracket or the CLB)*
- *when evaluating the optimisation of the next bracket in pairing the last-but-one (normal) bracket (see C.7)*
- *when re-pairing the PPB (after a completion test failure), during the evaluation of C.4 (see C.4)*
- *when checking that the floaters give a legal pairing for the remaining players (completion test).*

Without this note, we might think the allocation of the PAB to be something to be done after having paired the last bracket – in fact, just as if that bracket had produced a floater to be paired with a fictitious player in a virtual after-the-last bracket. Hence, if that player could not receive the PAB, we would have to consider the last bracket as the PPB, and subsequently restart the pairing process from this point of view... This note is specifically meant to exclude such an interpretation and thus avoid any possible ambiguity.

Moreover, the note also states that, even when it is readily apparent that from the current bracket a downfloater will result, who is bound to get the PAB (e.g., in the next bracket(s) there is no player who can get it), the choice of the floater shall not keep in mind the allocation of the PAB.

Section B describes the pairing process of a single bracket.

Section C describes all the criteria that the pairing of a bracket has to satisfy.

Section E describes the colour allocation rules that determine which players will play with white.

We should also notice that pairs are made based also on expected colours, but <u>actual colour assignment is only done at the end of the pairing</u>.

HISTORICAL NOTE

In older Rules, the pairing route was very different. When the pairing of a bracket was completed, it was accepted only provisionally. When subsequent pairings where unsatisfactory, we had to go back to an already paired bracket and pair it again in a different way, looking for better downfloaters. This process, called backtracking, sometimes became quite difficult. In some instances, we even had to join ("collapse") two or more brackets and repeat the pairing process until an acceptable candidate was found. Sometimes, this backwards course had to extend to many brackets – in fact, it had to reach the bracket that, with the current look-ahead methodology, we call the PPB. The look-ahead method is equivalent to backtracking, with the advantage of a fairly simpler logic. However, the Rules do not specify any particular method to enforce compliance with the pairing criteria – both the arbiter and the programmer enjoy complete freedom in choosing their preferred method to implement the system (look-ahead, backtracking, weighted matching or other), as long as the rules are fully complied with.

B) Pairing process for a bracket

This section's goal, from the Rules standpoint, is to univocally define the sequence of generation for the candidate pairings - and, to this aim, it precisely defines the constraints inside which the pairing must be built. From the arbiter's point of view, however, this section may also be used as a roadmap to actually build the pairing and evaluate its quality. In fact, it can be readily adopted as a guideline to make - or, far more often, prove - a pairing.

B.1 Parameters definitions

a M0 is the number of MDP(s) coming from the previous bracket. It may be zero.

b MaxPairs is the maximum number of pairs that can be produced in the bracket under consideration (see C.5).

Note: MaxPairs is usually equal to the number of players divided by two and rounded downwards. However, if, for instance, M0 is greater than the number of resident players, MaxPairs is at most equal to the number of resident players.

c M1 is the maximum number of MDP(s) that can be paired in the bracket (see C.6).

Note: M1 is usually equal to the number of MDPs coming from the previous bracket, which may be zero. However, if, for instance, M0 is greater than the number of resident players, M1 is at most equal to the number of resident players.

Of course, M1 can never be greater than MaxPairs.

In a given bracket we have a given number M0 of MDPs (who are the downfloaters of the previous bracket, possibly none), but we have no certainty that all those MDPs can be paired. For example, the number of MDPs may be greater than MaxPairs; or some among them may be incompatible; or we may have a semi-incompatibility, in which a group of players 'compete' for too few possible opponents, just like described in the comment to A.4.

Thus, we define a second parameter M1, representing the number of MDPs that can actually be paired - where, of course, M1 is less than or equal to M0. In summary, the bracket will contain MaxPairs pairs, at most M1 of which contain a downfloater.

While M0 is a well-known constant, we usually do not know how many players, and especially MDPs, can be paired, until the actual pairing is made – actually, we need to "divine" M1 and MaxPairs out of sound reasoning, assuming a tentative value, which might initially be wrong. Nonetheless, those numbers, however identified, are constants – and that is why there is no rule to change them.

B.2 Subgroups (original composition)

To make the pairing, each bracket will be usually divided into two subgroups, called S1 and S2.

S1 initially contains the highest N1 players (sorted according to A.2), where N1 is either M1 (*in a heterogeneous bracket*) or MaxPairs (*otherwise*).

S2 initially contains all the remaining resident players.

The composition of the original subgroups is different when we have MDPs, because those players, having already floated, need now some "special protection".

In setting M1 to the number of pairs to be done for heterogeneous brackets, we focus only on MDPs (or, at least, the maximum possible number of them) who are to be paired first. To avoid any misunderstanding, please take notice that this is only a procedural indication that has nothing to do with the order of generation of candidates. In fact, independent of the method and algorithm used to generate them, each candidate is regarded as a whole; and, when we choose the 'earlier' candidate from a pool of equivalent ones, we only consider the order of generation of the complete candidates.

On the contrary, setting the number of pairs to MaxPairs says that we are trying to pair the entire bracket all at once (so it must be homogeneous).

When M1 is less than M0, some MDPs are not included in S1. The excluded MDPs (*in number of M0 - M1*), who are neither in S1 nor in S2, are said to be in a *Limbo*.

Note: the players in the Limbo cannot be paired in the bracket, and are thus bound to double-float.

After M1 moved-down players have been selected for pairing, the remaining MDPs, in number M0-M1, cannot be paired in the bracket. Those players are not necessarily incompatible in the bracket – there may just be no place to pair them (for example, if two MDPs share the same one possible opponent, neither of the two is incompatible – but, nonetheless, one of the two MDPs cannot be paired). Those players form a special subgroup called "Limbo". During the pairing proceedings, it may happen that some players need to be swapped between S1 and the Limbo - but, at the end of the pairing, the players still in the Limbo will be bound to float again.

B.3 Preparation of the candidate

S1 players are tentatively paired with S2 players, the first one from S1 with the first one from S2, the second one from S1 with the second one from S2 and so on.

In a homogeneous bracket: the pairs formed as explained above and all the players who remain unpaired (bound to be downfloaters) constitute a candidate (pairing).

In a heterogeneous bracket: the pairs formed as explained above match M1 MDPs from S1 with M1 resident players from S2. This is called an MDP-Pairing. The remaining resident players (if any) give rise to the remainder (see A.3), which is then paired with the same rules used for a homogeneous bracket.

Note: M1 may sometimes be zero. In this case, S1 will be empty and the MDP(s) will all be in the Limbo. Hence, the pairing of the heterogeneous bracket will proceed directly to the remainder.

A candidate (pairing) for a heterogeneous bracket is composed by an MDP-Pairing and a candidate for the ensuing remainder. All players in the Limbo are bound to be downfloaters.

Here is where we build the candidate pairing. In the most general case, this is done in two steps:

- *first, we build M1 pairs, each of them containing an MDP,*
- *then, we pair the remaining resident players.*

Of course, if the bracket is homogeneous, or if none of the MDPs can be paired (i.e., if M1 is zero), the first step is omitted.

Thus, in general, the candidate comprises three parts:

- *an MDP-Pairing (heterogeneous brackets only), made of M1 pairs (maybe none) containing an MDP and a resident player each,*
- *a set of pairs of resident players, coming from the pairing either of a homogeneous bracket or of the remainder of a heterogeneous bracket,*
- *a set of unpaired players, containing players from the Limbo and resident players that cannot be paired – all those players can't help but get a downfloat.*

B.4 Evaluation of the candidate

If the candidate built as shown in B.3 complies with all the absolute and completion criteria (from C.1 to C.4), and all the quality criteria from C.5 to C.19 are fulfilled, the candidate is called "perfect" and is (immediately) accepted. Otherwise, apply B.5 in order to find a perfect candidate; or, if no such candidate exists, apply B.8.

Having prepared a candidate, we must evaluate its quality – that is, we must check the compliance of the candidate with the pairing criteria given in Section C. If we are very lucky, it may be "perfect" – in this case, we accept it straight away. Otherwise, we must apply some changes to try and make it perfect (B.5). If this proves impossible, the last resource is accepting a candidate that, although it is not perfect, is nonetheless the best we can have (B.8). Of course, a candidate that does not comply with the absolute criteria is illegal and therefore is not even acceptable.

After the pairing is made, and before accepting it and proceeding to the next bracket, we will have to perform a completion test, to check that all the remaining players, including the downfloaters from the bracket just paired, allow the round-pairing to be completed (see A.9). If this completion test fails, we define the Collapsed Last Bracket and proceed as explained in A.9.

B.5 Actions when the candidate is not perfect

The composition of S1, Limbo and S2 has to be altered in such a way that a different candidate can be produced.

The articles B.6 (for homogeneous brackets and remainders) and B.7 (for heterogeneous brackets) define the precise sequence in which the alterations must be applied.

After each alteration, a new candidate shall be built (see B.3) and evaluated (see B.4).

The process of pairing is an iterative one. If the pairing is not perfect, we try (one by one) a precise sequence of alterations in the subgroups S1, Limbo, and S2. Each time we apply an alteration, we repeat the preparation and evaluation of the candidate. There are, in fact, two different sequences:

- *one for homogeneous brackets (B.6), which contain no MDPs (this sequence also applies to remainders)*
- *one for heterogeneous brackets (B.7). Those brackets contain MDPs, some of which (in number M0-M1, which can be zero) are in a Limbo, so the alterations must keep into account not only the usual possible alterations in S1 and S2, but also the possibility to change the composition of the Limbo.*

The first perfect candidate found in this process is the required pairing. If there is no perfect candidate, we shall have to use the best available one. Since we are scrutinizing all candidates, we can find this best candidate as we proceed. To do that, when we find the first legal (but not perfect) candidate, we mark it as a "provisional-best". Each time we find another legal candidate, we compare it with the current provisional-best one.

Two candidates are compared based on the compliance with all the pairing criteria, which are defined in order of priority in section C. The first check is on the priority of the higher infringed criterion – the higher it is, the lower is the quality of the candidate. Then the second check is on a "failure value" which is peculiar to that criterion – this will often be the number of times the criterion is infringed (e.g., the numbers of disregarded colour preferences) but it may also be of a completely different nature (e.g., the PSDs of two candidates to be compared). Then we go to the second higher infringed criterion; then to the latter's failure value - and so on until we find a difference. When there is no difference at all, the first generated candidate takes precedence.

If the new candidate is better than the old provisional-best, we store it as new provisional-best – otherwise we keep the old one. In the end, all candidates will have been examined – hence, the surviving provisional-best, although seemingly imperfect, is in fact the best possible candidate and will be therefore accepted as pairing, because of rule B.8.

The main guideline to carry out this task is the "principle of minimum disturbance" – every alteration must be the minimum possible, so that the resulting pairing can be as similar as possible to a "perfect" one.

For more detail about the iterative pairing process, see B.6 and B.7.

B.6 Alterations in homogeneous brackets or remainders

Alter the order of the players in S2 with a transposition (see D.1). If no more transpositions of S2 are available for the current S1, alter the original S1 and S2 (see B.2) applying an exchange of resident players between S1 and S2 (see D.2) and reordering the newly formed S1 and S2 according to A.2.

Since we are now managing only homogeneous brackets, we do not need to worry about pairing MDPs. The possible actions to be tried here are:

- *a transposition, consisting in applying a different order to the players in S2. In simple words, a transposition "shuffles" the players in S2 according to specific rules (see D.1) – but keeping them separate from the players of S1. This leads to a change of the second player in some pairs. The basic idea is to alter the pairing by modifying players' order in as low as possible rankings.*
- *an exchange, consisting in swapping one or more players from subgroup S1 with the same number of players from subgroup S2. As above, the basic idea is to try to alter the pairings as little as possible. We therefore swap players in as low as possible rankings of S1 with players in as high as possible rankings of S2, assuming that, being near in ranking, they have more or less equivalent playing strength. After any exchange, both the subgroups S1 and S2 must be put in order again with the usual rules. An exchange makes the pairing between players of the same original subgroup possible.*

After we made transpositions in a bracket, the alteration in order is desired – hence, players in the S2 subgroup should not be sorted again (while S1 does not need to be sorted, as it has not been changed).

On the contrary, after exchanges, which swap one or more players between subgroups S1 and S2, we must sort both subgroups S1 and S2 according to A.2, to re-establish a correct order before beginning a new sequence of pairing attempts.

Now, if the first attempt of the new exchange fails to give a valid result, we will try transpositions too, thus changing the natural order in the modified S2.

Both transpositions and exchanges should not be applied at random: to comply with the general principle of minimal disturbance of the pairing, section D dictates a precise sequence of possible transpositions and exchanges. This sequence begins with alterations that give only mild disturbances to the pairing (with respect to the "natural" one), moving gradually towards those changes that cause definitely important effects.

The order of actions is as follows: first, we try, one by one, all the possible transpositions (see D.1). If we find one that allows a perfect pairing, the process is completed. Otherwise, we try the first exchange (see D.2): with this, we proceed again to try every possible transposition, until we succeed - or use them up. In the latter case, we try the second exchange, once again with all the possible transpositions, and so on.

If we get to the point in which we have used up all the possible transpositions and exchanges, then a perfect pairing simply does not exist. In that case, we apply B.8, thus accepting a less than perfect result.

Note: suppose we exchanged player A from S1 with player B from S2. After the exchange, player B, now in S1, has a rank that is lower than that of player A, now in S2. As transpositions proceed, we will get to a point in which the candidate puts together players B and A – and then of course some other pairs of players. Now, before making the exchange, we tried all transpositions in S2, and thus also the one which contains the pair A-B and all the same other pairs as well – i.e., this candidate has already been evaluated! Reasoning along the same lines, we reach the conclusion that the same holds true also for exchanges involving more players. We can thus deduce that ***every time a pair contains a player from S1 with a lower rank*** *(higher BSN)* ***than its opponent from S2, this pair belongs to a candidate that has already been evaluated*** *– that candidate can therefore be discarded at once.*

B.7 Alterations in heterogeneous brackets

Operate on the remainder with the same rules used for homogeneous brackets (see B.6).

Note: The original subgroups of the remainder, which will be used throughout all the remainder pairing process, are the ones formed right after the MDP-Pairing. They are called S1R and S2R (to avoid any confusion with the subgroups S1 and S2 of the complete heterogeneous bracket).

> *This article, a companion to the previous one, addresses the case of heterogeneous brackets. This kind of bracket is paired in two logical steps (of course, a practical implementation need not necessarily compose the pairing in two steps, as long as the final effect is the same as specified by the rules):*
>
> - *in the first step, we build an MDP-Pairing (see B.3), which takes care of the pairable moved-down players (as many as possible of them), giving rise to a remainder (and, possibly, a Limbo).*
> - *in the second step, after the MDPs have been paired, we proceed to pair the remainder, which is made only of resident players (but we need to take notice that, when we are processing a CLB, those players may well have different scores. In this case, the PSD is of importance and must be accounted for – we will go back to this presently).*
>
> *The rules to operate on the remainder are just the same that apply for a homogeneous bracket. The difference shows only when we reach the point in which all of the possible transpositions and exchanges in the remainder have been unsuccessfully tried.*

If no more transpositions and exchanges are available for S1R and S2R, alter the order of the players in S2 with a transposition (see D.1), forming a new MDP-Pairing and possibly a new remainder (to be processed as written above).

> *In a homogeneous bracket, this is the moment when we lower our expectations, settling for a less than perfect pairing (see B.6). In a heterogeneous bracket, however, we are not yet ready to surrender – before laying down arms, we can try to change the composition of the remainder. To do that, we try a new, different MDP-pairing by applying a transposition to the <u>original</u> subgroup S2 (viz. the subgroup S2 of the complete bracket, not that of the remainder!). This may leave us with a new, different remainder, which we process (just as described above) trying to find a complete pairing – and, if we have no success, we try transposition after transposition until we succeed, or exhaust them all. (Actually, we do not need to try all of the transpositions, because not all of them are meaningful. In fact, we only have to try those transpositions that actually change the players, or their order, in the first part of the subgroup S2 – i.e., those players, who are going to be paired with the MDPs from S1. All the other players in S2 do not take part in this phase of the pairing and are thus irrelevant, at least for the moment.)*
>
> *As we hinted above, the PPB and the CLB are subject to slightly different pairing rules. The downfloaters of the PPB are no longer required to optimise the pairing in the next bracket (as it would be for normal brackets, see C.7), but <u>just to allow it</u> (see C.4). With those downfloaters, together with the SCS, we build the CLB, which is (by definition) the last bracket.*
>
> *This is a rather unusual bracket. It is heterogeneous by definition, and its residents often have different scores, because they come from the SCS. We want to remember that the CLB is born from a failure in a completion test. This means that the "rest of the players", with the current*

downfloaters (possibly none!) from the just (unsuccessfully!) paired bracket, cannot be paired. It therefore requires some new, adequate MDPs. Its pairing is different from that of the usual heterogeneous bracket in that we have a remainder that must be paired just as if it were homogeneous, but without disregarding the needs of players with different scores.

Thus, we must enforce some criteria that usually are not important in remainders. The main goal in pairing the CLB is to get the lowest possible PSD (because, basically, the number of pairs is determined by the number of PPB floaters). To find this minimum PSD, we have to look not only at the MDP(s) and at their opponents as usual, but also at the pairs that can be made inside the remainder (i.e., between SCS residents).

When several candidates have the lowest possible PSD, we must also enforce some criteria for the remainders, which are not usually required. If in a pair there are players with different scores, to such players we must apply all those criteria that limit the repetition of floats [C.12 to C.15] and the score difference of the protected players whose protection has already failed once or more [C.16 to C.19].

If no more transpositions are available for the current S1, alter, if possible (i.e. if there is a Limbo), the original S1 and Limbo (see B.2), applying an exchange of MDPs between S1 and the Limbo (see D.3), reordering the newly formed S1 according to A.2 and restoring S2 to its original composition.

If all the possible transpositions have been used up, we have a resource still left – trying to change the MDPs to be paired. Of course, this is only possible if there is a Limbo in the bracket. In this case, we can exchange one or more of the MDPs with the same number of players from the Limbo. This is called an MDP-exchange (see D.3).

After any MDP-exchange, we are pairing an altogether different bracket. Hence, we need to reorder S1 and restore S2 to its original composition, in fact starting the pairing process anew. As it was for the homogeneous case, the MDP-exchanges must be tried in the correct sequence, one by one. For each one of them, we shall try all the possible transpositions in S2, thus generating a different remainder - that will of course undergo all the usual pairing attempts as described above.

B.8 Actions when no perfect candidate exists

Choose the best available candidate. In order to do so, consider that a candidate is better than another if it better satisfies a quality criterion (C5-C19) of higher priority; or, all quality criteria being equally satisfied, it is generated earlier than the other one in the sequence of the candidates (see B.6 or B.7).

This is where we must make ourselves content with what best we can. If we arrive here, we have already tried all possible transpositions and exchanges, only to reach a simple, if dismal, conclusion - there is no perfect candidate! Hence, we choose the best available candidate, which is the final provisional-best found during the evaluation of all candidates as illustrated in B.5.

THE SIEVE PAIRING

A very interesting alternative – not necessarily a practical one, but very important from the theoretical point of view – is the one we shall call "Sieve pairing" (because of its similarity with the famous Eratosthenes' Sieve).

The basic idea is very simple. We build all the possible legal pairings (i.e., all those that comply with the absolute criteria). Then we start applying all the pairing criteria, one by one – but this time we start with the most important one and proceed downwards.

Each criterion will discard some of the pairings, so that, as we proceed, the number of candidates becomes lower and lower. If, at some stage in the process, only one candidate remains, we choose that one – it may even be a rather bad one, but there is nothing better. If, after applying all the pairing criteria, we are left with more than one candidate, then we choose the one that would be the first to be generated in accordance with the sequence defined by Section B.

C) Pairing Criteria

Absolute Criteria

No pairing shall violate the following absolute criteria:

The absolute criteria correspond to the requirements of Section C.04.1, "Basic Rules for Swiss Systems" in the FIDE Handbook, which we may want to look at closely. Those criteria must be complied with always: they cannot be renounced, whatever the situation (but there are situations in which no pairing at all exists, which complies with the absolute criteria – in such cases, the arbiter must apply his/her better judgment to find a way out of the impasse, see A.9). To enforce them, players may even float as needed.

C.1

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

If the game is won by forfeit, for the purposes of the pairing those two players have never met. As a result, that pairing may be repeated later in the tournament (and sometimes this happens, too!).

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*).

Please notice that only PABs and forfeit wins prevent the allocation of a PAB (see A.5). A player who received a requested bye (a half point bye or an announced absence) may receive the PAB in a subsequent round.

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*).

This criterion does not apply to topscorers (A.7) or topscorers' opponents, who are the only possible exception to C.04.1.f/g.

Two players, who cannot be paired to each other without infringing criteria C.1 or C.3, are said to be incompatible.

Completion Criterion

C.4

If the current bracket is the PPB (*see A.9*): choose the set of downfloaters in order to complete the round-pairing.

This is an absolute criterion too, but it applies only to the processing of the PPB – hence, only after a completion test failure (see A.9). Contrary to ordinary brackets (whose downfloaters are chosen in order to optimise the pairing of the next bracket - see C.7), for the PPB we just require a choice of downfloaters that allows a completion of the round-pairing – independent from the optimization of the next bracket, which is of course the CLB, and hence must be completely paired.

Please note that, since C.4 precedes both C.5 and C.6, the compliance with this criterion may cause a reduction in the number of pairs, or an increase in the final PSD, with respect to the previous pairing (the bracket we are pairing is a PPB and has therefore already been tentatively paired once!).

Quality Criteria

To obtain the best possible pairing for a bracket, comply as much as possible with the following criteria, given in descending priority:

The above criteria set conditions that must be obeyed. A candidate pairing that does not comply with them is discarded. The following criteria are of a different kind, in that they establish a frame of reference for a quantitative evaluation of the quality of the pairings, by setting a sequence of "test points" in order of decreasing importance, according to the internal logic of the system. The level of compliance with each one of the following criteria is not a binary quantity (yes/no) but a numerical (integer or fractional) quantity. We will measure it by means of a "failure value", whose meaning is tightly connected to the criterion itself (e.g., the number of pairs less than MaxPairs for C.5, or the number of players not getting their colour preference for C.10, and so forth).

When we compare two candidates, in fact we compare the failure values of the candidates for each criterion, one by one, in the exact sequence given by the Rules. If the two failure values are identical, we proceed to the next criterion. If they are different, we keep the candidate with the better value and discard the other one.

It seems worth noting that a candidate having a better failure value on a higher criterion is selected, even if the failure values for the following criteria are far worse. In other words, the

optimisation with respect to a higher criterion may have a dramatic impact on the remaining failure values – and, we may add, the optimisation with respect to a criterion is always only relative to the current status, because even a small difference in a higher criterion may change the scenario completely.

Relative criteria are not so important as absolute ones, and they can be disregarded, if this is needed to achieve a complete pairing. Moreover, they are not important enough to make a player float – in fact, the first one of them, and hence the most important, instructs us to do just the very opposite, minimising the number of downfloaters! Except for the spare player in odd brackets, only incompatible (or semi-incompatible) players should float. This too is evidence of the attention of the FIDE (Dutch) system towards the choice of the "right strength opponent".

C.5

Maximize the number of pairs (*equivalent to: minimize the number of downfloaters*).

The first quality factor is (of course) the number of pairs, a reduction of which increases the number of floaters (and therefore also of the overall pairing score difference).

Maximising the number of pairs means building MaxPairs pairs (see B.1). At the beginning of the pairing process, though, MaxPairs, or the maximum number of pairs that can be built, which is a constant of the bracket, is actually unknown – as mentioned above, we need to "divine" it.

In fact, we only know for sure the total number N of players in the bracket and the number M0 of MDPs entering the bracket. The number of pairs can never be greater than N/2; thus, this value should make a good starting point, independent of the kind of bracket (homogeneous or heterogeneous).

The actual value of MaxPairs can be less than that because some players might prove impossible to pair in the bracket. Moreover, if this bracket is a PPB, it must also provide the downfloaters required to complete the round-pairing (see C.4), and that might detract to the number of pairs that can actually be built. Hence, the process to determine MaxPairs value is somewhat empirical and may require some "experimenting".

If the bracket is heterogeneous (M0≠0), then as many MDPs as possible (M1) must be paired. They will be paired first, before proceeding with the rest of the players (see B.3) – but, as it happened for the value of MaxPairs, we still do not know the true value of M1, and we must divine it too. A first educated guess for its value is M0 – minus, of course, any incompatible MDPs.

If there is no way to make all those pairs, our estimate of the value of M1 was apparently too optimistic – in this case, we will have to gradually decrease it, until we succeed. Any remaining MDPs join the Limbo (see B.2) and shall eventually float (after the completion of the pairing for the bracket).

The number of pairs made in the MDP-pairing will be subtracted into the total number of pairs to be made in the bracket, yielding the (plausible) number of pairs to be built in the remainder (let's remember that the pairing of the MDPs and of the remainder are two phases of a single operation, which is performed as a unit. Thus, we do not "go back" from the remainder pairing to the MDP-pairing, because we are already inside the same operation).

Here too applies the same line of reasoning. If we cannot make all those pairs, our initial estimation of MaxPairs was apparently too optimistic – hence, we will have to gradually decrease their number. Any remaining players become downfloaters and will eventually float down into the next bracket.

The same line of reasoning also holds for a homogeneous bracket, which, by definition, contains no Limbo or MDPs, but is otherwise essentially similar to a remainder.

C.6

Minimize the PSD (*This basically means: maximize the number of paired MDP(s); and, as far as possible, pair the ones with the highest scores*).

In heterogeneous brackets, even when the same number of pairs is made, different choices of floaters, or different pairings, can lead to different mismatching between players' scores (for an example, see the many possible ways to pair a heterogeneous bracket containing many players all having different scores). This important criterion, directly related to rule C.04.1:e, directs us to minimise the overall difference in scores. Its location before the colour related criteria (C.8-C.11) is suggestive of the attention the FIDE (Dutch) system gives to the choice of a "right strength" opponent rather than a "right colour" one.

The method to compute and compare the PSDs is explained in detail in the comment to article A.8.

C.7

If the current bracket is neither the PPB nor the CLB (*see A.9*): choose the set of downfloaters in order first to maximize the number of pairs and then to minimize the PSD (*see C.5 and C.6*) in the following bracket (*just in the following bracket*).

When we get here, we have already complied with the absolute criteria (hence, the pairing is a legal one) and optimised the most important pairing quality parameters (number of pairs, PSD).

Before proceeding to optimise colours and MDPs treatment, we take a look ahead to the next bracket. We do not want to ever come back to the current bracket again. Thus, we make sure that the choice of the downfloaters we are going to send to the next bracket is <u>the best possible</u> to comply with C.5 and C.6.

First, we check that the downfloaters (which will become the MDPs of the next bracket) will allow us to compose the maximum possible number of pairs. For example, let us suppose that the current bracket produces only one downfloater and that the next scoregroup contains an odd number of players (if the next scoregroup contained an even number of players, the bracket built with it and the current downfloater would be odd – it would then necessarily yield (at least) one downfloater and the choice of the MDP would not be critical for the number of pairs). Now let's suppose that one player in the next scoregroup has no possible opponent, and that we can choose between two possible downfloaters, both compatible in the destination bracket, but only one of them can be paired to the "problematic" player. We must choose the downfloater that can be paired to that player, because the other one would leave an incompatible player (and therefore an avoidable downfloater) in the destination bracket.

Only when the number of pairs have been maximised, we proceed to look into the PSD in the destination target. This in practice means that, when we may choose between two or more possible downfloaters, if all other conditions are equivalent, we must choose the downfloater that may be paired with the lowest score difference (this criterion does not apply for the PPB, so all resident players of the next bracket have the same score. Thus, it is not possible for moved-down players to be paired with players having different scores – however, players that cannot be paired in the bracket will have to float again, and this makes the PSD change!).

This optimisation is to be extended only to the next bracket. In fact, there are situations in which a small change in a previous pairing would bring in large benefits – but looking several brackets ahead would be too much difficult an operation to be carried on every time. So, the rules settle for practical optimisations, renouncing those that are out of reasonable reach. But this is not the only reason – in the core philosophy of the FIDE (Dutch) system, the pairings for higher ranked players are considered far more important than those for lower ranked ones. Changing the pairing of the current bracket for the benefit of some player located two brackets below this one, would be opposite to that philosophy.

C.8

Minimize the number of topscorers or topscorers' opponents who get a colour difference higher than +2 or lower than -2.

C.9

Minimize the number of topscorers or topscorers' opponents who get the same colour three times in a row.

Having already made sure that both the number of floaters and their scores are at a minimum, we now start to optimise colour matching. Actually, colour is less important than score differences –that's why, consistently with the basic logic of the system, the colour allocation criteria are located after those that address number of pairs and PSD.

Article C.3, in accordance with C.04.1:f-g, states that when two non-topscorers meet, their absolute preferences must be complied with. Here we have the special case of a topscorer who, for some reason, is bound to be paired with a player who has the same absolute preference and may or may not be also a topscorer. The outcome of those players' games can be very important in determining the final ranking and podium positions, and this exception is explicitly provided for by C.04.1:f-g. We therefore are allowed to compose such pairs, choosing the best possible matched opponent – but there must not be more of them than the bare minimum.

The subdivision into two individual rules C.8 and C.9 establishes a definite hierarchy, giving more importance to colour differences than to repeating colours. Suppose that, for one same opponent, we can choose between two possible topscorers, and all those players have the same absolute colour preference. In this case, we must select the components of the pair in such a way that colour differences are minimised as far as possible.

As hinted above, a player, who has an absolute colour preference without being a topscorer, may happen to be paired with a topscorer having an identical absolute colour preference. These two rules equate the players of the pair - thus, players may sometimes be denied their absolute colour preference just as if they were a topscorer even if they are not!

C.10

Minimize the number of players who do not get their colour preference.

We can have an idea about the minimum number of players who cannot get their colour preference, by inspecting the bracket, prior to the pairing.

Let us suppose that ***m*** *players prefer a colour and* ***n*** *players prefer the other one, with* $m \geq n$*. We can thus compose no more than* ***n*** *pairs in which the players are expecting different colours, and the colour preferences in these pairs can and must be satisfied.*

The remaining $m-n$ *players all expect the same colour – but none the less, they have to be paired among themselves. In each of the pairs thus composed, one of the two players cannot get their preferred colour. The number of such pairs, and henceforth of such players, is* $x = (m-n)/2$*, rounded downward to the nearest integer if needed. Sometimes, in addition to those* $m+n$ *players, the bracket contains also* ***a*** *more players who have no colour preference at all. By definition, those players may get any colour. Of course, they use to get the minority colour, so that they will subtract to the number of disregarded preferences. Taking one more step further, we may reason that we can build a maximum of* ***MaxPairs*** *pairs. Among those,* $n+a$ *pairs can satisfy both the colour preferences, whilst the remaining* $x = MaxPairs-n-a$ *cannot help but disregard one colour preference. Of course,* ***x*** *cannot be less than zero (a negative number of pairs has no meaning). Thus, we obtain the final and general definition for* ***x****:*

$$x = max\ (0,\ MaxPairs-n-a)$$

A perfect pairing always has exactly ***x*** *disregarded colour preferences – no more, no less.*

In practice, there might be even more pairs in which a player does not get its preference - because of incompatibilities due to absolute criteria, as well as stronger relative ones. Thus, at first, we propose to make the minimum possible number of such pairs. However, we may need to increase this number, to find our way around various pairing difficulties.

Since the general philosophy of the FIDE (Dutch) system gives more importance to the correct choice of opponents than to colours, the pairs containing a disregarded colour preference will typically be among the first to be made (transpositions swap players beginning with the last positions of S2 and going upwards, causing the bottom pairs of the bracket to be modified early in the transposition process, while the top pairs are modified later. Hence, a "colour-defective" pair located at the bottom of the candidate has a higher probability to be changed soon than a similar pair located at the top. It follows that perfect pairings with top "colour-defective" pairs have a definitely higher probability.)

Incidentally, we might also mention that players often seem to worry about "colour doublets" (like, for example, WWBB) and think that such colour histories are more frequent with the FIDE (Dutch) system than with other Swiss pairing systems. This is not so. In fact, such histories are usual enough (and unavoidable) in all manners of Swiss pairings – in the FIDE (Dutch) system they may seem more frequent just because they appear more often in the top pairs of the bracket, therefore involving higher ranked players, which makes them more noticeable.

C.11

Minimize the number of players who do not get their strong colour preference.

Only now, having maximised the number of "good" pairs, we can set our attention to satisfying as many strong colour preferences as possible.

The minimum number of players not getting their strong colour preference, which is usually represented by ***z****, is of course a part of the total number* ***x*** *of disregarded colour preferences (see note to C.10) – therefore,* ***z*** *is at most equal to* ***x****.*

For instance, let the number W_T *of white seekers (players whose colour preference is for White) be greater than the number* B_T *of black seekers (we call White "the majority colour"). The* ***x*** *players will all be White seekers, and as many as possible among them should have mild colour preferences, while the rest will have strong colour preferences (during the last round, some absolute colour preferences might be disregarded for topscorers or their opponents (see C.8, C.9), so that part of* ***x*** *may represent such players. In those instances, our line of reasoning should be suitably adapted). Hence, we can estimate* ***z*** *simply as the difference between* ***x*** *and the number* W_M *of White seekers who have a mild colour preference, with the obvious condition that* ***z*** *cannot be less than zero; hence:*

$\boldsymbol{z = max\ (\ 0,\ x - W_M\ )}$ ***if*** $\boldsymbol{W_T \geq B_T}$ *(White majority)*

$\boldsymbol{z = max\ (\ 0,\ x - B_M\ )}$ ***if*** $\boldsymbol{W_T < B_T}$ *(Black majority)*

With a careful choice of transpositions and/or exchanges, we might be able to minimise the number of disregarded strong preferences. Since the total number of disregarded preferences cannot change (we cannot have it smaller, and do not want it to grow larger!), this may only happen at the expense of a same number of mild preferences. A brief example may shed some light on the matter. Consider the bracket {1Bb, 2b, 3Bb, 4b}, where we have $\boldsymbol{x}$*=2, but* $\boldsymbol{z}$*=0. The latter means that we can build the pairs in such a way that any one of them contains no more than one strong colour preference – and, in fact, a simple transposition allows us to obtain just this result.*

For several reasons, the number of players who cannot get their strong preference may be greater than that.

C.12

Minimize the number of players who receive the same downfloat as the previous round.

C.13

Minimize the number of players who receive the same upfloat as the previous round.

C.14

Minimize the number of players who receive the same downfloat as two rounds before.

C.15

Minimize the number of players who receive the same upfloat as two rounds before.

This group of criteria (C.12-C.15) aims to optimise the management of floaters, which is the last step towards the perfect pairing.

Rule C.04.1:e states that, in general, players should meet opponents with the same score. This is best achieved by pairing each player inside their own bracket. However, there are some situations, in which a player cannot be paired in the bracket and then, by necessity, must float. These criteria limit the frequency with which such an event can happen to a same player – but they are very weak criteria, in the sense that they are almost the last to be enforced - and almost the first to be ignored in case of need.

Here, each criterion establishing a certain protection for downfloaters is immediately followed by a similar one establishing the very same protection for upfloaters. Because of this, there is a certain residual asymmetry in the treatment, viz. downfloaters are (just a little bit) more protected than upfloaters. In some other Swiss systems, floaters' opponents are not considered floaters themselves, and therefore enjoy no protection at all.

C.16

Minimize the score differences of players who receive the same downfloat as the previous round.

C.17

Minimize the score differences of players who receive the same upfloat as the previous round.

C.18

Minimize the score differences of players who receive the same downfloat as two rounds before.

C.19

Minimize the score differences of players who receive the same upfloat as two rounds before.

Rules C.12-C.15 minimise the number of players who, having recently floated, may have to float again in this round. However, those rules give no special protection either to a player who, being an MDP in a bracket (in this round), cannot be paired and must therefore float down again, or to its opponent. Such players, and their opponents, will have larger score differences than their fellow "single" floaters and are usually called "double floaters".

Rules C16-C.19 care for protected players whose protection has already failed once or more and try to prevent such players from further floating. When we must make some players float down, we try, as long as possible, to choose those players who are not MDPs. Sometimes, however, this is not possible, and we must make some MDP float down. In this case, we should, as far as possible, choose those MDPs that are not (or are least) protected because of previous floats. Of course, the same holds (almost) symmetrically for the MDPs' opponents.

For example, in a CLB (see A.9) that contains players with many different scores, the effect of these rules is that, if we have two possible prospective floaters and only one of them is protected, we try to pair the latter with a SD as little as possible. Another example is the case of two MDPs with different scores, and a protected resident who must be paired with one of those two MDPs – the resident should be paired to the MDP who has the lower score of the two.

D) Rules for the sequential generation of the pairings

Section D states the rules to determine the sequence in which transpositions, exchanges, and MDP-exchanges must be tried, in order to generate the candidates in the correct order. The general basic principle is, as always, that of "minimal disturbance" of the pairing. This means that we have always to move that player (or those players) whose displacement will cause the least possible difference of the pairing from the "natural" one, while at the same time allowing the best possible quality of the pairing itself. We also want to consider that any change in the order in S2 (transposition) is by definition preferable to even a single exchange between S1 and S2.

Before any transposition or exchange take place, all players in the bracket shall be tagged with consecutive in-bracket sequence-numbers (BSN for short) representing their respective ranking order (according to A.2) in the bracket (*i.e. 1, 2, 3, 4, ...*).

The use of pairing-ids, in this phase, may sometimes be confusing. Therefore, we give temporary sequence numbers to the players, as a very handy remedy to simplify the application of the rules below.

D.1 Transpositions in S2

A transposition is a change in the order of the BSNs (*all representing resident players*) in S2.

All the possible transpositions are sorted depending on the lexicographic value of their first N1 BSN(s), where N1 is the number of BSN(s) in S1 (*the remaining BSN(s) of S2 are ignored in this context, because they represent players bound to constitute the remainder in case of a heterogeneous bracket; or bound to downfloat in case of a homogeneous bracket - e.g. in a 11-player homogeneous bracket, it is 6-7-8-9-10, 6-7-8-9-11, 6-7-8-10-11, ..., 6-11-10-9-8, 7-6-8-9-10, ..., 11-10-9-8-7 (720 transpositions); if the bracket is heterogeneous with two MDPs, it is: 3-4, 3-5, 3-6, ..., 3-11, 4-3, 4-5, ..., 11-10 (72 transpositions)*).

All transpositions are sorted or compared based on the dictionary ("lexicographical") order, so that one given transposition precedes or follows another one if the string formed by the players BSNs of the first one precedes or follows that of the second one. The method to compare the strings is the very same already illustrated for the comparison of PSDs (See the comment to C.6 for further detail. Please note that the use of alphabet letters would be completely equivalent to that of numbers, at least for brackets with less than 26 players. The use of numbers, however, allows an identical treatment for all brackets, whatever the number of players they contain).

The subgroup S1 may or may not have the same number of players as S2. For the comparison to have a meaning, we must define the number of elements of each of the two strings of BSNs that we are comparing.

We are looking for mates for each element in S1 (which of course represent a player each). Thus, we consider the number N1 of elements in S1– while the remaining players are (for the moment) irrelevant.

A simple example will help us clarify the matter: consider a heterogeneous bracket {S1=[1]; S2=[2, 3, 4]}. All the possible transpositions of S2 (properly sorted, and including the original S2) are:

[2,3,4]; [2,4,3]; [3,2,4]; [3,4,2]; [4,2,3]; [4,3,2].

In the very simple case where every BSN is a single digit, the string may be interpreted as a number, which becomes larger and larger as we proceed with each new transposition: 234, 243, 324, 342, 423, 432.

As we want to pair #1 with the first element of S2, it is at once apparent that [2,3,4] and [2,4,3] have the very same effect (of course, this equivalence is in no way general – it depends only on the fact that we are looking for just one element!). The same holds for [3,2,4] and [3,4,2]; for [4,2,3]; and for [4,3,2]. Hence, the actual sequence of transpositions is as follows (elements between braces "{…}" are irrelevant in this phase and are therefore ignored for the time being):

[2]{3, 4}; [3]{2, 4}; [4]{2, 3}

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

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

In order to sort all the possible resident-exchanges, apply the following comparison rules between two resident-exchanges in the specified order (*i.e. if a rule does not discriminate between two exchanges, move to the next one*).

The exchanged sets must of course have the same size because, were it not so, we would be changing the sizes of S1 and S2.

To evaluate the "weight" of the change, we want to also consider the choice of players as well as the size of the exchanged sets. To do that, we need a set of criteria addressing the various aspects of this choice. The aim is, as always, the "minimum disturbance" – viz. to try and have a pairing as similar as possible to the natural one.

The priority goes to the exchange having:

a. the smallest number of exchanged BSN(s) (*e.g. exchanging just one BSN is better than exchanging two of them*).

The first criterion is, of course, the number of involved players – the less, the better!

b. the smallest difference between the sum of the BSN(s) moved from the original S2 to S1 and the sum of the BSN(s) moved from the original S1 to S2 (*e.g. in a bracket containing eleven players, exchanging 6 with 4 is better than exchanging 8 with 5; similarly exchanging 8+6 with 4+3 is better than exchanging 9+8 with 5+4; and so on*).

From a theoretical point of view, all players in S1 should be stronger than any player in S2. Hence, when we have to swap two players across subgroups, we try to choose the weakest possible player in S1 and swap it with the strongest possible one from S2. To do so, we can use

the BSNs to choose a player as low-ranked as possible from S1, and a player as high-ranked as possible from S2, and then swap them, assuming that a higher rank should indicate a stronger player. Thus, the difference between exchanged numbers is (or, at least, should be) a direct measure of the difference in (estimated) strength and should therefore be as little as possible.

c. the highest different BSN among those moved from the original S1 to S2 (*e.g. moving 5 from S1 to S2 is better than moving 4; similarly, 5-2 is better than 4-3; 5-4-1 is better than 5-3-2; and so on*).

When two possible choices of players to be exchanged show an identical difference in the sum of their respective BSNs, we choose the set which disturbs S1 as little as possible, i.e., the one in which the (highest BSN) player from S1 has a lower rank.

In the above example, 5-2 is better than 4-3 because exchanging #5 is better than exchanging #4. Similarly, (5,4,1) is a better choice than (5,3,2), because exchanging #4 is better than exchanging #3.

(Sometimes, just as it happens in the above example, we might end up exchanging a higher-ranked player, as a side effect of enforcing the exchange of the lowest possible player. To understand this, we want to remember that, in the exchange, we do not operate on "several single players" but on a whole set of them, and we just have to decide if a set is better or worse than another one. In this case, (5, 4, 1) is better than (5, 3, 2) – therefore, we exchange #1, who is the top-player, because this is the way to exchange #4 rather than #3).

d. the lowest different BSN among those moved from the original S2 to S1 (*e.g. moving 6 from S2 to S1 is better than moving 7; similarly, 6-9 is better than 7-8; 6-7-10 is better than 6-8-9; and so on*).

Finally, having optimised the difference in ranking and the disturbance in S1, we can optimise the disturbance in S2 too.

Contrary to S1, now we try to exchange the lower possible BSNs. Hence, 6-9 is better than 7-8, because exchanging #6 is better than exchanging #7 – and so forth.

D.3 Exchanges in heterogeneous brackets (original S1 ↔ original Limbo)

An exchange in a heterogeneous bracket (also called an MDP-exchange) is a swap of two equally sized groups of BSN(s) *(all representing MDP(s))* between the original S1 and the original Limbo.

Here we are changing the composition of the set of pairable MDPs. This alteration may only occur when M1 < M0 (See B.1), because only in this situation does a Limbo exist and we must choose which MDPs to exclude from the pairing. Sometimes the decision is easy – e.g., there may be some incompatible MDP, and we may thus have no choice at all. Indeed, because of C.7, the downfloaters from the previous bracket (who are the MDPs of the current bracket) have already been optimised. Thus, if we find an incompatible player here, it means that there was no alternative at all and there is no reason to go back to the previous bracket ("backtracking").

In order to sort all the possible MDP-exchanges, apply the following comparison rules between two MDP-exchanges in the specified order (*i.e. if a rule does not discriminate between two exchanges, move to the next one*) to the players that are in the new S1 after the exchange.

When we have a choice, we start by trying to pair as many MDPs as possible, and as high ranked as possible [B.2]. If we must change this original composition, we need to apply an MDP-exchange. The following criteria allow us to determine the priority among all the possible exchanges. Please note that this result is achieved by inspecting the composition of the new S1, not that of the Limbo.

The priority goes to the exchange that yields a S1 having:

a. the highest different score among the players represented by their BSN (*this comes automatically in complying with the C.6 criterion, which says to minimize the PSD of a bracket*).

A hasty reader may be left under the impression that pairing a player with lower score would yield a lower score difference, and thus a lower PSD. Of course, this is definitely wrong! When we put a higher scored player in the Limbo, that player will float – hence, the corresponding score difference, which is calculated with the artificial value defined in A.8, will be very high. To minimise the PSD, the Limbo must contain a minimum of players, and those must have as low a score as possible. This is why complying with C.6, which instructs us to minimise the PSD, automatically satisfies this criterion too. We also want to take notice that the number of exchanged players is not all-important. For example, consider an S1 with three players and a Limbo with two – under some circumstances, exchanging the two lower ranked players may give better results than exchanging just the top one.

b. the lowest lexicographic value of the BSN(s) (sorted in ascending order).

This is the criterion we must strive to comply with. When the involved players have the same scores, we have to choose the lower ranked players. This is easily accomplished by comparing the BSNs of the players comprised in S1 after the exchange – in the very same way as we did in the previous cases.

Any time a sorting has been established, any application of the corresponding D.1, D.2 or D.3 rule, will pick the next element in the sorting order.

If we are very lucky, the first attempt to a transposition, exchange, or MDP-exchange will yield the desired result. More often, we must persevere in the attempts until we get a successful one. In this case, we must follow the order (sequence) established by the three rules illustrated above. Ideally, we should start by establishing a full list of all the possible transformations – be them transpositions or exchanges of any kind - sorting that list by D.1, D.2 or D.3 as the case may be, and then trying them one by one until we find the first useful one. In common practice, exchanges and transpositions will be tried together (for each exchange, we will likely try one or more transpositions). To avoid mistakes, it is most advisable to annotate the last transformation used (of each kind) so that, on the following attempt, we can be sure about which element of the sequence should be the next one.

E) Colour Allocation rules

Initial-colour

It is the colour determined by drawing of lots before the pairing of the first round.

> *The initial-colour is not referred to any particular player. In fact, it is a parameter of the tournament – the only one left to fate! – that allows the allocation of the correct colour to each player who has not a preference yet.*

For each pair apply (with descending priority):

E.1

Grant both colour preferences.

E.2

Grant the stronger colour preference. If both are absolute (topscorers, see A.7) grant the wider colour difference (*see A.6*).

> *When two or more absolute preferences are involved, rule E.2 also considers the colour differences (see A.6) of the players. Of course, such differences can happen only for topscorers, and hence only in the last round (in previous rounds, a pairing with colliding absolute colour preferences is forbidden). Let's consider the example of two topscorers with equal absolute colour preferences and the following colour histories:*
>
> *1:WWBWBW*
> *2: BBWBWW*
>
> *Here, player #1 has a colour difference C_D=+2, while player #2 has C_D=0. Thus, we try to equalize the colour differences by assigning the preferred colour to player #1.*
>
> *This rule applies only to pairs in which both players have an absolute preference, while in all other cases the rule does not apply – e.g., in the pair:*
>
> *1: BWWBWBW (strong preference, C_D=+1)*
>
> *2: =BBWBWW (absolute preference, C_D=0)*
>
> *the absolute preference is satisfied, no matter how large the colour difference is.*

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.

> *To correctly manage colour assignments when one or both players have missed one or more games, we often need comparing colour histories by means of rule C.04.2:D.3. For example, in the comparison between the colour histories of two players, the sequence == WB is equivalent to BWWB and WBWB – but take notice that the latter two are not equivalent to each other!*

E.4

Grant the colour preference of the higher ranked player.

We may want to pay particular attention to this point – all other conditions being equal, the higher ranked player does not get white but their own preferred colour!

E.5

If the higher ranked player has an odd pairing number, give him the initial-colour; otherwise give him the opposite colour.

Note: Always consider sections C.04.2.B/C (Initial Order/Late Entries) for the proper management of the pairing numbers.

We get here when both players of the pair have no colour preference at all. Therefore, we use the initial-colour, decided by lot before the start of the tournament, to allocate colours to the players.

Of course, this rule will be used always in the first round, obtaining the usual results, but it will be useful also in subsequent rounds, when we have a pairing between two players who did not play any games yet (e.g., late entries or forfeits). Please note that, when using an accelerated pairing system, the usual colour alternation is disrupted unless the first score group contains a number of players multiple of four.

We ought to remember that players, who are actually entering the tournament only at a given round after the first – and who therefore were not paired in the previous rounds – in fact, do not exist, even if (seemingly) listed in the players' list. An obvious side effect of this is that we cannot expect all "odd-numbered" and "even-numbered" players to have the same colour as would be usual (viz., as they would have in a "perfect" tournament). In fact, such late entries may have different effects on the pairing numbers, depending on how they are managed.

If we insert all the players in the list straight from the beginning, the pairing numbers will not change on the subsequent rounds, but the pairing of the first round will have to "skip" the absent players. For example, if player #12 is not going to play on the first round, players #13, #15, and so forth, who should seemingly get the initial-colour, will in fact have the opposite colour; while players #14, #16, and so on will get the initial-colour.

If, on the contrary, we insert late players only when they actually enter the tournament, we must find the correct place for them in the players' list. All the subsequent players will therefore have their pairing numbers changed, in order to accommodate the new entries. For example, if a newly inserted player gets #12, the previous #12 (who had colour opposite to the initial-colour) will now be #13; and so on for all subsequent players.

C04.5 FIDE-approved Accelerated Systems

In Swiss tournaments with a wide range of (mostly reliable) playing strengths, the results of the first round(s) are usually quite predictable. In the first round, only a few percent of the games have a result other than "win to the stronger part". The same may happen again in round two. It can be shown that, in title tournaments, this can prevent players from achieving norms.

An accelerated pairing is a variation of Swiss pairings in which the first rounds are modified in such a way as to overcome the aforementioned weaknesses of the Swiss system, without compromising the reliability of the final rankings.

It is not appropriate to design an entirely new pairing system for acceleration, but rather design a system that works together with existing FIDE-defined pairing systems. This result is normally achieved by rearranging score brackets in some way that is not only dependent on the points that the players have scored. For instance, oneof the possible methods is to add so-called "virtual points" to the score of some higherrated players (who are supposedly stronger) and henceforth build the score brackets based on the total score (real score + virtual points).

The following chapters will describe the methods that were statistically proven to accomplish the aforementioned goals. The Baku Acceleration Method is presented first, because it was the first that, through statistical analysis, was proven to be good and stable (and is also easy to explain).

Other accelerated methods may be added, as long as they can be proven, through statistical analysis, to get better results than already described methods or, if their effectiveness is comparable, to be simpler.

Unless explicitly specified otherwise, each described acceleration method isapplicable to any Swiss Pairing System.

C.04.5.1 Baku Acceleration

1. Premise

The Baku Acceleration Method is applicable in any tournament where the standard scoring point system (one point for a win, half point for a draw) is used.

2. Initial Groups Division

Before the first round, the list of players to be paired (properly sorted) shall be split in two groups, GA and GB. The first group (GA) shall contain the first half of the players, rounded up to the nearest even number. The second group (GB) shall contain all the remaining players.

*Note: for instance, if there are 161 players in the tournament, the nearest even number that comprises the first half of the players (i.e. 80.5) is 82. Theformula 2 * Q (2 times Q), where Q is the number of players divided by 4 and rounded upwards, may be helpful in computing such number - that, besides being the number of GA-players, is also the pairing number of the last GA- player.*

3. Late entries

If there are entries after the first round, those players shall be accommodated in the pairing list according to C.04.2.B/C (Initial Order/Late Entries).
The last GA-player shall be the same as in the previous round.

Note 1: In such circumstances, the pairing number of the last GA-player may be different by the one set accordingly to Rule 2.

Note 2: After the first round, GA may contain an odd number ofplayers.

4. Virtual points

Before pairing the first three rounds, all the players in GA are assigned a number of points (called virtual points) equal to 1.
Such virtual points are reduced to 0.5 before pairing the fourth and the fifth round.

Note: Consequently, no virtual points are given to players in GB or to any player after the fifth round has been played.

5. Pairing score

The pairing score of a player (i.e. the value used to define the scoregroups and internally sort them) is given by the sum of his/her standings points and the virtualpoints assigned to him.

CHAPTER 6: FIDE RATINGS REGULATIONS (B02)

FIDE RATING REGULATIONS (Approved by FIDE Council on 15/12/2023)

Applied from 1 March, 2024

0. Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

The tournament and its playing schedule must be registered:

0.2.1 Not later than 30 days before the tournament starts, if one of the players in the tournament is rated in excess of 2700, or a female player rated in excess of 2500.

0.2.2 Otherwise, three days before the tournament starts.

The QC Chairman may refuse to register a tournament.

Exceptions to permit tournaments to be rated even though it is registered later than the prescribed notice period may be granted:

0.2.3 Tournaments in category 0.2.1: With the approval of the President

0.2.4 Tournaments in category 0.2.2: With the approval of the QC Chairman

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The chief arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the FC. Such an appeal must be made within seven days of the communication of the decision.

FC is the FIDE Council.

1. 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.

1.2 Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

2. Laws to be Followed

2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Hours of Play

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

4. Reporting Frequency

4.1 For tournaments lasting more than 30 days, interim results must be reported on a monthly basis.

5. Unplayed Games

5.1 Whether these occur because of forfeiture or any other reason, they are not counted. 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.

6. Matches

6.1 Matches in which one player is unrated shall not be rated.

6.2 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

7. 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. This shall be done using the rating system formula.

7.1.1 The rating period (for new players, see 7.1.4) is the period where a certain rating list is valid.

The rating list now appears on the last day of the previous month. It does not however take effect until its given date. For example, a tournament starting on the 31st January cannot use the February rating 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.

7.1.3 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list. Official FIDE events may be rated on the list even if they end on the last day before the list date.

7.1.4 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.

If a player's rating goes below 1400, they are shown as unrated in the next list. Once a player's rating is greater than or equal to 1400 they will get a published rating once again.

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.

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

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		

8.1.2 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	
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

8.2 Determining the 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 = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

d) Sigma Delta R x 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 x n does not exceed 700.

8.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

9. Reporting Procedures

9.1 The chief arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

9.2 The regulations of a rated event must make clear that it will be rated.

9.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

9.4 For Hybrid events, full pgn files must be submitted with the tournament report.

10. Inclusion in the Rating list

10.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

10.2 It is the responsibility of the federation to report deaths of their players to FIDE.

A tournament submitted to FIDE which has a player without a FIN will not be rated by FIDE.

FIDE RAPID AND BLITZ RATING REGULATIONS

(Approved by FIDE Council on 15/12/2023)

Applied from 1 January, 2024

Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

The tournament and its playing schedule must be registered three days before the tournament starts. The QC Chairperson may refuse to register a tournament. He/she may also allow a tournament to be rated even though it has been registered less than three days before the tournament starts.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairperson.

In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The chief arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the FC. Such an appeal must be made within seven days of the communication of the decision.

1. Rate of Play

1.1 For a game to be rated each player must have the following periods in which to complete all the moves:

1.1.1 for a rapid game all the moves must be made in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment must be more than 10 minutes but less than 60 minutes for each player;

1.1.2 for a blitz game all the moves must be made in a fixed time of more than 3 minutes but not more than 10 minutes for each player; or the time allotted + 60 times any increment must be more than 3 minutes but not more than 10 minutes for each player.

1.2 Games where the players have different playing times are not rated.

A game played with a fixed time of 6 minutes and an increment of 5 seconds is a Rapid game (6 mins + 60 x 5 sec = 6 + 5 minutes = 11 minutes) as it is more than 10 minutes but less than 60.
A game played with a fixed time of 25 minutes and an increment of 10 seconds is a Rapid game (25 + 10 = 35) as it is more than 10 minutes but less than 60. A game played with a fixed time of 40 minutes and an increment of 20 seconds is a Standard game (40 + 20 = 60) as it is 60 minutes and too long for Rapid. A game played with a fixed time of 7 minutes and an increment of 3 seconds is a Blitz game (7 + 3 = 10) as it is the maximum time allowed of 10 minutes.

An Armageddon game cannot be rated as each player has a different time for the game. Games with a time handicap for either player cannot be rated either.

2. Laws to be Followed

2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Number of Rounds per Day

3.1 The maximum number of rounds per day are:

3.1.1 For Rapid games, 15 rounds per day

3.1.2 For Blitz games, 30 rounds per day

4. Unplayed Games

4.1 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.

5. Matches

5.1 Matches in which one player is unrated shall not be rated.

5.2 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

6. Official FIDE Rapid and Blitz Rating Lists

6.1 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. This shall be done using the rating system formula.

6.1.1 The rating period (for new players, see 6.1.4) is the period where a certain rating list is valid.

6.1.2 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.

6.1.3 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list. Official FIDE events may be rated on the list even if they end on the last day before the list date.

6.1.4 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.

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

6.2.1 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.

1.2.2 Players listed as active:

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

1.2.2.2 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.

7. 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.

7.1 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.

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

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

7.1.2 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	
Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L	Rtg Dif	H	L
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-32	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

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

7.2.1 If an unrated player has a standard rating at the beginning of a rapid or blitz tournament, their standard rating is used for rating calculation. Such a player is considered to be rated, and 7.2.2 to 7.2.5 below do not apply.

7.2.2 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 6.1.4.

7.2.3 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.

7.2.4 Ru = Ra + dp
Ru is rounded to the nearest whole number.
The maximum initial rating is 2200.

7.2.5 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.

7.3 Determining the rating change for a rated player

7.3.1 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.

7.3.2 a) Use table 7.1.2 to determine the player's score probability PD for each game.

b) Delta R = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

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

7.3.3 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 x n does not exceed 700.

7.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

8. Reporting Procedures

8.1 The chief arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

8.2 The regulations of a rated event must make clear that it will be rated.

8.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

8.4 For Hybrid events, full pgn files must be submitted with the tournament report.

9. Inclusion in the Rating list

9.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

9.2 It is the responsibility of the federation to report deaths of their players to FIDE.

CHAPTER 7: FIDE TITLE REGULATIONS (B01)

B. Permanent Commissions / 01. International Title Regulations (Qualification Commission) / FIDE Title Regulations effective from 1 January 2024 /

FIDE Title Regulations effective from 1 January 2024

Applied from 1 January, 2024

Introduction

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

0.2 The following regulations can only be altered by the FIDE Council following recommendation by the Qualification Commission (QC). For tournaments, such changes shall apply to those starting on or after the date on which they become effective.

0.3 FIDE titles for players are administered by the Qualification Commission, which is the final judging unit. The titles are for over-the-board standard chess (as defined in the Laws of Chess).

Open: Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM). Women's: Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).

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

0.4.1 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of their title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.

0.4.2 A title can be used for results of opponents only in tournaments starting after its confirmation. (Exception: see 1.1.4).

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

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

0.5 Definitions

In the following text some special terms are used.

Rating refers to a player's Standard FIDE rating

Rating performance is based on the player's result and average rating of opponents (see 1.4.6 to 1.4.8).

Title performance is a result that gives a performance rating as defined in 1.4.6 to 1.4.9 against the minimum average of the opponents, for that title.

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

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

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

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

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.4.2 to 1.4.5.

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

Until 2014, a nine game GM performance in the Olympiad was considered to be a 13 game GM norm. Now, there is no such rule. The current rule is that a player should have a rating performance of at least 2600 to satisfy one of the conditions to get a GM norm in a tournament. For other norms also, the player should have a specific rating performance.

0.6 The Award of Titles

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

0.6.2 For a direct title to be awarded immediately an applicant has to have achieved at some time a minimum rating published or interim (see 1.5.3a), as follows:

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

This requirement does not apply to direct CM/WCM titles earned at the Open and Women's Chess Olympiads

For ratings achieved after 1st January 2024, the player must at that time have played at least 30 rated games

If an applicant is rated lower the title is awarded conditionally and will be awarded finally on request by the respective federation as soon as the minimum rating is achieved. Any player with a conditional title may take a lower title when they reach the required rating for that lower title. 'Lower titles' are lesser titles within the same category (Open or Women's titles)

0.6.3 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the FIDE Council on recommendation by the QC.

1.0 Requirements for titles designated in 0.3

1.1 Administration

1.1.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations). Any change to the format of the tournament after it has started requires the approval of the QC Chairperson. Tournaments where players have different conditions in terms of rounds and pairing are not valid. Unless with prior approval of the QC Chairperson, the tournament must be registered at least 30 days in advance on the FIDE server.

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

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

Each player must have at least two hours to complete all the moves, assuming the game lasts 60 moves.

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

b. In any title tournament the time controls and clock settings for all games must be identical, except as defined in Guidelines III of the Laws of Chess or in the event of a re-pairing in the case of a default, with the agreement of both players. If the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must

compete with no increment and no delay. There can be no mixed use of clock settings (increment, delay, none at all).

1.1.4 In tournaments which last longer than 30 days, the opponents' ratings and titles used shall be those applying when the games were played.

1.1.5 The chief arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). An IA or FA must always be in the playing venue.

1.1.6 No appointed arbiter may play in a title tournament.

It is also not expected for an appointed arbiter to play in a FIDE rated tournament even just as a filler.

1.2 Titles achieved from International Championships:

1.2.1 As described below, a player may gain a title directly from some events, or a single title norm. The requirements in 1.4.2 - 1.4.9 do not apply.

1.2.2 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event.

The minimum number of participants in the event is ten. The minimum number of rounds is nine.

The World Championships (including U20) organised by the Players with Disabilities Commission are exempted from this rule.

If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least one third or five of the appropriate member federations – whichever is lower) in 1.2.2 shall apply to this merged group. Titles and norms can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 6 participants from at least 3 federations and the player scores a minimum of 50% in played games over the full number of rounds.

A player need not wait until the FIDE Congress or Council to approve the direct title. Once the QC confirms it and sends a notification to the respective federation of the player, the player may apply for title with the prescribed fee and get his/her title confirmed in a few days.

1.2.3 Terms used in Tables for Direct Titles:
Gold = first after tiebreak
1st equal = maximum 3 best players after tiebreak
Norm = 9 games

Regional = Maximum of 3 Junior/Youth events per Continent + Arab Youth Individual

As above, each Continent is allowed to designate a maximum of 3 regional youth/age events for direct titles. The Continent must inform QC of any change in the composition of these regions before the beginning of each year.

Sub-Continentals - include Zonals and Sub-Zonals

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

1.2.4 Only events defined in the Table for Direct Titles may award titles under 1.2. Organisers must follow these regulations for Direct Titles and cannot alter them in any way.

1.3 Titles may be gained by achieving a published or interim rating at some time (see 1.5.3a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:

1.3.1 FIDE Master ≥2300

1.3.2 Candidate Master ≥2200

1.3.3 Women FIDE Master ≥2100

1.3.4 Women Candidate Master ≥2000

For example, if a player reaches a live rating of 2300 or above at the end of the fourth round of a tournament. If his/her rating drops below 2300 at the end of the tournament, even then the player is eligible to apply for the FM title. He/She need not get a live rating certificate from the chief arbiter. His/Her FM application title will be considered only after the tournament is rated by FIDE.

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

1.4.1 The number of games

a. The player must play at least 9 games, however
b. only 7 games are required for 7 round World Team or Club and Continental Team or Club Championships,
only 7 games are required for 8 or 9 round World Team or Club and Continental Team or Club Championships,
only 8 games are required for the World Cup or Women's World Cup, where these 8 game norms count as 9 games.

c. For a 9 round tournament, if a player has just 8 games because of a win by forfeit or a pairing allocated bye, but they have met the correct mix of opponents in those games, then if they have a title result in 8 games, it counts as a 9 game norm. Only one such norm is allowed in any title application.

> *This concession does not apply if the player himself forfeits the game or requests a bye*

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

e. In tournaments with pre-determined pairings, a norm must be based on all scheduled rounds.

> *This is a very important Article. It means that in events with pre-determined pairings, e.g. Round Robin, Scheveningen, Schiller a player CANNOT achieve a title norm result until the completion of all scheduled rounds. Unlike Swiss tournaments, title norms cannot be achieved part way through, but are based on all games. However, in calculating a norm it is permissible, where beneficial, to ignore wins e.g. against low rated players or those which would give too many opponents from the same federation. Team tournaments, such as national leagues, in which the team composition or board order may change between rounds do not count as a predetermined pairing. Therefore, once a norm is achieved the results of future games can be disregarded.*

In other tournaments, a player who has achieved a title result at any time before the last round may ignore all games played subsequently, provided
(1) they have met the required mix of opponents, and
(2) this leaves them with at least the minimum number of games as in 1.4.1,

f. In any tournament format a player may ignore their game(s) against any opponents they have defeated, provided they have met the required mix of opponents, and provided that this leaves them with at least the minimum number of games as in 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted. For RR or DRR tournaments the mix of opponents must be such that a norm is possible for the complete tournament

1.4.2 The following are not included:

a. Games against opponents who do not belong to FIDE federations. Players with federation "FID" are accepted, but do not count as a foreign player. FIDE Council may alter this requirement on a temporary basis.
b. Games against unrated players who score zero against rated opponents in round robin tournaments.
c. Games which are decided by forfeit, adjudication or any means other than over the board play. Other games, once started, shall be included. In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.
d. Tournaments in which changes are made which have the effect of benefitting one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event).
e. The following formats may be used in title tournaments, whether for individuals or teams.

   Swiss
   Round Robin
   Double Round Robin
   Knockout
   Other formats require the prior approval of the QC Chairperson.

Recently, Schiller and Scheveningen tournaments have been removed from the list. Now, organisers have to get prior permission from the QC, if they want to organise such kind of norm tournaments.

1.4.3 Federations of opponents

At least two federations other than that of the title applicant must be included, except 1.4.3a - 1.4.3d shall be exempt. Nevertheless, 1.4.3e shall apply.

a. The final stage of the national men's (or open) championship and also national women's championships. In the year when the Zonal or Sub-zonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.
b. National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.
c. Zonal and Sub-zonal tournaments.

d. Swiss System tournaments in which participants include in every round at least 20 FIDE rated players, not from the host federation, from at least 3 different federations, at least 10 of whom hold GM, IM, WGM or WIM titles.
For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes). Otherwise, 1.4.4 applies.

> *The player may skip at most one round. Then only they will be included for the 20 players calculation.*

e. At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)

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

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

> *If a player has achieved two IM norms from the federation's national championship and one from its national team championship, all the three norms are valid. But, he/she is not eligible to apply for the IM title, as he/she has to play the required number of foreign players and foreign federations in at least one tournament.*

1.4.5 Titles of opponents

a. At least 50% of the opponents shall be title-holders (TH) as in 0.3, excluding CM and WCM.
b. For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.
c. For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.
d. For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.
e. For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.
f. Double round-robin tournaments need a minimum of 6 players. For a DRR event, the number of players with the necessary titles required by 1.4.5 b-e is 1/2 (rounded up) (See Annex for required numbers)

1.4.6 Rating of opponents

a. The Rating List in effect at the start of the tournament shall be used (see exception 1.1.4). The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.

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

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

c. No more than one opponent shall have their rating raised to this adjusted rating floor. Where more than one opponent is below the floor, the rating of the lowest rated opponent shall be raised.

d. Unrated opponents not covered by 1.4.6b shall be considered to be rated 1400.

Suppose there are two unrated opponents for a player who is seeking an IM norm in a tournament. Of the two unrated players, one will be assumed to have a rating of 2050 and the other 1400, for calculating the average rating of the opponents.

1.4.7 Rating average of opponents

a. This is the total of the opponents' ratings divided by the number of opponents taking 1.4.6 into account.

b. Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.4.8 Performance Rating (Rp)

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

	Minimum level prior to rounding	Minimum level after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (Rp):
Ra = rating average of opponents (see 1.4.7)
dp = rating difference from 1.4.9 below
Rp = Ra + dp

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

b. The minimum score is 35% for all norms.

1.4.9 Table

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		

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

1.5 Requirements for award of the title, having achieved norms

1.5.1 Norms in events covering at least 27 games.

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

If an untitled player gets a WGM norm in a tournament, she is also eligible for the WIM norm in the tournament.

1.5.3 To have achieved at some time a rating as follows:

GM ≥ 2500

IM ≥ 2400

WGM ≥ 2300

WIM ≥ 2200

a. Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However, the burden of proof then rests with the federation of the title applicant. Title applications based on

unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

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

1.5.5 Title norms gained before 01/07/2005 must have been registered with FIDE before 31/07/2013 or they will be considered to have expired.

1.5.6 Any title application containing at least one norm achieved after 30/06/2022 must include at least one norm from one of the following:

a. An individual Swiss tournament with every round containing at least forty participants whose average rating is at least 2000. For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes)
b. The Chess Olympiad
c. Tournaments organised under the aegis of GSC that establish direct qualifiers to the FIDE Candidates Tournament
d. Tournaments that establish direct qualifiers to the FIDE World Cup
e. Individual Tournaments held under the aegis of EVE (Article 1, General Regulations for FIDE Competitions)
f. Final Stage of the National Individual Championship

The tournaments listed in b) to f) include the Men's (or Open) section and the Women's section

Sub divisions 1.5.6 b to 1.5.6 f are the new additional tournaments effective from 1st January 2023

1.6 Summary of Title Tournaments Requirements

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

		Notes
Number of Games per Day	Not more than 2	1.1.3
Rate of Play	Minimum requirements	1.1.3
Period for the whole tournament	Within 90 days, with exceptions	1.1.4
Administrator in charge	International Arbiter or FIDE Arbiter	1.1.5
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.4.1a-d
Type of Tournament		1.4.2e
		Notes
Number of GMs, for GM norm (MO)	1/3 of opponents, minimum 3 GMs	1.4.5b
Number of IMs, for IM norm (MO)	1/3 of opponents, minimum 3 IMs	1.4.5c
Number of WGMs, for WGM norm (MO)	1/3 of opponents, minimum 3 WGMs	1.4.5d
Number of WIMs, for WIM norm (MO)	1/3 of opponents, minimum 3 WIMs	1.4.5e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.4.8
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.4.8a
Minimum score	35%	1.4.8b

1.7 Summary of Requirements for the Number of Opponents

Determining whether a result is adequate for a norm is dependent on the average rating of the opponents. Tables in the Annex show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.8 Title Tournament Certificates

The chief arbiter must prepare and sign a certificate of title results achieved, and send it to the Rating Officer of the Organising Federation. The Rating Officer or the President, having satisfied themselves that all of the information on the certificate is correct, shall countersign the certificate on behalf of the Organising Federation, and send fully signed copies to the player's Federation, to the FIDE Office and the chief arbiter.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in Rating Regulation 0.2.

1.9.1 Reports must include a PGN file containing:

a. for Swiss and team tournaments, at least those games played by players who achieved title results,
b. for other tournaments, all games.

1.10 Application Procedure for Players' Titles

1.10.1 Registration of Direct Titles

The chief arbiter sends a report to the FIDE Office containing a list of direct titles earned. These include titles conditional on rating. Following review by QC, the federations concerned are informed by the FIDE Office.

1.10.2 Registration of Titles by Rating

The Rating Officer of the player's federation sends a request to the FIDE Office, who confirms whether or not the title can be awarded.

1.10.3 Titles by application

The application must be sent and signed by the Rating Officer or President of the player's federation.

All the certificates have to be signed by the chief arbiter of the tournament and by the Rating Officer or President of the federation responsible for the tournament.

1.10.4 If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title.

2. Application Forms for titles are annexed hereto

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

GM; IM; WGM; WIM - IT2, IT1s

2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee. (See 1.10.4 for exceptions)

2.3 Title applications should be submitted at least 45 days before the meeting at which they are to be considered. Title applications submitted after this deadline will be considered at the next meeting.

2.4 All applications together with full details must be posted on the FIDE website for a minimum of 30 days prior to finalisation. This is in order for any objections to be lodged.

3. List of Application Forms (Refer the Application Forms at the end)

1. **Certificate of title result IT1**.

2. **Title Application form IT2**.
3. **Direct Title Report form IT4**.

Annex

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

N.B. for the "Different MO" lines (as per article 1.4.5 above): IM column: the opponents can be GM or IM WGM column: the opponents can be GM, IM or WGM;

WIM column: the opponents can be GM, IM, WGM or WIM

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

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

Available only when applying 1.4.1c; or for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

The material following refers to 9-19 rounds:

The exemptions described in 1.4.3 apply.

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

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

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

10 rounds	**GM**		**IM**		**WGM**		**WIM**	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different MO	4	3	4	3	4	3	4	3
Different TH	5	3	5	3	5	3	5	3
Max. from 1 fed.	6	3	6	3	6	3	6	3
Max. from own fed.	6	3	6	3	6	3	6	3
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

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

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

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

13 rounds	**GM**	**IM**	**WGM**	**WIM**
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different MO	5 GM	5 IM	5 WGM	5 WIM
Different TH	7	7	7	7
Max. from 1 fed.	8	8	8	8
Max. from own fed.	7	7	7	7
10½	2380-2388	2230-2238	2180-2188	2030-2038
10	2389-2424	2239-2274	2189-2224	2039-2074
9½	2425-2458	2275-2308	2225-2258	2075-2108
9	2459-2489	2309-2339	2259-2289	2109-2139
8½	2490-2512	2340-2362	2290-2312	2140-2162
8	2513-2542	2363-2392	2313-2342	2163-2192
7½	2543-2570	2393-2420	2343-2370	2193-2220
7	2571-2599	2421-2449	2371-2399	2221-2249
6½	2600-2628	2450-2478	2400-2428	2250-2278
6	2629-2656	2479-2506	2429-2456	2279-2306
5½	2657-2686	2507-2536	2457-2486	2307-2336
5	≥2687	≥2537	≥2487	≥2337

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

15 rounds counts as 13 rounds	**GM**	**IM**	**WGM**	**WIM**
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different MO	5 GM	5 IM	5 WGM	5 WIM
Different TH	8	8	8	8
Max. from 1 fed.	10	10	10	10
Max. from own fed.	9	9	9	9
12	2380-2388	2230-2238	2180-2188	2030-2038
11½	2389-2424	2239-2274	2189-2224	2039-2074
11	2425-2450	2275-2300	2225-2250	2075-2100
10½	2451-2474	2301-2324	2251-2274	2101-2124
10	2475-2504	2325-2354	2275-2304	2125-2154
9½	2505-2527	2355-2377	2305-2327	2155-2177
9	2528-2549	2378-2399	2328-2349	2178-2199
8½	2550-2578	2400-2428	2350-2378	2200-2228
8	2579-2599	2429-2449	2379-2399	2229-2249
7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 rounds counts as 13 rounds	**GM**		**IM**		**WGM**		**WIM**	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different MO	6	4	6	4	6	4	6	4
Different TH	8	4	8	4	8	4	8	4
Max. from 1 fed.	10	5	10	5	10	5	10	5
Max. from own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	
7½	2621-2642		2471-2492		2421-2442		2271-2292	
7	2643-2664		2493-2514		2443-2464		2293-2314	
6½	2665-2686		2515-2536		2465-2486		2315-2336	
6	≥2687		≥2537		≥2487		≥2337	

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

18 rounds counts as 13 rounds	**GM**		**IM**		**WGM**		**WIM**	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different MO	6	5	6	5	6	5	6	5
Different TH	9	5	9	5	9	5	9	5
Max. from 1 fed.	12	6	12	6	12	6	12	6
Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 rounds counts as 13 rounds	**GM**	**IM**	**WGM**	**WIM**
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different MO	7 GM	7 IM	7 WGM	7 WIM
Different TH	10	10	10	10
Max. from 1 fed.	12	12	12	12
Max. from own fed.	11	11	11	11
15	2380-2397	2230-2247	2180-2197	2030-2047
14½	2398-2415	2248-2265	2198-2215	2048-2065
14	2416-2441	2266-2291	2216-2241	2066-2091
13½	2442-2466	2292-2316	2242-2266	2092-2116
13	2467-2482	2317-2332	2267-2282	2117-2132
12½	2483-2504	2333-2354	2283-2304	2133-2154
12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

Qualification Commission Title Application Review

https://qc.fide.com/2023/05/01/qualification-commission-title-application-review/

At the review of title applications by the Qualification Commission unfortunately some applications are rejected as these do not fulfil the requirements. Below we will address some issues we have encountered at the latest review. This may help arbiters and federation title officials in assessing whether a norm or application may be viable. With this, we hope to avoid disappointments of future applicants.

- *A norm of which the tournament has not (yet) been rated by FIDE, will not be considered.*
- *When a player has an overscore in a tournament, the number of games for the title application may be increased, e.g. a norm over 8 rounds with an overscore of one point will count as a norm over 9 rounds. However, in case no norm is scored due to missing a round by a loss by forfeit, an overscore will not create a norm. See 1.4.1.c and 1.4.1.d.*
- *Furthermore, in case of two tournaments with each an overscore of ½ point, this does not increase the number of games. See 1.4.1.d.*
- *In tournaments with pre-determined pairings (such as a round robin), a norm must be based on all scheduled rounds. Thus, a norm cannot be based on 9 rounds in a 12-player round robin. See 1.4.1.e.*
- *The foreigner requirement may not need to be met in case the tournament has at least 20 FIDE rated players from another federation (from at least 3 different federations), of whom at least 10 hold the title of (W)GM or (W)IM. Please note that (for norms after 1 January 2022) players are only considered for this exception if they play (at least) all but one round. See 1.4.3.d.*
- *Please note article 1.5.6. Any title application with a norm achieved as of 1 July 2022 needs to have at least one norm that meets specific requirements, such as certain FIDE tournaments or (the final stage of) the national* ***individual*** *championship or an* ***individual*** *Swiss tournament. Such Swiss tournament should have at least 40 participants playing each round with an average rating of at least 2000 (players who do not play in more than one round are not taken into account).*
- *Finally, please note that we have a new form for titles and norms from Direct Title Tournaments. Please see https://qc.fide.com/2023/01/23/submission-of-direct-title-norms-reports/*

B. Permanent Commissions / 01. International Title Regulations (Qualification Commission) / Table for Direct Titles effective from 1 January 2024

Table for Direct Titles effective from 1 January 2024

Table for Direct Titles effective from 1 January 2024 (B01.2)

DIRECT TITLES :	Gold = first after tiebreak; 1st equal = maximum 3 best players after tiebreak[4]; norm = 9 games Regional = maximum 3 regional Junior/Youth events per continent + Arab Youth Individual Sub-Continental Individual = include Zonals & Sub-zonals (if they establish direct qualifiers to World Cup or World Championship – see 1.23) Titles may be awarded conditional upon rating – see FIDE Title Regulations 0.6.2, 1.2.3

Table 1.23a

Women's Events

EVENT	WGM	WIM	WFM	WCM
Women's World Cup	Reaching last 8 - title	Qualifying through play - title[1]		
Women's Olympiad			65% in min 9 games[2] - title	50% in min 7 games[2] - title
Women's World Team / Women's World Club			65% in min 7 games[2] - title	50% in min 7 games[2] – title
Women's World Amateur - <2300, <2000			Gold - title	Silver & Bronze – title
Women's World Amateur <1700				Gold - title
Women's World >=65; >=50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
Girls World U18	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Girls World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
Girls World U14		Gold – norm	1st equal – title	Silver & Bronze – title
Girls World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
Girls World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Women's Continental Team (or Club)			65% in min 7 games[2] - title	50% in min 7 games[2] – title
Women's Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Women's Arab Individual	Gold - title	Silver & Bronze - title		
Women's Continental >=65; >=50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Girl's Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Girl's Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Girl's Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Women's Continental Amateur <2300 Girl's Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title
Women's Continental Amateur <2000				Gold - title
Women's Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games[2] - title	50% in min 9 games[2] - title
Commonwealth, Francophone, Iberoamerican Women's Individual Disabled - Women's World adult[3]		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Women's Disabled - U20 World			1st equal – title	Silver & Bronze – title

Table 1.23b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title[1]		
Women's World Cup	Winner – title; Finalist - norm	Finalist - title		
Olympiad			65% in min 9 games[2] - title	50% in min 7 games[2]- title
World Team (or Club)			65% in min 7 games[2] - title	50% in min 7 games[2] – title
World Amateur - <2300, <2000			Gold - title	Silver & Bronze – title
World Amateur <1700				Gold - title
World >=65; >=50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
World U16		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U14		Gold – norm	1st equal – title	Silver & Bronze – title
World U12 World Schools U17; U15; U13			1st equal – title	Silver & Bronze – title
World U10; U8 World Schools U11; U9; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games[2] - title	50% in min 7 games[2] – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title		
Arab Individual	Gold – title	Silver & Bronze - title		
Continental >=65; >=50 Individual Continental & Regional U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Continental & Regional U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Continental & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. & Regional U14; U12 Cont. Schools U17; U15; U13			Gold – title	Silver & Bronze – title
Continental Amateur < 2300 Cont. & Regional U10; U8 Cont. Schools U11; U9; U7				Gold Silver & Bronze - title
Continental Amateur < 2000				Gold - title
Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games[2] - title	50% in min 9 games[2] - title
Commonwealth, Francophone, Iberoamerican Individual[3] Disabled - World adult		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - U20 World			1st equal – title	Silver & Bronze – title

1 - Qualification through play - a player's finishing position is sufficient to be eligible for one of the qualification places to the World Cup that that tournament provides (after tie-breaks are applied). NB A player does not need to participate in the World Cup to be awarded the title. Players who are selected as replacements due to an eligible player not taking up their place (or for a player who has also qualified via other means) have

not ‘Qualified through play’

2 - For titles requiring a minimum number of games (9 games or more) - Games lost by forfeit do not count towards the minimum required number of games. Games won by forfeit count for the minimum number of games, but the player's percentage score is calculated only using the games played (eg +4=3-1+1 forfeit win = 5.5/8 = 69%). Scores including a Bye include that round for the minimum number of games, but the players percentage score is calculated only using the games played (eg +3=1-4 + 1 Bye = 3.5/8 = 44%) Only 1 game may be missed due to forfeit or bye. This regulation does not apply for 7 or 8 round norms and titles.

3 - No other events of this type may award direct titles without the recommendation of the FIDE Qualification Commission and the approval of the FIDE Council.

4 - Direct titles and norms will be awarded according to the final standings provided by the chief arbiter of the event.

https://qc.fide.com/2023/05/30/qualification-commission-policy-on-direct-titles-from-world-continental-amateur-championships/

Direct Titles Clarification

As per the Table for Direct Titles (W)FM/CM titles can be obtained when a player wins a Gold, Silver or Bronze medal at World or Continental Amateur Championships.
As the table may not be unambiguously clear, the Qualification Commission would like to clarify its policy in this regard. The FIDE Council will be requested to approve an update of the table accordingly.

World Amateur and Women’s World Amateur
Under 2300 – Gold FM/WFM; Silver and Bronze CM/WCM
Under 2000 – Gold FM/WFM; Silver and Bronze CM/WCM
Under 1700 – Gold CM/WCM
Please note, these sections can be separate events, or combined into a single event.

Continental Amateur and Women’s Continental Amateur
Under 2300 – Gold, Silver and Bronze CM/WCM
Under 2000 – Gold CM/WCM
Under 1700 – No direct titles
Please note, these sections can be separate events, or combined into a single event.

In all cases each event must comply with the regulations for ‘Titles achieved from International Championships’ (FIDE Handbook B.01, paragraph 1.2). Please note, all direct titles are subject to minimum rating requirements as defined in paragraph 0.6.2.

CHAPTER 8 : General Rules and Technical Recommendations for Tournaments

Basic Guidelines for Playing Venues of Fide Top-Level Tournaments (C01)

(Approved by FIDE Council on 25/11/2022)

Any deviation from these regulations unless otherwise specified in the tournament regulations should be approved by FIDE

1. Playing Area

1.1 It should ideally be situated in a hotel where players are accommodated or nearby.

1.2 It should not be less than 5n square metres in size, where n is the number of players. See Annex for the recommended table layout for individual competitions.

1.3 Tables, electronic boards, pieces and clocks shall be of the highest quality according to FIDE standards (Handbook Art C.02).

1.4 The temperature should be 21 – 23°C.

1.5 Lighting shall be at least 450 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces.

1.6 The floor should be carpeted.

1.7 There should not be extraneous sources of noise.

2. Rest of the Playing Venue

2.1 A players' lounge should be made available.

2.2 A fair-play check room should be made available.

2.3 An outdoor space for players should be available. This may additionally be used as the smoking area.

2.4 Water, coffee, tea and soft drinks should be made available for players and staff free of charge. These should either be next to the playing area, or in the players' lounge if it is available.

2.5 Plentiful toilet facilities shall be available, preferably restricted to players.

2.6 An analysis room (optional) should be near to the playing area.

2.7 A broadcast room should be available, with capacity for a team of 5 people and technical equipment (approximately 30m2) and provided with stable electricity supply and a high-speed Internet (at least 100Mb/s).

2.8 A commentary room of minimum $10m^2$ should be available.

2.9 A Press Conference with a press wall should be available, with a high-speed Internet (at least 100Mb/s).

2.10 An interview zone with a press wall should be available. This may be situated in the commentary room or the Press Conference room.

2.11 A VIP room should be made available.

CHESS EQUIPMENT (C02)

0.1 STANDARDS OF CHESS EQUIPMENT

Approved by FIDE Council on 04/08/2022 Applied from 1st September, 2022

1. Chess Equipment

1.1 FIDE Compliant Equipment should be used in all competitions organised under the aegis of the Events Commission (EVE) and Global Strategy Commission (GSC).

1.2 The manufacturers of FIDE Compliant Equipment may write to the FIDE Management Board requesting FIDE Endorsed Equipment status. Upon signing a contract, this status will confer on the manufacturer the right to display the FIDE logo and state that their product is "FIDE Endorsed Equipment".

2. Chess Pieces

2.1 Chess pieces should be in the Staunton style; and made of wood, plastic, or an imitation of these materials.

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

2.3 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.

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

2.5 The pieces should be shaped so as to be clearly distinguishable from one another. In particular, the top of the king should distinctly differ from that of the queen. The top of the bishop may bear a notch or be of a special colour clearly distinguishing it from a pawn.

2.6 The "white" pieces may be white or cream, or other light shades of these colours.

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

3. Chess Boards

3.1 For competitions organised under the aegis of GSC, wooden boards should be used. In all cases boards should be rigid. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, may also be used for boards. The boards must not be shiny, and have a dull or neutral finish.A combination of colours, such as brown, or very light tan and white, cream, off-white ivory or buff may beused for the chess squares in addition to natural colours.

3.2 For competitions under the aegis of EVE and GSC, if electronic chess boards are used, they must be FIDE Compliant electronic chess boards.

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

4. Chess Tables & Chairs

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

4.1.1 The length of the table is 110 cm +- 15%

4.1.2 The width of the table is 85 cm +- 15%

4.1.3 The height of the table is 74 cm

4.2 For all Junior, Youth, Cadet and Schools competitions organised under the aegis of EVE, the length, width and height of the tables may be varied as applicable to the age of the participants by agreement with EVE.

4.3 The chairs should be comfortable for the players. Any noise when moving the chairs must be minimised.

5. Chess Clocks

5.1 For competitions under the aegis of EVE and GSC, FIDE Compliant electronic chess clocks must be used.

5.2 For FIDE-rated tournaments, either electronic or mechanical chess clocks may be used. Mechanical clocks should have a device (a "flag") signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not todisturb the players during play.

5.3 The same type of chess clocks should be used throughout thetournament, except:

5.3.1 Visually impaired players who are using chess clocks specially designed for them.

5.3.2 Where electronic boards are being used and require a different type of chess clocks from the standard boards.

6. Chess Scoresheets

6.1 For competitions under the aegis of EVE and GSC, either paper scoresheets or FIDE Compliant electronic scoresheets may be used.

6.2 Paper scoresheets should include:

6.2.1 The name of the competition

6.2.2 Number of the round

6.2.3 Number of table (board)

6.2.4 Date of the round

6.2.5 White – name of player

6.2.6 Black – name of player

6.2.7 Result of the game

6.2.8 The signatures of both players and the arbiter

6.2.9 Number of moves, and place to register white and black moves.

0.2 FIDE COMPLIANT ELECTRONIC CHESS EQUIPMENT

Approved by FIDE Council on 04/08/2022Applied from 1st September, 2022

1. Endorsement Procedure

1.1 The FIDE Technical Commission (TEC) shall be responsible for administering the process of determining whether or not electronic chess equipment is Compliant.

1.2 The manufacturer or authorised representative of the manufacturer (hereafter "manufacturer") of the electronic chess boards provides it in full working condition (hereafter "equipment"). The manufacturer is requested to fill in the Product information and Specifications document before submitting the product for testing to FIDE.

1.3 FIDE accepts equipment for testing if "Product information and Specifications document" contains all functionality marked as "Required" for the equipment.

1.4 The manufacturer should provide not less than 6 sets of equipment to be tested simultaneously.

1.5 Equipment for testing should be provided with working software to control and manage the equipment.

1.6 Equipment for testing should be provided with full operating manual in English in printed or electronic form.

1.7 The manufacturer is taking responsibility and financial obligation to provide transportation of the tested equipment to a specific test locationand its return back to manufacturer after the test not depending on the result of the test.

1.8 The manufacturer is responsible for all financial costs required to complete the testing procedure.

2. Requirements for the Test

2.1 The electronic equipment should comply with the FIDE Laws of Chess, and where applicable, the Standards of Chess Equipment.

2.2 Equipment should provide stable functionality reported by the manufacturer of the equipment in its documentation throughout the whole testing period.

3. Testing Procedure

3.1 TEC will appoint at least one person to test the product seeking Compliancy.

3.2 The testing procedure consists of checking the Product information and Specifications document for documented functionality and actual functionality of the equipment.

3.3 Functionality is checked with an operations check either in conditions of the test or real chess tournament. The testing procedure can be paused if an operational failure of one of the functions prevents further testing of the reported functions.

3.4 The manufacturer can participate in testing procedures and provide necessary technical and informational support requested by FIDE.

4. Test Completion

4.1 Testing is considered to be complete after the check of all reported functionality of the equipment and filling the Testing Report with the result and comments and signed by the testing official.

4.2 The Technical Commission will determine whether or not the product will be Compliant.

5. Testing Reports

5.1 Testing Report for Electronic Clocks

5.2 Testing Report for Electronic Scoresheets

5.3 Testing Report for Electronic Chess Boards

Testing Reports forms are available on the FIDE Handbook

CHAPTER 9: General Rules and Technical Recommendations for Tournaments

General Regulations for Competitions (C05)

Approved by the 1986 General Assembly, 2007 PB

Amended by the 1989, 1992, 1993, 1994, 1998, 2006, 2010, 2014, 2018 General Assemblies and 2011 Executive Board.

Preface

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

National Laws of the hosting country take precedence over FIDE Rules.

Arbiters when officiating in another country must be aware that they could be, for example, committing a criminal act in that nation if they search the Personal Identification Information (PII) of a player. Organisers should warn arbiters when certain Laws cannot be enforced.

1. Scope

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

1.2 These Rules apply to the following levels of competition.

L1 – Official FIDE events – see FIDE Handbook, Section D, Regulations for Specific Competitions (World Championships, Chess Olympiad, Continental Championships and so on)

L2: Competitions where FIDE titles and title norms can be earned, according to FIDE Handbook B.01 (FIDE Title Regulations)

L3: FIDE Rated Competitions, according to FIDE Handbook B.02 (FIDE Rating Regulations)

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

2. The Chief Organiser (CO)

2.1 The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a CO. He, together with the federation or organising body, may appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

Other rules hereunder may apply also to the role of the CO. He/She and the chief arbiter (see 3) must work closely together in order to ensure the smooth running of an event.

2.2 The CO is responsible in particular for:

(1) preparation of the Regulations of the Event - see Guidelines for the Organisers published on the RC website (rules.fide.com)

(2) anti-cheating staff and equipment - see FIDE Handbook A.10 - Anti-cheating Guidelines,

(3) dress-code regulations for the event - see FIDE Handbook A.09 - Code of Ethics

(4) appropriate registration of the tournament in advance – see FIDEHandbook B.02 – Rating Regulations

(5) Media regulations – see FIDE Handbook C.09 – Media Regulations

(6) supervising the work of the technical staff of the competition.

3. The Chief Arbiter (CA)

3.1 The duties of the CA are as specified in particular by the Laws of Chess, General Regulations for Competitions, Anti-cheating Guidelines and so on.

During the event he/she also:

(1) has to keep the record of each round

(2) to oversee the proper course of the competition

(3) to ensure order in the playing venue

(4) to ensure players' comfort during play

3.2 Prior to the start of the competition:

(1) he may draw up additional rules in consultation with the CO;

(2) he shall check all the conditions for play, including the playing venue, playing area, lighting, heating, air conditioning, ventilation, noise, security and so on.;

(3) he must acquire through the CO all the necessary equipment, ensure a sufficient number of arbiters, auxiliary technical staff and assistants are engaged and ensure that conditions for the arbiters are satisfactory.

Whether the playing conditions meet the requirements of these FIDE Rules is his/her final decision.

3.3 In case of different opinion between CA and CO regarding interpretation of the Laws of Chess, it is assumed that opinion of CA takes priority.

3.4 At the conclusion of the event the CA shall report as appropriate.

4. Preparation of the Playing Hall and Chess Equipment

According to the FIDE Handbook C.02 Standards of Chess Equipment and tournament venue for FIDE Tournaments

4.1 If possible, a separate area outside the playing area shall be provided where smoking is permitted. This shall be easily accessible from the playing area. If local ordinances totally prohibit smoking on the premises, the players and officials shall be given easy access to the outside.

If possible, a further additional area could be provided for e-cigarette users. This would prevent those trying to give up smoking from having to use the same area as those smoking.

4.2 If smoking is completely prohibited, it shall be announced in the regulation of the event in advance.

4.3 All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA (in consultation with the CO).

4.4 For FIDE events (L1) with 30 players or more, at any stage, a large digital timer or clock shall be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement shall be made five minutes before the game is due to start and again one minute before the start of the game.

5. Pairings

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

5.2 If the pairings are to be restricted in any way - for example, players from the same federation shall, if possible, not meet in the last rounds - this shall be communicated to the players as soon as possible, but not later than the start of the first round.

5.3 For round-robin competitions this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be used for competitions of 9 to 24 players

5.4 For the pairings of a Swiss-system competition the pre-announced pairing system shall apply. (C.04)

6. Drawing of lots and withdrawals

6.1 Responsibility for the drawing of lots and the actual pairings rests with the CA.

6.2 The drawing of lots for the first round of a round-robin competition shall be arranged by the CO, to be open to the players.

6.3 In L1, L2: round robin competitions and preferable Swisses, the drawing of lots shall take place at least 12 hours before the start of the first round. In L1 all participants shall attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion ofthe CA. The first-round pairings shall be announced as soon as possible thereafter.

See also 6.7 and Berger and Varma Tables in this section and also Types ofTournament

6.4 If a player withdraws or is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings that havealready been announced.

6.5 A player who is absent without notifying the arbiter shall be considered as withdrawn (to have withdrawn), unless the absence is explained, with acceptable reasons, before the next pairing is published. The rules of the competition may specify otherwise.

6.6 **Round robins**

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

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

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

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

N.B. article 6.6 should also be applicable for team events.

6.7 **Swisses**

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

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

Unless the rules of a competition specify otherwise:

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

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

Such permission might not be granted to a player who receives conditions, or who has been given a free entry to the tournament.

Normally such ½ point byes may be given to players who cannot be present in the first and in the second round of the tournament. It is advisable not to give them in later rounds, especially in the last round, because they can affect the final standings and thus the prize distribution.
In any case, the possibilities of ½ point byes shall be clearly described and advertised in the regulations of the tournament.

N.B. article 6.7 should also be applicable for team events.

7. Team competitions & Team Captain's Role

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

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

In the regulations of a Team Tournament, details about the Team Compositions should be included.
Normally the following may be applied:
A fixed board order (it might be according to the FIDE rating of the players; the highest rating gets no 1. Some events allow the captain full discretion, others do not permit a player to play on a board higher than a team mate who is 100 Rating points higher. The team list must be submitted before the first round at a time stipulated by the regulations. The order shall not be changed during the whole tournament.
If a team has reserve(s): then for every round, each team must submit its composition (for example, if the team consists of 4 players and one reserve, the team composition may be: 1, 2, 3, 4, or 1, 2, 4, 5, or 1, 3, 4, 5, or 1, 2, 3, 5 or 2, 3, 4, 5,), provided within a given deadline before the start of the round.
Where the captain does not submit any composition by the deadline, its composition shall be: 1, 2, 3, 4. No player with higher number in the fixed board order is allowed to play above a player with lower number. The reserve player must always play board
4. Other permutations are not allowed.
Where players play on the wrong boards, the result of the game counts for the rating, but not for the final score in the match. They will be forfeited (+/- or -/+).

Example:

A team	*-*	*B team*	
1A	*1-0*	*2B: correct board*	
2A	*0-1*	*4B: wrong board (it should be 3B)*	*+ - : corrected result*
3A	*½*	*3B: wrong board (it should be 4B)*	*+ - : corrected result*
5A	*0-1*	*5B: correct board*	

Initial Match Result: 1.5-2.5 (valid only for ratings) Corrected result of the Match: 3.0-1.0(valid for standings and future pairings).

Each Team Captain is responsible for the submission of the compositions of their team to the appropriate officer.

Team Captains, MUST CHECK the Teams Compositions for every round, in order to avoid incorrect board order

Refer to the new Team Captains and Heads of Delegation

8. Tie-breaks and unplayed games

See FIDE Handbook C.02 - Standards of Chess Equipment and tournament venue forFIDE Tournaments.

9. Conduct of the Players

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

9.2 All the participants should be dressed in a suitable manner. In case of violation of the dress code regulations, they may be penalised – see FIDE Handbook A.09 – Code of Ethics article 3.2

The Chief Arbiter is responsible for ensuring that the dress code is observed. The board arbiter on observing a violation of the dress code should inform a more senior arbiter.

9.3 A player who does not wish to continue a game but leaves without resigning or notifying the arbiter is discourteous. He/She may be penalised, at the discretion of the CA, for poor sportsmanship– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.4 Where it is clear that results have been arranged– see FIDE Handbook E.01 – Laws of Chess article 11.1, the CA shall impose suitable penalties– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.5 The players should not eat at the chessboard during the game.

10. Appeals procedure

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

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

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

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

11. Media

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

11.2 Only authorised photographers may take photographs in the playing venue. Use of flash in the playing area is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

11.3 The Regulations of an event may include other rules due to the peculiarities of the event. The authorised photographers may take photographs without flash during the rest of the round in the playing area, only with the permission of the CA.

12. Invitation, Registration and Functions for L1 tournaments

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

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

12.3 The invitation shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the player.

The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

1. The dates and site of the Competition

2. A reference to the FIDE Regulations

3. The hotel(s) where the players are to stay with the contact details

4. The Competition schedule: dates, times of play and places of: arrival, the opening ceremony, technical meeting, drawing of lots, play, special events, the closing ceremony, departure.

5. The rate of play and the type of clocks to be used in the Competition.

6. The pairing system for the event and the tie-break system to be used.

7. The default-time

8. The specific rules for draw agreements if there is any restriction.

9. For Rapid Chess and Blitz competitions, whether Article A3 or A4, or B3 or B4 applies.

10. The travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals;

11. The entry fee, full details of the prize fund, including special prizes, pocket money, points money; the currency in which money shall be disbursed; method and terms of payment; tax liability;

12. Visas information and how to obtain them.

13. How to get to the playing venue and arrangements for transportation.

14. The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).

15. The website of the event, contact details of the organisers including the name of the CO.

16. The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.

17. Dress code, if any

18. Any smoking restrictions shall be mentioned in the invitation.

19. Security Arrangements.

20. Special medical considerations such as vaccinations recommended or required in advance.

21. Arrangements for: tourism, special events, internet access, and so on.

22. The date by which a player must give a definite reply to the invitation and where and when he/she shall report his/her arrival.

23. In his/her reply a player may mention pre-existing medical conditions and special dietary and/or religious requirements.

24. If the organiser has to take special measures due to a disability of the player, the player shall notify the organiser in his/her reply.

12.4 Once an invitation has been issued to a player, it must not be withdrawn, provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.

12.5 The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials and shall insure said people against accidents and the need for medical services, including medicine, surgical procedures, and so on, but shall have no responsibility where there is a chronic condition. The official medical staff shall be appointed for the duration of the competition.

12.6 The same protocol as in 12.3, 12.4 and 12.5 shall be followed for L2 or L3 competitions, amended where appropriate.

13. Appointments of CA for L1 tournaments

13.1 (1) The CA of an official World Event shall be nominated by the President of FIDE in consultation with the CO. The CA of a Continental Championship competition shall be nominated by the Continental President, in consultation with the CO. The CA shall have the title of International Arbiter classified "A" or "B" (see FIDE Handbook B.06, Annex 2, Regulations for the Classification of the Chess Arbiters) and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations.

(2) FIDE and/or the Organising Committee shall nominate, in consultation with Chief Arbiter, the other arbiters and other staff.

Annex 1: Details of Berger Table

Berger Tables for Round-Robin Tournaments

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

3 or 4 players:
Rd 1: 1-4, 2-3.
Rd 2: 4-3, 1-2.
Rd 3: 2-4, 3-1.

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

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

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

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

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

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

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

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

Restricted Drawing of Lots (C06)

Approved by the 1987 General Assembly

Introduction: In certain cases, regulations state that the drawing of lots should be carried out in such a way that players of the same federation do not meet in the last three rounds, if possible.

This may be done by using the Varma tables, reproduced below, which can be modified for tournaments of from 10 to 24 players.

Directions for "restricted" drawing of tournament numbers

1. In the case of 19 or 20 participants, the players of the same group (A, B, C or D) as indicated below, will not meet in the last three rounds:

    1. (6, 7, 8, 9, 15, 16, 17, 18)
    2. (1, 2, 3, 11, 12, 13, 14)
    3. (5, 10, 19)
    4. (4, 20)

    The arbiter shall prepare beforehand, unmarked envelopes each containing one of the above numbers. The envelopes containing a group of numbers are then placed in unmarked larger envelopes.

2. The order in which players draw lots is listed beforehand as follows: The players of the federation with the most number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.

3. For example, the first player of the first contingent with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his/her contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.

4. The players of the next contingent then draw lots and the procedure is followed until all players have drawn their numbers.

5. The following Varma Tables can be used for 10 to 20 players.

9/10 players

1. (3, 4, 8);
2. (5, 7, 9);
3. (1, 6);
4. (2, 10)

11/12 players

1. (4, 5, 9, 10);
2. (2, 6, 7);
3. (1, 8, 12);
4. (3, 11)

13/14 players

1. (4, 5, 6, 11, 12);
2. (1, 2, 8, 9);
3. (7, 10, 13);
4. (3, 14)

15/16 players

1. (5, 6, 7, 12, 13, 14);
2. (1, 2, 3, 9, 10);
3. (8, 11, 15);
4. (4, 16)

17/18 players

1. (5, 6, 7, 8, 14, 15, 16);
2. (1, 2, 3, 10, 11, 12);
3. (9, 13, 17);
4. (4, 18)

19/20 players

1. (6, 7, 8, 9, 15, 16, 17, 18);
2. (1, 2, 3, 11, 12, 13, 14);
3. (5, 10, 19);
4. 4, 20)

21/22 players

1. (6, 7, 8, 9, 10, 17, 18, 19, 20);
2. (1, 2, 3, 4, 12, 13, 14, 15);
3. (11, 16, 21);
4. (5, 22)

23/24 players

1. (6, 7, 8, 9, 10, 11, 19, 20, 21, 22);
2. (1, 2, 3, 4, 13, 14, 15, 16, 17);
3. (12, 18, 23);
4. (5, 24)

Tie-Break Regulations (effective from 1 April 2024) (C07)

PLAY-OFF AND TIE-BREAK REGULATIONS

Approved by FIDE Council on 29/07/2024

Applied from 1st August, 2024 for all FIDE competitions.

1. Scope

These regulations shall apply to all FIDE-rated competitions.

- *Note: See article 4.1.*

2. Ranking of Tied Participants (Players or Teams)

2.1 The regulations of the tournament should specify whether tied participants will share the same place in the standings or, if not, a method for ranking them. If neither is done, choose 2.2.2 as the ranking method and apply 4.1.1.

2.2 The available methods of ranking tied participants are:

- 2.2.1 Over-the-Board play-offs (see Article 3)
- 2.2.2 Off-the-Board tie-breaks (see Article 4 onwards)

3. Play-offs

3.1 If play-offs are required, the following parameters shall be set out in the specific tournament regulations, as needed:

3.1.1 Whether play-offs are for all tied positions, or specific tied positions (e.g. 1st place only)

3.1.2 Whether qualification for play-offs applies after application of none, some or all of the tie-breaks selected in Article 4.1.

3.1.3 The format (e.g. Round Robin or Knockout)

3.1.4 The method by which pairing numbers are allocated

3.1.5 The method by which colours are allocated

3.1.6 The time limit(s) for all of the games

3.1.7 The schedule for the games, or the break between each game

4. Tie-Breaks

4.1 They shall take the form of an ordered list of tie-breaks chosen by the Chief Organiser either among those listed in Article 5, or self-defined in the specific regulations of the tournament.

4.1.1 If necessary, the chief arbiter shall complete the list by choosing additional tie-breaks from those listed in Article 5, and publish the list before the start of the tournament.

4.2 For the final tournament standings, participants shall be ranked in the order specified by the respective tie-break, starting from the first specified tie-break and moving to the next in the list whenever a persisting tie cannot be broken.

When the tie-break list is exhausted, any remaining tie should be broken by drawing of lots, unless the rules of the tournament specify that such ties will not be broken.

4.3 These tie-breaks calculate an evaluation which may be based on:

Type A a subset of the games by the tied participants.

Tie-Breaks of this type may appear multiple times in the tie-break list.

Type B participants' own results, so their value can be calculated or predicted by the involved participants before or during their own games

Type C opponents' (final) results, so they can be calculated only at the end of the round or tournament.

Type D opponents' prior known data (e.g. ratings, but also results of previous rounds), so their values can be calculated after the pairings are published (i.e. before the games are played)

or some combination of all the above.

4.4 If two participants play each other more than once, each game or match will be treated as a separate encounter (except as provided in Article 6.1.2). Consequently, the data of the opponents (e.g. ratings, scores) will be used in sums and averages as many times as the two participants played each other.

5. Tie-Breaks List and Description

Name (in alphabetical order)	Type	Section	Acronym	Cut-1
Average of Opponents' Buchholz	CC	8.2	AOB	
Average Perfect [Tournament] Performance of Opponents	DC	10.5	APPO	
Average [Tournament] Performance Rating of Opponents	DC	10.4	APRO	
Average Rating of Opponents	D	10.1	ARO	●
Buchholz	C	8.1	BH	●
Direct Encounter	A	6	DE	
Fore Buchholz	D	8.3	FB	●
Rounds one Elected to Play	B	7.6	REP	
Koya System for Round Robin	BC	9.2	KS	
Number of Games Played with Black	B	7.3	BPG	
Number of Games Won	B	7.2	WON	
Number of Games Won with Black	B	7.4	BWG	
Number of Wins	B	7.1	WIN	
Perfect Tournament Performance	DB	10.3	PTP	
Sonneborn-Berger	BC	9.1	SB	●
(Sum of) Progressive Scores	B	7.5	PS	●

Tournament Performance Rating	DB	10.2	TPR	
Tie-Breaks specific for Team Knock-Outs				
Board Count	B	12.1	BC	
Bottom Board Elimination	B	12.3	BBE	
Top Board Results	B	12.2	TBR	
Tie-Breaks specific for Team Competitions				
Extended Sonneborn-Berger for teams	BC	13.2	ESB	●
Extended Direct Encounter for teams	A	13.3	EDE	
Match Points or Game Points	B	13.1	MPvGP	
Scores and Schedule Strength Combination	BC/ BD	13.4	SSSC	

6. Direct Encounter (DE) (Type A, i.e. multi-listable)

6.1 If some or all the tied participants have met each other, the sum of the scores from these encounters is used to produce separate standings, with the following caveats:

6.1.1 forfeit wins or losses not covered by Article 15.2 are excluded unless the specific regulations of the tournament state otherwise - when included, forfeit wins or losses are equivalent to games played

6.1.2 contrary to the provisions of Article 4.4, if two participants have met more than once, the addend to be used by them in the aforementioned sum is the average score of these games.

6.2 If all the tied participants have met each other, the separate standings determine all rankings among them, except for any further ties among any subset of them, for which Article 6 shall be reapplied until no further ties can be resolved.

6.3 In Swiss tournaments, if the tied participants have not played all the games against each other, but one of them will be alone at the top of the separate standings whatever the outcome of the missing games, that participant is ranked first among the tied participants – the same applies to the second rank when the first is assigned this way; and so on.

Article 6 shall then be reapplied to all remaining unranked participants of this set.

7. Type B Tie-Breaks (based on Participant's own Record)

7.1 Number of Wins (WIN)

The number of rounds where a participant obtains, with or without playing, as many points as awarded for a win.

7.2 Number of Games Won (WON)

The number of games won over the board.

7.3 Number of Games Played with Black (BPG)

The number of games played over the board with the black pieces.

7.4 Number of Games won with Black (BWG)

The number of games won over the board with the black pieces.

7.5 (Sum of) Progressive Scores (PS)

After each round a participant has a certain tournament score. This tie-break is calculated adding the score of the participant at the end of each round.

7.6 Rounds one Elected to play (REP)

The number of rounds reduced by the number of half-point-byes, zero-point-byes or forfeit losses that a participant had in the tournament.

8. Buchholz and other Tie-Breaks related to Buchholz

8.1 Buchholz (BH)

The sum of the scores of each of the opponents of a participant.

8.2 Average of Opponents' Buchholz (AOB)

The average of the Buchholz score of the opponents played over the board.

8.3 Fore Buchholz (FB)

Buchholz score calculated as if all paired games for the final round had ended in draws.

See Article 16 for Unplayed Rounds Management.

9. Tie-Breaks based on both participant's and opponents' results

9.1 Sonneborn-Berger (SB)

It is calculated by adding, for each round, a value given by multiplying the final score of the opponents by the points scored against them. See Article 16 for Unplayed Rounds Management.

9.2 Koya System (for Round Robin) (KS)

The number of points achieved against all participants who have scored at least 50% of the maximum possible tournament score.

10. Ratings-based Tie-Breaks

These tie-breaks must be dropped from the tournament tie-break list when unrated players are present, unless detailed rules on the handling of unrated players are included in the tournament regulations or established and published by the chief arbiter before the start of the tournament.

10.1 Average Rating of Opponents (ARO)

The average of the ratings of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.2 Tournament Performance Rating (TPR)

Calculated adding to ARO a number (called rating difference (RD) - which may be negative) resulting from the conversion of the fractional score (number of points achieved in games played over the board divided by the number of games) into RD (see the corresponding conversion table in the FIDE Rating Regulations).

10.3 Perfect Tournament Performance (PTP)

This is a whole number corresponding to the lowest rating that a participant should have for their expected score to be greater than or equal to their tournament score. For a zero score, this number is set 800 points lower than the rating of the lowest rated opponent.

The expected score is the sum of the scoring probabilities which are defined in the FIDE Rating Regulations by the conversion table of rating differences into scoring probabilities.

Each rating difference is calculated by using the aforementioned lowest rating and the rating of each opponent faced by the participant during the tournament. The full rating scale is used in this conversion (i.e. no ±400 cut).

10.4 Average [Tournament] Performance Rating of Opponents (APRO)

The average of the performances (TPR) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.5 Average Perfect [Tournament] Performance of Opponents (APPO)

The average of the perfect performances (PTP) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

11. Team Tie-Breaks

11.1 In team tournaments each match between two teams may report two types of scores:

11.1.1 Match Points (MP)

Points assigned to a team-win, team-draw, and team-loss.

11.1.2 Game Points (GP)

Sum of the individual points that each player of the team scores.

12. Tie-Breaks Specific for Team Knockouts

Even though these tie-breaks may be used in team competitions (see Article 13), and are described as such, they are specific for team knockouts when both teams have the same number of match points and game points.

For these tie-breaks:

- individual forfeit wins or losses are considered as standard wins or losses
- if the team received a pairing-allocated bye, the game points considered for each board are the same as those assigned to a standard win.

12.1 Board Count (BC)

For each team and each board, multiply the board number (e.g. one for first board, two for second board) by the number of game points achieved on that board in all games played by the team in the tournament, regardless of who was playing on it.

The lower the sum of these products, the higher the ranking of the team.

It can only be used when all tied teams have (scored) the same number of game points.

12.2 Top Board Results (TBR)

This is the number of game points achieved on the first board in all games played by the team in the tournament, regardless of who was playing on that board.

If the results on the top board are not decisive, reapply this tie-break to the top-most board not yet counted. Continue reapplying this tie-break in the same way until the tie is broken.

12.3 Bottom Board Elimination (BBE)

This is the number of game points achieved on all boards except for the bottom board in all games played by the team in the tournament, regardless of who was playing on those boards.

If excluding the bottom board is not decisive, reapply this tie-break to the bottom-most board not yet excluded. Continue reapplying this tie-break in the same way until the tie is broken.

13. Tie-Breaks Specific for Team Competitions

All tie-breaks described in Articles 6-10, or some variation of them, may be also applied for teams, using teams MP or GP as the reference score for the team – the primary score being the default, if the reference score is not explicitly indicated.

13.1 Match Points or Game Points (MPvGP)

Match Points in team competitions that are decided by Game Points or Game Points in team competitions that are decided by Match Points.

13.2 Extended Sonneborn Berger (ESB) for Teams

Combining MP and GP, four combinations of Sonneborn-Berger tiebreaks are available. Any of them or any combinations of them can be used. Each (Extended) Sonneborn-Berger tie-break is calculated adding for each opponent a value given by the product of two elements:

- the total number of MP or GP achieved by the opponent at the end of the tournament;
- the number of MP or GP scored against that opponent.

The four possibilities are:

13.2.1	EMMSB	Total MP opponent × MP scored
13.2.2	EMGSB	Total MP opponent × GP scored
13.2.3	EGMSB	Total GP opponent × MP scored
13.2.4	EGGSB	Total GP opponent × GP scored

See Article 16 for Unplayed Rounds Management.

13.3 Extended Direct Encounter for Teams (EDE)

13.3.1 Apply the Direct Encounter rule (Article 6), first using the primary score (MP or GP), then, if no ties were broken per this rule, using the secondary score.

13.3.2 If exactly two teams are still tied in both MP and GP, the rules of a competition must specify whether the Tie-Breaks specific for Team Knockouts apply (Article 12), and, if so, which ones and in what order.

13.3.3 Any time a new subset of tied teams is determined, restart with the new subset from 13.3.1.

13.4 Scores and Schedule Strength Combination (SSSC)

This tie-break adds together two elements:

13.4.1 the secondary score of a team (GP if the primary score is given by MP, or vice versa);

13.4.2 a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between:

a. [dividend] Buchholz of the team, based on the primary score (note: if the tie-break value must be known before playing, use Fore Buchholz);
b. [divisor] a normalising factor, given by the highest achievable primary score in the tournament divided by the highest secondary score achievable in a single match, rounded to the nearest integer towards zero, or by a different value if stated by the rules of the competition.

14. Modifiers

Each tie-break based on a sum of values (that can come from either results, ratings or any value calculated using them) can be redefined by applying a modifier, which is a way to vary the elements that are part of the calculation, usually excluding some of these elements or, more rarely, adding some:

14.1 Cut-1: Cut the Least Significant Value

14.1.1 It is the most used modifier, applicable in many tie-breaks. The most commonly used are:

a. Buchholz Cut-1 (BH-C1, exclude the opponent's lowest score)
b. ARO Cut-1 (ARO-C1, exclude the opponent's lowest rating)
c. Progressive Score Cut-1 (PS-C1, exclude the score achieved after the first round)
d. Sonneborn-Berger Cut-1 (SB-C1, exclude the contribution (product) associated with the opponent with the lowest score - if there is more than one such opponent, exclude the lowest contribution associated with them.

14.1.2 In team competition, all the Extended Sonneborn- Berger tie-breaks for teams (see Article 13.2) are calculated excluding the contribution (product) associated with the opponents with the lowest MP score (for EMMSB and EMGSB), or GP score (for EGMSB and EGGSB) - if there is more than one such opponent, exclude the lowest contribution associated with them.

14.2 Cut-2: Cut the two Least Significant Values

Most commonly used is Buchholz Cut-2 (BH-C2).

14.3 Median1: Cut the Least and the Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-1 (BH-M1).

14.4 Median2: Cut the two Least and the two Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-2 (BH-M2).

14.5 Limit: Change a Limit

The most common modification is in Koya: the limit of 50% of the maximum possible tournament score can be either increased or decreased of half point at a time to let respectively fewer or more opponents contribute to the evaluation of the tie-break.

14.6 All modifiers are subject to Unplayed Rounds Management (see Article 16).

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.

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 available-to-play 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, any of their unplayed rounds are evaluated as if there was a game played against a dummy that concluded the tournament with the same number of points as the participant themself, and ended with the result (win, draw, loss) corresponding to the awarded number of points.

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.

Tiebreak Examples for Unplayed Games:

Tiebreak – Example for Buchholz

GM Laxman RR withdrew from the fourth round of the tournament due to illness. Hence, his opponent for the fourth round is a dummy opponent, who has a score of Laxman himself. As Laxman had scored seven points at the end of the tournament, his points are included for the Buchholz calculation for the fourth round opponent.

1st SOA International Grandmasters Chess Festival 2024

Title:	GM			Laxman R.R.				
Rd.		Name	IRtg	FED	Pts	Res.	Bu	SB
1		Arpan Das	1947	IND	5	1	5	5
2		Priansh Das	1910	IND	5	1	5	5
3	IM	Tahbaz Arash	2425	IRI	6½	0	6½	0
4		Withdrawn	0		0	-	7	0
5	WIM	Galas Bernadette	2012	PHI	4½	1	4½	4.5
6	AIM	Abhay Bandewar	2025	IND	6	½	6	3.0
7	CM	Barath Kalyan M	2040	IND	5	1	5	5.0
8	CM	John Veny Akkarakaran	2112	IND	6½	½	6½	3.25
9		Daaevik Wadhawan	1997	IND	5½	1	5½	5.5
10	IM	Ritviz Parab	2391	IND	6	1	6	6.0
						7/9	**57**	**37.25**
		Buchholz					**57**	
		Buchholz Cut 1					**50**	

Tiebreak – Example for Buchholz Cut 1:

The same example may be used to calculate Buchholz Cut 1 also.

- A voluntary unplayed round ("VUR") is a requested bye or a forfeit loss (16.2.3 to 16.2.5).
- 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.

The least significant value in the above example is 5, In spite of deducting 5 to calculate the Buchholz Cut 1, we have to remove the contribution from the VUR, as given in 16.5.1. Laxman had a voluntary unplayed fourth round, for which the adjusted Buchholz value is 7. Hence, 7 has to be reduced instead of 5 to calculate Buchholz Cut 1.
Thus, the Buccholz value of Laxman is 57 and the corresponding cut 1 is 57 – 7 = 50.

Tiebreak – Example for Sonneborn Berger

The Sonneborn Berger data for RR Laxman from the above is: 1 * 5 + 1 * 5 + 0 * 6.5 + 0 * 7 + 1 * 4.5 + 0.5 * 6 + 1 * 5 + 0.5 * 6.5 + 1 * 5.5 + 1 * 6 = 37.25.

Example 2 for Buchholz Cut 1

#4	NAME	ELO	SCORE	1	2	3	4	5
4	David	2050	3.5	+B12	=BYE	+W13	=W3	=B1
1	Alyx	2200	3.5	+W9	=B13	=W2	+B15	=W4
3	Charline	2100	3.5	=W11	+B6	+W8	=B4	=W2
12	Nick (W)	1650	2.0	-W4	+BYE	+F14	--	--
13	Opal	1600	1.5	+B5	=W1	-B4	-B8	-W14

Opponent #12 has two unplayed games in the second and third round, respectively of type [16.2.1] and [16.2.2], that are taken at face value [16.3.1]. In the last two rounds, that player withdrew (voluntarily unplayed rounds). For the opponents' Buchholz calculation purposes, each of these rounds is worth as much as a draw [16.3.2], so the total contribution of #12 to the opponents' Buchholz is 0.0+1.0+1.0+0.5+0.5 = 3.0.
Player #4 requested a half-point bye, which is however followed by rounds with availability to play and must therefore be calculated as a game (a drawn one, because it is an HPB) against a dummy opponent at 3.5 points, i.e., as many as the player themself [16.4]. However, this is a bye on request, and must therefore be the first contribution to be discarded by the Cut modifiers [16.5].
The Buchholz value is therefore BH-C1(#4) = 3.5+3.5+3.0+1.5 = 11.5.

Captains and Heads of Delegation (C10)

CAPTAINS AND HEADS OF DELEGATION

(Approved by 2022 1st FIDE Council on 28/04/2022)

Applied From 01/07/2022

1. The Role of the National Federation

A national Federation is responsible for:

1.1 Entering individual players in competitions under the aegis of EVE, supported by one appointed Head of Delegation.

1.2 Entering teams of players in competitions under the aegis of GSC and EVE, supported by one appointed Captain per team.

2. The Role of the Head of Delegation

2.1 For team events, if there is no Head of Delegation appointed by the Federation, or the specific regulations of the tournament do not provide for one, the functions listed below shall be responsibility of the Captain.

2.2 The Head of Delegation is an ambassador for the National Federation. They are expected to maintain high standards of behaviour, both personally and amongst their players.

2.3 The Head of Delegation is the only point of contact used by the Organisers once the National Federation has submitted their entry in accordance with Article 1.

2.4 Any information conveyed by the Organisers to the Head of Delegation shall automatically be assumed to have been conveyed to the Captain and all of their players.

3. The Role of the Captain (Team Events)

3.1 The Captain is solely responsible for all administrative functions connected with the tournament for the players under their management. Examples include, but are not restricted to:

- 3.1.1 Selecting the Fixed Board Order in team events
- 3.1.2 Selecting the players who will play in each round in team events
- 3.1.3 Submitting appeals or protests on behalf of their players, against the decisions of the arbiter in accordance with other FIDE regulations, or other tournament specific regulations
- 3.1.4 Serve as the player's representative in all matters relating to the appeal
- 3.1.5 Attending Technical Meetings on behalf of their players

3.2 The following rules apply to the Captain during play:

- 3.2.1 The Captain shall sign the protocol indicating the results in the match at the end of play.
- 3.2.2 The Captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.
- 3.2.3 The Captain must not stand behind the opposing team during play.
- 3.2.4 If the team Captain wishes to speak to one of his/her players, they shall first approach the arbiter. The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can

understand. The same procedure shall be followed if a player needs to speak to the captain.

3.2.5 The Captain is not entitled to advise the players of his/her team to make or accept an offer of a draw. The Captain must not discuss any position on any board during play.

3.3 Any information conveyed by an arbiter to the Captain shall automatically be assumed to have been conveyed to all of their players.

3.4 The Captain will have other rights and responsibilities bestowed upon them in accordance with the regulations of a specific tournament.

4. Requirements to Serve as a Captain or Head of Delegation

4.1 The Captain or Head of Delegation must have a FIDE ID. The FIDE ID need not belong to the Federation they are serving as Captain or Head of Delegation.

4.2 The Captain or Head of Delegation must provide their email address and phone number, and ensure they are responsive to messages. The email address should not be a generic Federation email address. Particularly for online events, it is likely that the Organisers will arrange for communication to be made via Instant Messaging applications, and it would be beneficial to be familiar with their operation.

4.3 It is not a requirement to have a FIDE licence of any kind (e.g. player, arbiter or trainer).

5. Removing or Replacing the Captain or Head of Delegation

5.1 The Captain or Head of Delegation may be removed or replaced in any of the following ways:

5.1.1 The National Federation may replace the Captain or Head of Delegation in the event of unforeseen circumstances. Examples include, but are not restricted to, poor health or being unable to travel.

5.1.2 The Organisers may recommend to the Commission whose aegis the competition is being organised that they should remove or replace the Captain or Head of Delegation due to non-responsiveness. The Commission will attempt contact the National Federation and give them a limited number of days to resolve the matter. In the event of the matter not being resolved, the Organisers may decline the entry or entries.

5.1.3 The Chief Arbiter may remove the Captain or Head of Delegation in the event of them consistently failing to perform their duties in accordance with Article 2 or Article 3. The National Federation will be entitled to appoint a replacement.

5.2 The Commission under whose aegis the competition is being organised has the right to refuse an entry or entries if the Captain or Head of Delegation is serving a ban by the Fair Play Commission, Ethics & Disciplinary Commission or Arbiters' Disciplinary Commission, or who is under probation (see Article 15 of the Ethics & Disciplinary Code).

Appeals Committee Procedural Rules (C11)

APPEALS COMMITTEE PROCEDURAL RULES

(Approved by 2022 1st FIDE Council on 28/04/2022)

Applied from 01/01/2023

1. Scope

These procedures will apply to appeals in competitions under the aegis of GSC and EVE. Other competitions may opt to apply similar procedures either in part or in full.

2. Composition

2.1 The Appeals Committee shall preferably include:
- 2.1.1 A titled player (GM, WGM, IM, WIM)
- 2.1.2 A licenced International Arbiter

2.2 The Commission that the tournament is under the aegis of will nominate the following to the FIDE President for appointment:
- 2.2.1 One Chairman of the Appeals Committee
- 2.2.2 Two members of the Appeals Committee

2.3 Two reserve members may optionally be appointed, who will serve on the Appeals Committee in a case where the appeal involves a player from the same Federation as one of the members. Reserve members will be appointed by the Commission under whose aegis the competition is being organised. These may be appointed in advance or at the Technical Meeting.

2.4 The three members and two reserves must all represent different Federations.

2.5 For the Grand Prix, Candidates Tournament and World Championship matches, the Appeals Committee should neither be players in the tournament, nor represent the Federation of any of the players in the tournament. No reserves shall be appointed for these tournaments.

2.6 It is only mandatory for the Chairman to be present at the venue. Appeals Committee meetings can be held by Video Conferencing System.

2.7 A person who is serving a ban by the Fair Play Commission, Ethics & Disciplinary Commission or Arbiters' Disciplinary Commission, or who is under probation (see Article 15 of the Ethics & Disciplinary Code), is ineligible to be a member of an Appeals Committee.

3. Appeal Process

3.1 The Appeals Committee (AC) may receive an appeal from any of the following:
- 3.1.1 In an individual tournament, a player. If the player is under 18, then the appeal must be submitted by the player's parent, guardian, Head of Delegation.
- 3.1.2 In a team event, the Captain.

3.2 If the appellant is unable to write their appeal for medical reasons, or because of a disability, then the appeal may be written by an assistant.

3.3 An appeal must be made by a party directly impacted by the situation in which the dispute occurred.

3.4 Appeals must be submitted to the AC Chairman in writing within the following timeframes, either after the round or the particular infringement:

3.4.1 1 hour in a standardplay tournament

3.4.2 15 minutes in a rapidplay or blitz tournament

3.5 The appeal must be written in English.

3.6 The appeal fee must also be paid within the timeframes specified in article 3.4, unless the regulations of a specific tournament waive this requirement. If the appeal is upheld, then the fee will be returned. The specific regulations of a tournament will include this fee. If the appeal is rejected, then AC may decide to reimburse the fee.

3.7 An appeal may only be made to AC once the appellant has received a decision from the Chief Arbiter. The topics of the appeal may include, but are not limited to:

3.7.1 The arbiter incorrectly applying the FIDE Laws of Chess

3.7.2 The arbiter incorrectly applying the Tournament Regulations

3.7.3 The behaviour of a player

3.8 No AC member can sit in judgement in a dispute involving one player from their Federation, and a reserve member will sit instead. If both players involved in a dispute are from the same federation as one or two members of AC, then all three members sit in judgement.

3.9 Upon receipt of an appeal, the AC Chairman is empowered to ask for written statements within a specific timeframe from other people, including but not limited to:

3.9.1 The opponent
3.9.2 The Chief Arbiter
3.9.3 The arbiter who made the original decision

3.10 AC endeavours to:

3.10.1 Communicate its decision in writing as soon as possible after receipt of the appeal.

3.10.2 Find solutions that are within FIDE's legal framework and the spirit of FIDE's motto, *gens una sumus*.

3.11 The written verdict will be communicated in the following ways:

3.11.1 By e-mail to the appellant and any parties involved in the dispute
3.11.2 Publicly, by publishing it on the tournament website

3.12 AC will provide a written report to GSC or EVE, depending on which Commission the tournament is under the aegis of, within 7 days of the conclusion of the tournament, including:

3.12.1 The appeals that were submitted
3.12.2 The decisions taken on those appeals

CHAPTER 10: FIDE REGULATIONS FOR ARBITERS (B06)

B. Permanent Commissions / 06. Regulations for the Titles of Arbiters / FIDE Regulations for Arbiters (effective from 1 July 2021) / B.06.1 – FIDE Regulations for the Titles of Arbiters /

FIDE Regulations for the Titles of Arbiters (B.06.1)

1. General provisions

1.1 The titles for award are:

1.1.1 FIDE Arbiter (FA): the entry level of international title for arbiters.

1.1.2 International Arbiter (IA): the advanced level of international title for arbiters.

1.2 These regulations describe the qualifications required and the process by which a title can be awarded.

1.3 The titles are valid for life from the date awarded or registered.

1.4 The judging unit is the FIDE Arbiters' Commission.

1.5 The Council may confirm titles under 1.1 after consultation with the Arbiters' Commission chairman.

1.6 The Commission may recommend a title by correspondence or online voting.

2. Arbiter Norms

2.1 A certificate evaluating an arbiter's performance may be obtained from a FIDE rated event. Such a document is named an "Arbiter Norm".

2.1.1 The official certificates of Arbiter Norms to be produced are:

- FIDE Arbiter Norm Report Form (FA1)
- International Arbiter Norm Report Form (IA1)

2.2 Applications for FA and IA titles shall include 4 norms.

Articles 3 and 4 describe requirements for these norms and criteria to be respected for the corresponding events.

From 1st January 2024, IA Title Applications shall include 5 norms (1 from a seminar).

The IA seminar is held for two days for sixteen hours and currently online. The topics for the IA seminar include:

a) The changes of the Laws of Chess (including Rapid, Blitz and Appendices) in 2023 and in 2018, with analyzed study cases.

b) The role and the duties of the Arbiters and the Chief Arbiter in tournaments

c) The System of games and the tie breaks regulations with the recent changes.

d) The Swiss system and the pairing rules, with practical examples

e) The Fair Play regulations for Arbiters with analyzed study cases

f) The Regulations for the titles of Arbiters.

g) The use of electronic clocks, the electronic boards, and the basic chess terms.

h) The FIDE Rating and over-the-board titles with the recent changes, with practical examples.

2.3 Types of events acceptable for norms are:

2.3.1 FIDE Rated Events:

Events registered under the following "Systems" on the FIDE Rating Server may be used for arbiter norms:

- Swiss
- Round Robin
- Double Round Robin
- Team (League)
- Knockout
- Others – subject to review by the Arbiters' Commission

"Others" are in general Schiller, Scheveningen and Skalitzka type of tournaments

2.3.2 Hybrid chess FIDE rated events:

Only events previously endorsed by the FIDE Qualification Commission and the FIDE Arbiters' Commission may be used to deliver arbiter norms.

2.3.3 Seminars according to 3.7 and 4.7.

2.4 Two (2) different systems of events shall be included as norms in the applications for both FA and IA titles.

2.5 An application containing only Swiss System events may be accepted where at least one (1) of them is an international FIDE-rated chess event with at least 100 players, at least 30% FIDE-rated players, and at least 7 rounds.

2.5.1 This exception may also be valid for chess festivals grouping several tournaments, provided they respect the quota defined in 2.5.

2.6 Events according to 2.3.1 and 2.3.2 might be of different levels:

2.6.1 World or Continental

Events organized by FIDE or one of the four Continental Chess Associations.

2.6.2 International

a) For an International FIDE-rated chess event to be valid as a norm for the FA title, it must have participants from at least two (2) Federations.

b) For an International FIDE-rated chess event to be valid as a norm for the IA title, it must have participants from at least three (3) Federations.

An FA norm is considered to be international, when it has participants from two federations whereas a tournament must have participants from three federations to be considered as international, for an IA norm.

2.6.3 National

Events of any level where only participants from the organizing federation take part.

2.7 There is a limit to the number of norm certificates that can be issued in one event, in the case of 2.6.2 and 2.6.3.

2.7.1 For all Swiss events: one (1) certificate per 25 players, or part thereof.

2.7.2 For all Round Robin events: a maximum of two (2) certificates in total.

2.8 All norms have to be signed by the Chief Arbiter and the federation responsible for the event.

2.8.1 When the applicant is the Chief Arbiter of the event, then a supervisor, who may be the Organizer or a Federation Official holding an IA, FA, or IO title, may sign the certificate after checking the applicant's performance.

2.8.2 If the Chief Arbiter is not an IA or FA, he/she may not sign any certificate for FA or IA and is the only arbiter in the event allowed to get a norm as in 2.8.1.

2.9 The following criteria shall be respected:

2.9.1 Arbiters requesting FA norms shall be properly registered as National Arbiters by the FIDE Arbiters' Commission.

2.9.2 Arbiters requesting IA norms shall be properly registered as FIDE Arbiters by the FIDE Arbiters' Commission and be active as defined in the Regulations for the Classification of Arbiters.

2.9.3 Arbiters requesting FA norms must be at least 18 years old.

2.9.4 Arbiters requesting IA norms must hold the FA title.

3. Requirements for the title of FIDE Arbiter

All of the following are required:

3.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding the achievement of title norms, and the FIDE Rating System.

3.2 Absolute objectivity, demonstrated at all times during their activity as an arbiter.

3.3 Sufficient knowledge of at least one of the following languages: Arabic, English, French, German, Portuguese, Russian, and Spanish; plus, knowledge of chess terms in English.

3.4 Minimum skills at the user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets, and e-mail.

3.5 Skills to operate electronic clocks of different types and for different systems.

3.6 The National Federations are responsible for assessing the overall fitness of candidates based on 3.1–3.5 and any other available facts to the best of their knowledge upon submission of the application.

3.7 Attendance of one (1) FIDE Arbiters' Seminar and successfully pass (at least 80%) an examination set up by the Arbiters' Commission.

3.8 Experience as an Arbiter in three (3) events, in accordance with 2.3 – 2.8, valid for a norm is considered when the following is satisfied:

3.8.1 Swiss System event, with a minimum of 20 rated players.

3.8.2 Round Robin event which satisfies the conditions for all players to be rated at its conclusion or has a minimum of 10 rated players.

3.8.3 Double Round Robin event, with a minimum of 6 rated players.

3.9 Each of the following options may be used maximum once (1) in an FA application:

3.9.1 Being an arbiter in at least five (5) rounds of the highest division of the National Team Championship; whereby the following requirements are met:

a) a minimum of four boards per team;

b) a minimum of 10 teams (6 in case of a Double Round Robin);

c) at least 60% of the players are FIDE rated.

3.9.2 Being Arbiter in any FIDE-rated Rapid or Blitz events, with a minimum of 30 rated players and nine (9) rounds.

3.9.3 Being Arbiter in any hybrid chess FIDE-rated events of the level of an over-the-board FA norm, endorsed by the FIDE Arbiters' Commission.

3.9.4 Being a match arbiter in an Olympiad.

3.9.5 Holding a title of International Arbiter for each of the IBCA, ICCD, and IPCA.

3.10 The norms must include events according to 3.8 and 3.9 with at least seven (7) rounds.

3.10.1 Only one (1) event with five (5) or six (6) rounds may be accepted.

3.11 There is no restriction on the number of norms from events of National level presented in an FA application.

3.12 Applicants from federations unable to organize any events valid for titles or ratings, may be awarded the title on passing an examination set by the Arbiters' Commission.

4. Requirements for the title of International Arbiter

All of the following are required:

4.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding the achievement of title norms and the FIDE Rating System.

4.2 Absolute objectivity demonstrated at all times during their activity as an arbiter.

4.3 Obligatory knowledge of English language, minimum at conversation level.

4.4 Minimum skills at the user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets, and e-mail.

4.5 Skills to operate electronic clocks of different types and for different systems.

4.6 The National Federations are responsible for assessing the overall fitness of candidates based on 4.1–4.5 and any other available facts to the best of their knowledge upon submission of the application.

4.7 From 1st January 2024: Attendance of one (1) International Arbiters' Certification Seminar with a positive readiness evaluation.

4.8 Experience as an Arbiter in four (4) events in accordance with 2.3 – 2.8. which meet any of the following requirements:

4.8.1 The final of the National Individual (adult, open or women) Championship (maximum two (2) norms).

4.8.2 All official FIDE events and matches.

4.8.3 International events where the competing field is such that a player may theoretically achieve a norm as defined in the FIDE Handbook B01.

4.8.4 All official World and Continental Rapid and Blitz Championships (maximum one (1) norm).

Rapid and blitz rating tournaments norm will not be considered for the IA title application, even if the tournament has participants from three or more federations. Only one norm from all official World and Continental Rapid and Blitz Championships may be included in the IA title application.

4.9 Each of the following options may be used maximum once (1) in an IA application:

4.9.1 Being an arbiter in an international FIDE-rated chess event with at least 100 players, from at least three (3) Federations, at least 30% FIDE-rated players, and at least seven (7) rounds.

4.9.2 Being an arbiter in at least seven (7) rounds of the highest division of the National Team Championship; whereby the following requirements are met:

a) a minimum of four boards per team;

b) a minimum of 10 teams (6 in case of a Double Round Robin);

c) at least 60% of the players are FIDE rated.

4.9.3 Being Arbiter in any hybrid chess FIDE-rated events of the level of an over-the-board IA norm, endorsed by the FIDE Arbiters' Commission.

4.9.4 Being a match arbiter in an Olympiad.

4.9.5 Holding the title of International Arbiter for each of the IBCA, ICCD and IPCA.

4.10 The norms shall include events according to 4.8 and 4.9 with at least nine (9) rounds.

4.10.1 Only one (1) event with seven (7) or eight (8) rounds may be accepted.

4.11 The title of International Arbiter may only be awarded to applicants who have already been awarded the title of FIDE Arbiter.

4.12 All the norms for the IA title shall be different from the norms already used for the FA title and must have been achieved after the FA title has been awarded.

4.13 The submitted norms shall be signed by the Chief Arbiter.

4.13.1 These cannot all be from the same Chief Arbiter.

5. Application Procedure

5.1 National federations may register their Arbiters of National level(s) with FIDE after approval by the FIDE Arbiters' Commission.

5.1.1 Arbiters of National Level shall be at least 16 years old.

5.2 Applications for the title of FIDE Arbiter or International Arbiter shall be submitted to the FIDE Secretariat by the federation of the applicant.

5.2.1 If the applicant's federation refuses to apply, the applicant can bring their case to the Arbiters' Commission, which will investigate it.

5.2.2 If it is found that there is no sufficient reason for the refusal, the applicant may appeal to FIDE and apply for the title himself.

5.3 Applications shall respect the following expiry dates:

5.3.1 A tournament norm shall not be more than six (6) years old on the day of application.

5.3.2 A seminar norm shall not be more than four (4) years old on the day of application.

5.3.3 The application shall be submitted not later than one (1) year after the date of the latest event listed.

5.4 For an FA application to be valid, the following shall be respected:

5.4.1 The application form for the FIDE Arbiter title (FA2) shall be submitted with relevant data and signature by the Federation Official.

5.4.2 Applicants for the FIDE Arbiter title shall be at least 19 years old.

5.4.3 The application shall be submitted with the exact number of required FA norms as described in Article 3:

One (1) norm from an FA Seminar

Three (3) FA norm certificates from tournaments

5.5 For an IA application to be valid, the following shall be respected:

5.5.1 The application form for the International Arbiter title (IA2) shall be submitted with relevant data and signature by the Federation Official.

5.5.2 Applicants for the International Arbiter title shall be at least 21 years old.

5.5.3 The application shall be submitted with the exact number of required IA norms as described in Article 4:

Four (4) IA norm certificates from tournaments

5.6 Title fees shall be applied following the FIDE financial regulations.

5.6.1 The National Federation is responsible for the fee.

5.6.2 In such cases as described in 5.2.2, the applicant is responsible for the fee.

5.7 There is a 45-day deadline to allow the applications to be considered properly.

5.8 All applications together with full details shall be posted on the FIDE website for a minimum of 60 days prior to finalization. This is to allow any objections to be lodged.

6. Financial and regulatory regulations

6.1 All arbiters of any FIDE-rated events shall comply with the FIDE financial regulations. That includes the payment of a registration fee to FIDE (previously named *"License fee"*).

6.2 If article 6.1 is not fulfilled, the event may not be rated and any Arbiter's norms shall not be accepted.

6.3 Arbiters shall comply with FIDE regulatory regulations, this includes compliance with GDPR regulations.

FIDE Regulations for the Training of Chess Arbiters (B.06.2)

1. General

These regulations comprise of all aspects for training of arbiters, certification of Lecturers, and organisation of Seminars under the auspices of FIDE.

Regardless of the requirements of this document, all arbiters are expected to keep their skills up to date.

1.1 FIDE Arbiters' Commission Education Team

The FIDE Arbiters' Commission Education Team is a group of members of the Commission in charge of the education sector. Their scope is to cover these regulations for the Arbiters' Commission.

The Commission Chairman nominates a leader and members of the team as appropriate.

1.2 Working Languages

The main language in Arbiter training shall be English, whenever possible. However, the following list of languages may be used during FIDE Arbiter seminars and Refresher courses, for lectures and evaluations: Arabic, English, French, German, Portuguese, Russian and Spanish.

1.2.1 IA restricted training

For any course or seminar restricted to IAs, the only permitted language is English, however, the sessions may be translated into one of the above mentioned languages.

2. FIDE Lecturers Accreditation

2.1 Definitions

2.1.1 Accreditation

An accreditation is the right granted by the FIDE Arbiters' Commission to cover specific duties. An accreditation differs from a title by the fact that it is granted for a limited period defined in advance.

2.1.2 FIDE Lecturer

A FIDE Lecturer is an International Arbiter, classified as Category A or B, who is accredited by the FIDE Arbiters' Commission to give lectures in official arbiter training seminars.

The FIDE Lecturer accreditation shall be awarded after approval of candidates by the Arbiters' Commission to the FIDE Council.

The FIDE Lecturer accreditation is valid for a period of four (4) years. Further periods of accreditation, which are not automatic, may then be awarded.

2.2 List of Lecturers

The FIDE Arbiters' Commission shall maintain a list of accredited Lecturers.

This list will be regularly revised to reflect the training needs of the arbiting community. This revision may involve the addition of new Lecturers from the FIDE Lecturer Training Programme (LTP, see Article 3) as well as the removal of Lecturers.

Those conducting training on behalf of the Arbiters' Commission will be subject to the normal disciplinary procedures for arbiters and will be expected to perform their duties to the same high standards. Anyone failing to maintain the expected standards will be removed from the list.

2.2.1 Requirements for Accreditation

The minimum requirements to obtain a FIDE Lecturer accreditation are:

being an active International Arbiter Category A or B,

acceptance to the Lecturer Training Programme,

having demonstrated teaching abilities to a panel of experts from the Arbiters' Commission being experienced as an assistant lecturer in at least 3 Arbiter Seminars, with a satisfactory FL Active Participation Report (APR) from each.

Not all of the submitted FL APRs shall be signed by the same Lecturer.

All FL APRs must have been achieved after classification as International Arbiter Category A or B.

2.2.2 Inactivity

Lecturers who had not given any FIDE approved Seminar for four (4) consecutive years are called "inactive".

Lecturers are expected to have a minimum activity as arbiters in FIDE-rated events. This should be at least one event per year.

Lecturers who are marked inactive as arbiters will also be marked inactive as Lecturers.

Inactive Lecturers will be excluded from the list of lecturers, by a decision of the Arbiters' Commission.

2.2.3 Renewal

Those at the end of their period of accreditation shall be eligible for reselection.

The FIDE Arbiters' Commission shall confirm the renewal.

Accredited Lecturers who reach the last 6 months of their accreditation and whose accreditation may not be renewed for any reason (inactivity or other) shall be informed by the FIDE Arbiters' Commission. They shall confirm their wish to keep their accreditation and define an action plan together with the commission to reconsider the renewal. Otherwise, the accreditation stops at the end of the 4 years of inactivity.

3. FIDE Lecturer Training Programme

The FIDE Lecturer Training Programme (LTP) is the system designed by the FIDE Arbiters' Commission to support the certification of future FIDE lecturers and the continuous improvement of accredited lecturers.

3.1 Initial Certification of FIDE Lecturers

Candidates selected for the LTP can prepare their certification to become a FIDE Lecturer. Only those accepted to this programme can gain the necessary endorsements from FA Seminars.

There are 2 components in the certification of FIDE Lecturers: practical experience and pedagogical certification.

3.1.1 Practical Experience

Each candidate FIDE Lecturer shall attend at least 3 seminars as an assistant lecturer and be present during the entire duration of those seminars. The practical experience shall cover all aspects of a Lecturer's activities:

- The candidate shall actively work in the presentation of seminars under the supervision of a Lecturer and shall lecture for a minimum of 3 hours in each seminar he/she attends as an Assistant Lecturer.
- The candidate shall produce materials for lectures. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.
- The candidate shall produce for each seminar a selection of potential examination questions with a detailed marking scheme. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.

At the end of a seminar, the Lecturer shall evaluate the candidate, using the FL Active Participation Report form, and submit the form with his/her report for the Seminar to the FIDE Arbiters' Commission.

3.1.2 Pedagogical Certification

To complement the practical experience in seminars, candidate Lecturers shall demonstrate their pedagogical skills to the arbiters Commission. This may be by sharing a lecture prepared for one of the seminars or in another manner approved by the Arbiters' Commission.

3.2 Continuous Improvement of Lecturers

As part of their activity, accredited lecturers shall also participate in the Lecturer Training Programme.

3.2.1 LTP Webinars

The Education Team of the Arbiters' Commission shall regularly organize webinars where:

Lecturers may share good practice

The Commission may promote teaching methods and available materials and share policies and processes.

3.2.2 LTP Mentoring Programme

Experienced Lecturers and Education Team members may be involved as mentors to support the progress of candidate lecturers.

Such one-to-one mentoring shall focus on areas such as topic preparation and presentation skills.

3.3 Recruitment

3.3.1 Principles

The number of active lecturers shall be consistent with the actual needs for all levels of arbiter training.

The Arbiters' Commission shall identify candidates before they are allowed to officiate in seminars as lecturers in training, through the LTP.

Recruited arbiters shall demonstrate appropriate experience before being added to the list of lecturers. Candidates who fail to demonstrate the appropriate level of experience after a significant training period may not be added to the list and be removed from the LTP.

3.3.2 Call of interest

When necessary, the Arbiters' Commission shall proceed to a call of interest to identify potential candidates to join the Lecturer Training Programme.

The candidates shall send their resumes and motivations through their National

Federation and eventually get interviewed before the commission makes its decision.

Those who have obtained Lecturer norms under the previous system have until 30th June 2021 to apply for the LTP and produce any FL1 (replaced by APRs in the current regulations) that they have achieved. Reports received after this date will be disregarded. Reports should be submitted to the Arbiters' Commission through the National Federation.

3.3.3 Application

When a candidate from the LTP fulfils all requirements to be added to the list of Lecturers, the applicant's National Federation is entitled to formally request the addition to the list.

4. Training of Arbiters

Arbiter training falls into 3 categories:

Initial training;

refresher courses; and

world events preparation.

In addition, the FIDE Arbiters' Commission shall assist, where requested, federations with their National Arbiter training programmes.

4.1 Initial Training

Initial training allows an arbiter to acquire a norm to be used for a title application.

Initial training is mandatory, as part of the title validation process.

There are two (2) levels of initial training for arbiters:

FIDE Arbiter (FA) Seminar

International Arbiter (IA) Certification Seminar

4.1.1 FIDE Arbiter Seminar

The FIDE Arbiter seminar is a training session for Arbiters of the National level (NA), previously registered as such by their National Federation.

The goal of this first level is to study technical topics and behaviour skills that are a foundation for arbiters at the international level.

The session is concluded by a centrally administered exam with feedback from the lecturer.

Participants who pass the exam are awarded a FIDE Arbiter Norm from the seminar. It is strongly advised, however not mandatory, to attend the FIDE Arbiter Seminar before requesting norms from tournaments.

4.1.1.1 FA Seminar Content

The following topics are studied in FA Seminars:

a) Laws of Chess
b) Use of electronic clocks
c) System of games, tiebreaks
d) Swiss system and pairing rules
e) Anti-cheating guidelines for Arbiters
f) Regulations for the titles of Arbiters
g) FIDE Competition Rules and standards of chess equipment
h) Rating and over-the-board titles

When the seminar is in a language other than English, basic English chess vocabulary shall be included in the lectures.

The lectures will also focus on the arbiter's behaviour in chess event situations, including organisational abilities, relationship with the participants and the public, dealing with conflicts, etc.

4.1.1.2 FA Seminar Duration

Duration of the FA seminar may differ, depending on the strength of the Arbiter of the national-level curriculum in the host federation:

a) When the NA curriculum already includes a thorough study of all topics, the minimum duration shall be sixteen (16) hours on at least two (2) days, comparable to a refresher course including an exam.

b) When the NA curriculum didn't previously teach all of the topics listed in 4.1.1.1 a)-f), the minimum duration shall be as in a) with an additional 3 hours per "new" topic, on at least three (3) days in total.

c) For seminars conducted in a language other than English an additional hour should be included for the introduction of chess terms in English.

4.1.1.3 FA Exam

At the end of the Seminar, the participants can take part in a written examination, the FA Exam.

The objective of the exam is to validate that the participant knows the various FIDE regulations, can apply them, and take appropriate decisions in normal chess event situations.

The duration of the FA Exam shall be 4 hours.

The FA exam and marking scheme shall be prepared by the Lecturer, following instructions published by the FIDE Arbiters' Commission. They shall be reviewed by the Education Team of the FIDE Arbiters' Commission before the seminar, to ensure homogeneity of testing everywhere.

The FA exam shall be marked by a FIDE Lecturer designated by the FIDE Arbiters' Commission Education Team.

Participants who achieve 80% and above will be awarded one (1) norm for the title of FIDE Arbiter. Only one (1) such norm shall be used in the awarding of the title of FIDE Arbiter.

The approximate strength of an FA seminar, recommended by the Arbiters' Commission is 20.

4.1.2 International Arbiter Certification Seminar

The International Arbiter Certification Seminar is a training session for active FIDE Arbiters.

The goal of this second level of arbiter training is to ensure that candidates applying for the IA title are ready, in terms of technical skills and practical experience. It is advisable, but not mandatory, that participants already have at least two (2) valid International Arbiter Norms.

The lectures and evaluations of an International Arbiters' Seminar shall comply with Article 1.2.1.

The session is delivered by two (2) FIDE lecturers, one of them being the leading lecturer.

The session is concluded by a readiness evaluation. Participants who are declared ready through the evaluation are granted an International Arbiter Norm from the seminar.

4.1.2.1 IA Certification Seminar Content

The following topics are covered in IA Certification Seminars:

a) Revision of all the necessary regulations of Arbiters, Rules, Qualification, Pairings, Fair Play and Technical Commissions
b) Ability to use chess clocks efficiently
c) Ability to use an approved version of pairing software efficiently
d) Ability to run a chess event
e) Ability to communicate in English in a chess event

4.1.2.2 IA Seminar Duration

Duration of the IA Certification Seminar shall be a minimum of sixteen (16) hours on at least two (2) days. Assessment will form part of the seminar but will not be a formal exam.

4.1.2.3 International Arbiter Readiness Evaluation

During the IA Certification Seminar, candidates are evaluated on their capabilities to be an International Arbiter, using an evaluation grid provided by the FIDE Arbiters Commission.

The evaluation consists of several parts:

a) Short written evaluation on regulations (refresher topics)
b) English evaluation
c) Technical skills (clocks, pairing software)
d) Review of the chess event experience of the candidate

As a conclusion to the evaluation, the candidate shall be provided with written feedback on their strengths and areas for improvement to consolidate the foundations of their future IA career.

4.2 Refresher Courses

Most FIDE regulations change every 4 years. The goal of the refresher course is to keep arbiters up to date with the latest versions of FIDE regulations and tournament practices.

The Refresher Course is a training session for active and inactive FIDE Arbiters or International Arbiters and is used to confirm or regain their active status as an arbiter. It is mandatory to attend a refresher course at least once in a period of four (4) years.

To facilitate accessibility to a wider population of arbiters, such courses shall mainly be organised online or during FIDE official events which gather large numbers of arbiters.

These refresher courses are directly provided by the FIDE Arbiters' Commission.

Failure to attend a refresher course in a period of four (4) years shall result in changing the arbiter's activity flag to "inactive".

4.2.1 Refresher Course Content

The following topics are covered in Refresher Courses:

a) Latest regulations of the Arbiter, Rules, Qualification, Pairings, Fair Play and Technical Commissions.
b) Questions and answers from participants
c) Optional: familiarisation with the latest Chess equipment (Including chess clocks, electronic boards and Anti-Cheatings devices).

4.2.2 Refresher Course Duration

Duration of the Refresher Course shall be a minimum of twelve (12) hours.

4.2.3 Refresher Seminar Diagnostic Evaluation

The Refresher Course is concluded by a written evaluation.

The objective of this evaluation is to give candidates feedback on their current strengths and weaknesses. Except in the case of particularly poor results requiring a personalised action plan with the arbiter, only attendance is recorded to validate the arbiter's active status.

4.3 World Event Preparation

World Event Preparation Training is a session dedicated to FIDE Arbiters and International Arbiters selected to officiate in an upcoming World Event.

The goal of the training is to globally raise the level of arbiters in world-level events and to ensure homogeneous preparation for large arbiter teams. It also plays a role in the team-building process.

The FIDE Lecturer in charge of the training shall be selected by the FIDE Arbiters' Commission.

World Event Preparation Training shall be prepared together with the Arbiters' Commission, the Chief Arbiter of the event and the FIDE Lecturer assigned to the training, in consultancy with the organising committee of the event.

4.3.1 Training program

The training plan shall cover important aspects of FIDE events, such as technical skills and practical experiences for success in a World top-level competition:

a) Teamwork
b) Interaction with players, captains, officials and spectators
c) Role of each arbiter in the team
d) Regulations of the event
e) Necessary FIDE Laws and Regulations
f) Practical exercises (setting clocks, writing moves, checking draw claims, etc.)

4.3.2 Training structure

Ideally, the training is split into 3 phases:

a) Initial session: as early as possible after the arbiters are selected, a session to initiate the training and team building processes and identify personalised working areas. This can consist of online sessions and personal interviews.
b) Preparational work: under the supervision of the Lecturer, individual or teamwork to reinforce identified topics.
c) On-site final session: at the place of the event, a minimum of four (4) hours, before the start of the event, to practice event procedures and have a final revision of technical subjects.

Depending on constraints, all steps might not be achievable for a given event. However, at least the on-site final session shall be organised for the selected arbiters.

4.4 National Arbiter Training Programme

The development of the National Arbiter Training Programme is under the responsibility of the National Federation. Such programs shall be designed to answer the needs of the National Federation and fit with these International Regulations.

When a National Federation needs assistance, they may consult the Arbiters' Commission Education Team for advice and support.

5. Seminars

Seminars which are not organised according to these Regulations will not be recognised by FIDE. Exam results from unrecognised Seminars shall be disregarded by the FIDE Arbiters' Commission and participants may not use such seminars for title application.

5.1 Formats and Capacity

5.1.1 Standard Format

A seminar is called Standard, when all participants meet in a single classroom and lectures are given in the presence of the Lecturer.

The standard format is recommended when it is easier for participants to attend a location or when offered during large events.

5.1.2 Online Format (Internet-based)

A seminar is called Online (or Internet-based), when the lecture is delivered remotely by the Lecturer, and participants attend a virtual classroom using a computer over the network.

The online format is recommended for refresher courses or seminars targeting a population spread over a large geographic area.

5.1.3 Mixed Format

A seminar is called Mixed, when part of the lecture is delivered over the Internet and part in a classroom with all participants. In such seminars, the exam or evaluation session shall happen in the presence of the lecturer with the candidates assembled at a central location.

The mixed format is recommended when the duration of the lecture is higher than 2 full days and it is economically and practically easier for participants to attend than a standard seminar.

5.1.4 Seminars capacity

Initial training seminars shall target a maximum attendance of twenty (20) participants and refresher courses a maximum of twenty-five (25) participants.

The FIDE Arbiters' Commission may approve seminars of larger capacity in exceptional circumstances, duly communicated by the organizing committee prior to the start of the seminar.

5.2 Organisation

Seminars for Arbiters shall be organised by one of the following:

a) The FIDE Arbiters Commission;

b) FIDE Affiliated Organizations from the FIDE Directory;

c) National Chess Federations – either directly or by delegation to one of their affiliated chess organisations,

following approval by the FIDE Arbiters' Commission.

5.2.1 Organising Committee

There should be an Organising Committee of the Seminar, consisting of three (3) members as follows:

a) A member appointed by the FIDE Arbiters' Commission.
b) A member appointed by the host Federation.
c) A member appointed by the host Federation's Arbiters' Commission.

At least one member appointed under b) and c) should have an IA, FA, or IO title.

5.2.1.1 Observer

The Organizing Committee member, who is proposed by the FIDE Arbiters' Commission, shall act as the Observer. The Observer shall ensure the due application of the present Regulations during the Seminar. After the end of the Seminar, the Observer shall submit a full report to the FIDE Arbiters' Commission within seven days of the Seminar's end.

5.2.1.2 FIDE Lecturer and Assistant

The proposed Lecturer of the Seminar must be approved by the FIDE Arbiters' Commission and a maximum of two (2) Assistants may be involved in a seminar.

One local Assistant should be in one or more of the following categories:

a) An arbiter from the host Federation to help with communication and/or the technical organisation of an online seminar
b) An arbiter from the host Federation who is involved with the training of local arbiters

One additional assistant may be appointed if they satisfy either of the following conditions:

a) They are an IA from the FIDE Lecturer Training Programme
b) They are a current Lecturer wishing to maintain or improve their lecturing skills

They may, in the case of online seminars only, share the duties of the Technical Organiser with the Lecturer.

5.2.1.3 Technical Organiser

In the case of an Online or Mixed Seminar, the role of a Technical Organizer is needed.

The Technical Organizer shall be the person with the following responsibilities:

a) sending invitations from the Internet conferencing system
b) verifying the attendance of Seminar participants
c) addressing all Internet conferencing system issues
d) monitoring questions from participants and passing these on to the Lecturer and Assistants
e) reporting attendance, technical and non-technical issues to the Arbiters'

Commission.

The Technical Organizer is responsible for the management of an internet conferencing system (audio and screen-sharing video).

5.2.2 Application Procedure

To organise a Seminar, a host Federation or FIDE Affiliated Organization from the FIDE Directory shall send an application to the FIDE Arbiters' Commission, at least one (1) month before the proposed start of the Seminar.

When the organisation is delegated to an affiliated organisation of a National Chess Federation, this shall be specified on the application form.

The application shall include details of:

a) The organizer, the dates, the suitable venue, the type of seminar and the full schedule.
b) An estimation of the number of participants.
c) The topics that will be discussed during the course (with lecture duration).
d) The members of the Seminar's Organising Committee.
e) The proposed Lecturer for the Seminar (who should be approved by the FIDE Arbiters' Commission) and the Assistant(s).
f) The proposed Technical Organizer (who should be approved by the FIDE Arbiters' Commission) – in the case of Online or Mixed Seminars.
g) Other matters in respect of the Seminar, such as the language of the lectures, any fees for the participants, the accommodation conditions, contact information, etc.

5.2.3 Fees

When a seminar or exam is subject to fees, each participant shall be charged accordingly.

Except for seminars which are directly managed by the FIDE Arbiters' Commission, fees shall be paid to FIDE by the host Federation or FIDE Affiliated Organisation.

5.2.3.1 Amounts as of 1 January 2021

Fees shall be in accordance with the FIDE Financial regulations.

As of 1 January 2021, fees determined by the Arbiters' Commission are:

a) FA Examination Fee: the host shall be invoiced 20€ per participant in the FA exam.
b) IA Certification Fee: the host shall be invoiced 30€ per participant in the IA certification seminar.
c) Refresher Course Fee: each participant shall be charged 40€ directly by FIDE for the seminar.

5.2.3.2 Waivers

Fees shall be the same worldwide, without any waiver. However, specific development programs may be designed in collaboration with the FIDE PDC (Planning and Development Commission) to financially support the participation of identified populations.

5.2.4 Review and Publication

The Arbiters' Commission shall review applications as soon as possible after they are received.

When clarifications are needed or objections are raised, the organising committee shall provide supplementary information upon request from the Commission.

If the application is compliant with the regulations, the Commission shall confirm the validity and publish the seminar in the official calendar. Otherwise, the Commission may refuse validation.

5.2.5 Training Material

All the participants of the Seminar must be provided with the materials for the course, including details of all the topics to be discussed.

5.2.6 Report and Result Handling

a) Within one week of the end of the Seminar, the Lecturer shall provide the results of the examination and submit a full report to the FIDE Arbiters' Commission according to instructions given by the Education Team. When appropriate, the report shall also include elements of evaluation of an assistant lecturer from the FIDE Lecturer Training Programme.

b) Within one week of the end of the Seminar, the Observer shall provide a full report to the FIDE Arbiters Commission.

c) After the end of the Seminar, all the participants will receive certificates of attendance provided by the Organizers.

On receipt of the reports under a) and b), the FIDE Arbiters' Commission shall check the Lecturer's report and announce the results. The National Federation or FIDE Affiliated Organization shall then be invoiced for the seminar or exam fees, when applicable in accordance with FIDE financial regulations.

The results of all seminars shall be reported to FIDE for final approval (FIDE Council, Congress, GA).

FIDE Regulations for the Classification of Arbiters (B.06.3)

1. General

These regulations comprise all the aspects concerning the classification of Chess Arbiters of the international level (International Arbiter (IA) and FIDE Arbiter (FA)).

1.1 Status of Arbiters

Chess Arbiters (IAs and FAs) can have two (2) distinct statuses:
Active (a)
Inactive (i).
The status is used to determine whether an arbiter is allowed to officiate or not in a FIDE-rated event.

1.2 Categories of Arbiters

Categories of arbiters are used to classify arbiters (IAs and FAs), based on their past experience and determine whether an arbiter is allowed to be appointed in World and Continental events.

1.2.1 IAs are classified into the following categories:

- Category A
- Category B
- Category C
- Category D

1.2.2 FAs are classified as Category D

1.3 Categories of Tournaments

In these regulations, chess events are split into different categories indicating the requirements for arbiters' appointments.

1.3.1 Category A Tournaments

Category A tournaments contain only major world events as listed below.

1.3.1.1 **Major World Events**

The following events from the FIDE official calendar are considered "major world events" for the classification of arbiters:

a) World Chess Olympiad Open and Women
b) World Individual Chess Championship Cycle Open and Women:
   - FIDE World Championship Match
   - FIDE Candidates
   - FIDE World Cup
   - FIDE Grand Prix
   - FIDE Grand Swiss
c) World Rapid and Blitz Championship Open and Women
d) World Team Championship Open and Women
e) World Junior Championship Open and Girls

1.3.2 **Category B tournaments**

Category B tournaments contain other world events, major continental events, and specific top-level tournaments as listed below.

1.3.2.1 **Other World Events**

The following events from the FIDE official calendar are considered "other world events" for the classification of arbiters:

a) World Senior Championship Open and Women
b) World Senior Team Championship Open and Women
c) World Youth U16 Olympiad
d) World Youth and Cadet Championship Open and Girls
e) World School and University Championship Open and Girls
f) World Amateur Championship
g) World Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
h) World Championship for Players with Disabilities
i) World Junior Championship for Players with Disabilities
j) Other new competitions created by FIDE

1.3.2.2 **Major Continental Events**

The following events from the FIDE official calendar are considered "major continental events" for the classification of arbiters:

a) Continental Individual Championship Open and Women
b) Continental Team Championship Open and Women
c) Continental Junior Championship Open and Girls
d) Continental Club Cup Open and Women
e) Continental Rapid and Blitz Championship Open and Women

In general, the A category tournaments have the major world events and B category tournaments have minor world events, major continental events and a few top level events

1.3.2.3 **Top-level Events**

The following types of events are considered "top-level events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2600
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2400

Those events may be rated for standard, rapid or blitz FIDE ratings.

1.3.3 **Category C tournaments**

Category C tournaments contain other continental events and strong international tournaments as listed below.

1.3.3.1 **Other Continental Events**

The following events from the FIDE official calendar are considered "other continental events" for the classification of arbiters:

a) Continental Senior Championship Open and Women
b) Continental Senior Team Championship Open and Women
c) Continental Youth and Cadet Championship Open and Girls
d) Continental School and University Championship Open and Girls
e) Continental Amateur Championship
f) Continental Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
g) Other new competitions created by Continental Chess Organisations

1.3.3.2 **Strong International Events**

The following types of events are considered "strong international events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2500
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2300
c) Chess events of at least 9 rounds with more than 150 participants, team or individual, including a minimum of 75% rated players and 20 titled players (GM, WGM, IM, WIM, FM, WFM) from at least three (3) federations
    - As a single tournament, or
    - As a chess festival (a chess event that includes multiple concurrent tournaments)

Those events shall be rated for standard FIDE rating.

1.3.4 **Category D Tournaments**

Category D tournaments shall have the same minimum requirements as a norm for the IA Title.

2. Active and Inactive IAs and FAs

2.1 An IA or FA is considered to be "Inactive" if, in a period of four (4) years, they have not successfully attended a Refresher Course organized by the FIDE Arbiters' Commission. When an arbiter reaches his/her "end of activity" date, his/her status is changed to "Inactive".

2.1.1 An inactive arbiter may not officiate as the Chief Arbiter in any FIDE-rated tournaments, except in those where no possibilities of norms for players exist.

2.1.2 An inactive arbiter may not be selected to officiate in any official FIDE or Continental events.

2.2 The "end of activity" date is calculated and updated by adding four (4) years to:

2.2.1 The FA Title award date, in the case of a newly titled FA.

2.2.2 The last day of the last Refresher Course or IA Certification Seminar, successfully attended by the arbiter.

2.3 Gaining a new title or category does not impact the end of the activity date.

2.4 Inactive IAs and FAs are flagged as such on their Profile on the FIDE Rating Server.

2.5 An Inactive IA or FA can be considered active again, only after successfully attending a Refresher Seminar and after validation by the Arbiters' Commission.

2.6 Transition 2021 – for a smooth implementation of the new regulations. The initial end of activity date will be calculated as follows, as the new regulations come into force:

2.6.1 Active arbiters with a last tournament in 2016 or before 31/12/2020, status set to inactive.

2.6.2 Active arbiters with a last tournament in 2017: IA 31/12/2021 – FA 31/12/2022

2.6.3 Active arbiters with a last tournament in 2018: 31/12/2022

2.6.4 Active arbiters with a last tournament in 2019: 31/12/2023

2.6.5 Active arbiters with a last tournament in 2020: 31/12/2024

3. Category A

Category A is the highest level of International Arbiters' classification.

To be classified in Category A, Arbiters shall fulfil all of the following criteria:

3.1 They hold the International Arbiter title for at least five (5) years

3.2 Their arbiter status is "active"

3.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

3.4 They have been classified in Category B for at least two (2) years

3.5 They have acted as a Category B Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category A Tournaments as listed in 1.3.1, or

b) in at least one (1) Category A Tournament as listed in 1.3.1 and three (3) Category B Tournaments as listed in 1.3.2.

4. Category B

Category B is the second highest level of International Arbiters' classification.

To be classified in Category B, Arbiters shall fulfil all of the following criteria:

4.1 They hold the International Arbiter title for at least three (3) years

4.2 Their arbiter status is "active"

4.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

4.4 They have been classified in the Category C for at least two (2) years

4.5 They have acted as a Category C Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category B Tournaments as listed in 1.3.2, or

b) in at least one (1) Category B Tournament as listed in 1.3.2 and three (3) Category C Tournaments as listed in 1.3.3.

5. Category C

Category C is the third highest level of International Arbiters' classification.

To be classified in Category C, Arbiters shall fulfil all of the following criteria:

5.1 They hold the International Arbiter title for at least one (1) year

5.2 Their arbiter status is "active"

5.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

5.4 They have acted as an IA Category D Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category C Tournaments as listed in 1.3.3, or

b) in at least one (1) Category C Tournament as listed in 1.3.3 and three (3) Category D Tournaments as listed in 1.3.4.

6. Category D

Category D is assigned by default to any FA or IA.

7. Application Procedure for the classification of IA and FA

7.1 The Arbiters' Commission shall have the responsibility for the classification of IAs and FAs in the above-mentioned Categories.

7.2 Applications shall be submitted to the Arbiters' Commission by the federation of the applicant as soon as possible after the latest event considered, using the Arbiter Classification Upgrade Form (IA3).

7.2.1 The application shall be submitted with the exact minimum number of required tournaments as described in Articles 3.5, 4.5 and 5.4.

7.3 All tournaments listed for the Category upgrade shall be different from tournaments already used for a previous category upgrade or title application and shall start after the last category upgrade or title award.

7.4 The National Federation is responsible for the registration fee.

7.4.1 If the applicant's federation refuses to apply, the applicant can bring his/her case to the Arbiters' Commission, which will investigate it.

7.4.2 If it is found that there is no sufficient reason for the refusal, the

applicant can appeal to FIDE and apply (and pay) for the category himself.

8. Appointment of IAs and FAs According to their Categories

The appointment of arbiters in World and Continental events shall respect consistency between the categories of arbiters and the high level of these tournaments.

8.1 Only IAs belonging to Category A or B shall be appointed as Chief Arbiters in World events.

8.2 Arbiters of the National level shall not be appointed in World events without prior approval of the FIDE Arbiters' Commission. The official appointment of National Arbiters may only happen in exceptional circumstances; however, the Chief Arbiter may accept some of them in the playing hall as observers for educational purposes.

8.3 The following table indicates the appointment rules for IAs and FAs, depending on their Categories and the event.

<table>
<tr><th>Role/Event</th><th>Cat. A TRN</th><th>Cat. B TRN</th><th>Cat. C TRN</th><th>Cat. D TRN</th></tr>
<tr><td>Chief Arbiter</td><td rowspan="5">A, B</td><td>A, B</td><td>A, B, C</td><td rowspan="7">All IAs & FAs</td></tr>
<tr><td>Deputy Chief Arbiter</td><td rowspan="4">A, B, C</td><td rowspan="6">All IAs & FAs</td></tr>
<tr><td>Sector Arbiter</td></tr>
<tr><td>Pairing Officer</td></tr>
<tr><td>Fair Play Officer</td></tr>
<tr><td>Arbiter</td><td>A, B, C</td><td rowspan="2">All IAs & FAs</td></tr>
<tr><td>Match Arbiter*</td><td>All IAs & FAs</td></tr>
</table>

* in the case of team events, arbiters in charge of the supervision of a single match

Legend:

A, B, C, D: Minimum required categories of IAs and FAs in the tournament
Cat. A TRN: Tournaments defined in Art. 1.3.1
Cat. B TRN: Tournaments defined in Art. 1.3.2
Cat. C TRN: Tournaments defined in Art. 1.3.3
Cat. D TRN: Tournaments defined in Art. 1.3.4

FIDE Regulations for the Appointment of Arbiters in World Events effective from 20 July 2023 (B.06.4)

1. General

These regulations govern the appointment of Arbiters in FIDE Tournaments organized under the aegis of GSC, EVE and DIS commissions.

The principle is to manage the appointment of arbiters in a structured way:

- involving the various stakeholders;
- respecting the requirements in number and quality for each role;
- considering the whole calendar of tournaments;
- balancing the number of individual appointments in a period of time.

The foundational layer of the process is the FIDE Calendar and the number of positions to be appointed in:

- Senior roles: Chief Arbiter, Deputy Chief Arbiter, Sector Arbiter, Pairing Officer
- Floor roles: Arbiter, Match Arbiter

Panels of arbiters are created to feed all needed positions. A Panel is a list of arbiters eligible for nomination on a specific level of role, valid for 2 years.

2. Scope

2.1 Events

According to the Categories of Tournaments defined in the FIDE Handbook B.06.3 Article 1.3, the scope is:

- All Category A tournaments (Art. 1.3.1)
- All Category B tournaments of World level (Art. 1.3.2.1)

2.2 Appointment Cycles

Appointment rules and quotas are calculated based on a 2-year cycle, to cover the whole scope of bi-annual tournaments.

A mid-term review of Panels may be done by the ARB before October 1st of the first year of an ongoing cycle. As a result of the review, an updated composition of Panels may be published and are valid for the second year of the cycle.

2.3 Positions

All arbiters' positions are in the scope of the present regulations.

3. Panels for the Selection of Arbiters

3.1 Four Panels of Arbiters will be appointed by ARB, in accordance with their Arbiter Appointment Procedural Rules:

1. Green Panel
2. Blue Panel
3. Red Panel
4. Yellow Panel

3.2 The Panels will be selected and published before the 1st of October of the year preceding an Olympiad.

3.3 The Panels will be selected for a period of 2 calendar years.

3.4 Arbiters who are removed from a Panel during a cycle may be replaced by the ARB for the remainder of that cycle.

3.5 Arbiters sanctioned at the time of selection by either the ARB Disciplinary Sub-Committee or EDC are ineligible for selection.

3.6 At least 25% of each of the Green Panel, Blue Panel and Red Panel must be female.

3.7 At least 25% of each of the Green Panel, Blue Panel and Red Panel must be male.

3.8 Each Panel must be geographically diverse, and have representation from each Continent.

4. The Panels

4.1 Green Panel

4.1.1 Arbiters selected for the Green Panel are eligible to be appointed as:

1. Chief Arbiter of Category A tournaments
2. Any role that members of the Blue Panel, Red Panel or Yellow Panel may be appointed to

4.1.2 The Green Panel will be composed of 25 arbiters, all of whom must be Category A.

4.1.3 The Green Panel will be used to appoint:

1. The Chief Arbiters of all Category A tournaments

2. The equivalent number of positions as Chief Arbiters in Category B tournaments

4.2 Blue Panel

4.2.1 Arbiters selected for the Blue Panel are eligible to be appointed as:

1. Deputy Chief Arbiter of Category A tournaments
2. Chief Arbiter of category B tournaments
3. Any role that members of the Red Panel or Yellow Panel may be appointed to

4.2.2 The Blue Panel will be composed of 45 arbiters, all of whom must be Category A or B.

4.2.3 The Blue Panel will be used to appoint:

1. The Chief Arbiters of all Category B tournaments not assigned to the Green Panel
2. The Deputy Chief Arbiters
    a. in all Category A tournaments
    b. of twice the equivalent number of positions from a) in Category B tournaments

4.3 Red Panel

4.3.1 Arbiters selected for the Red Panel are eligible to be appointed as:

1. Sector Arbiter or Pairing Officer of Category A tournaments
2. Deputy Chief Arbiter of category B tournaments.
3. Any role that members of the Yellow Panel may be appointed to.

4.3.2 The Red Panel will be composed of 60 arbiters, all of whom must be Category A or B.

4.3.3 The Red Panel will be used to appoint:

1. The Deputy Chief Arbiters of all Category B tournaments not assigned to the Blue Panel
2. The Sector Arbiters and Pairing Officer
    a. in all Category A tournaments
    b. of twice the equivalent number of positions from a) in Category B tournaments

4.4 Yellow Panel

4.4.1 Arbiters selected for the Yellow Panel are eligible to be appointed to any remaining roles, provided that their title and category of arbiter are compliant with Article 8.3 of the FIDE Regulations for Arbiters.

4.4.2 There is no predefined size for the Yellow Panel as it contains all remaining applications retained by the Arbiter Appointment Procedural Rules.

5. Limitations on Appointments

5.1 Arbiters can be appointed as a Chief Arbiter or Deputy Chief Arbiter to a maximum of two (2) FIDE official events per year. In exceptional circumstances, the FIDE President may decide to appoint an arbiter to a maximum of three (3) FIDE official events per year.

5.2 Arbiters can be appointed to a maximum of three (3) FIDE official events in total per year. In exceptional circumstances, the FIDE President may decide to appoint an arbiter to a maximum of four (4) FIDE official events in total per year. For the purpose of this, a "FIDE official event" is defined as an individual entry in the FIDE calendar. For example, the World Rapid & Blitz Championship is one tournament.

5.2.1 All parties responsible for making appointments will liaise with ARB to ensure that these maximums are not breached.

5.2.2 All parties responsible for making appointments will assess the number of nominations in continental events for a potential candidate to ensure appropriate rotation at the international level.

6. Removal from a Panel

6.1 Arbiters will be removed from a Panel if one of the following applies:

6.1.1 They are sanctioned by the ARB Disciplinary Sub-Committee

6.1.2 They are sanctioned by ETH

6.1.3 They accept appointments to tournaments that would breach the limits quoted in Article 5. Such arbiters will be ineligible for appointment to a Panel the following year.

6.2 Arbiters who are under investigation by either the Arbiters Disciplinary Sub-Committee or the EDC will be temporarily ineligible for appointments until the matter is resolved.

7. Appointment of Arbiters to Tournaments Under the Aegis of DIS and EVE

7.1 DIS and EVE will be responsible for nominating the Chief Arbiter and Deputy Chief Arbiters of tournaments under their aegis, appointing only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

7.1.1 In exceptional circumstances, the FIDE President may decide to appoint an arbiter from any Panel.

7.2 DIS and EVE are expected to consult ARB, and the local tournament organiser if there is one, before making the nomination.

7.3 The local tournament organiser will be responsible for nominating Pairing Arbiters and Sector Arbiters, which must come from an appropriate Panel. At least 50% of the Match Arbiters or Arbiters must come from an appropriate Panel. The remainder of the nominations can be non-Panel arbiters, but only if they are from the host Federation, or a Federation with which the host Federation shares a land border. The local tournament organiser must consult with ARB before making the nomination. These nominations must be approved by the FIDE President.

7.4 At least 25% of the total number of arbiters appointed to a tournament must be female.

7.5 At least 25% of the total number of arbiters appointed to a tournament must be male.

8. Appointment of Arbiters to Tournaments Under the Aegis of GSC

8.1 GSC will be responsible for nominating Arbiters to tournaments under their aegis, nominating only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

8.1.1 In exceptional circumstances, the FIDE President may decide to appoint an arbiter from any Panel.

8.2 GSC is expected to consult ARB, and the local tournament organiser if there is one, before making the nomination.

8.3 In the specific case of the Olympiad, the host Federation may nominate up to 25% of the total number of Match Arbiters, who do not have to be on a Panel, but need to comply with the published Regulations for the FIDE Chess Olympiad and only if they are from the host Federation, or a Federation with which the host Federation shares a land border. These nominations must be approved by both the GSC and the FIDE President. Other nominated arbiters must be approved by both GSC and the FIDE President, respecting the following criteria:

8.3.1 No Federation can have more than 1 male Match Arbiter and 1 female Match Arbiter appointed. In exceptional circumstances, the FIDE President may decide to appoint more arbiters from the same Federation.

8.3.2 At least 25% of the total number of arbiters appointed must be female.

8.3.3 At least 25% of the total number of arbiters appointed must be male.

8.4 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be female.

8.5 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be male.

FIDE Arbiter Disciplinary Regulations (B.06.5)

Article 1: Composition of ARB Disciplinary Sub-Committee:

1.1 The body in charge of disciplinary matters inside the FIDE Arbiters' Commission (ARB) is called the *FIDE Arbiters' Disciplinary Sub-Committee (DSC)*.

1.2 It consists of five members:

- One Chairman
- Two Members
- Two Substitutes

1.3 The DSC Chairman and other members of the DSC are nominated by the FIDE Council, upon proposal by the ARB Chairman after consultation with the other Councillors. Their term coincides with the term of ARB.

1.4 All DSC members shall be International Arbiters with Category A, B, or C, and represent different federations. At least 3 of the members shall have a legal background. They are not part of the FIDE Arbiters' Commission (Chairperson, Secretary, Councillor or Member).

Article 2: Jurisdiction of the ARB Disciplinary Sub-Committee and Admissibility of Complaints

2.1 The DSC shall exercise jurisdiction over all FIDE licensed arbiters as FIDE family members, as defined below. The term "arbiters" also covers accredited lecturers for FIDE seminars for these regulations.

2.2 The DSC shall only consider complaints and reports received which meet the requirements for the admissibility of complaints and reports as set out in these rules.

2.3 The DSC has no power to investigate breaches of these rules on its own initiative but can decide a case only after receiving it from ARB.

2.4 All complaints concerning the conduct of arbiters shall be referred to ARB, which shall provisionally decide whether the complaint is admissible or not. The question of admissibility shall be decided by the majority of the voting members of ARB. In the event the complaint is ruled inadmissible, the complainant will

be informed accordingly and the matter will be regarded as closed. If the complaint is ruled admissible, it will be referred to the DSC for investigation and decision; or to the Ethics & Disciplinary Commission (EDC) directly if the alleged breach is of a serious nature which, in the view of ARB, may attract a punishment of a ban longer than 18 months in the case of a first offender, or 24 months in the case of a repeat offender, or in other cases where ARB deems it unsuitable for the matter to be dealt by DSC first.

2.5 In the case of direct referrals to EDC, ARB will act as the nominal complainant in front of the EDC, representing the general interest of FIDE. ARB will in such cases first refer the complaint to the DSC for investigation and will send the DSC's report together with ARB's recommendation to the EDC.

2.6 Complaints are receivable from one or more of:

a. FIDE President
b. FIDE Council
c. FIDE Management Board
d. FIDE Commissions
e. A National Federation
f. An Organiser or an Arbiter of the FIDE-rated tournament in which the alleged misconduct took place
g. A player or a group of players directly affected by the conduct of the arbiter complained about. If one of the players is a minor, the complaint must be filed by their parent or guardian in the name of this player.

2.7 These rules shall apply in respect of any and all conduct forbidden in these rules if performed by an arbiter and such conduct takes or took place on an occasion in one of the following spheres:

a. The international sphere, meaning FIDE-rated tournaments and events, as well as other tournaments and events which has multi-national participation, or at which norms for FIDE titles can be earned, or serve as a qualifying event for a major FIDE tournament or event including the World Cup, or the relevant conduct in some manner affects the interests of other national federations or the international chess community as a collective.
b. The national sphere, meaning FIDE-rated tournaments, events and meetings organised or hosted or under the auspices of a national federation which fall outside the international sphere, but only if the case on which the alleged violation is based has international implications or affects various national member federations of FIDE and has not been judged at the national level through the national federation's own arbiters disciplinary body or the decision of national arbiters body is considered inappropriate.

2.8 The alleged misconduct must have been committed during the course of a period of no more than five (5) years immediately preceding the date on which the

complaint or report is received by FIDE or a competent FIDE organ commences its investigation in instances of fraud, corruption, and cheating, and no more than three (3) years preceding such date in all other instances. Provided that ARB will not receive and act upon a complaint if the complainant was aware, or should reasonably have been aware, of the relevant facts for a period of more than nine (9) months before lodging the complaint.

Article 3: Offences

3.1 Administrative Offences

a. False reports: Any arbiter who knowingly makes a false report or provides misleading information to FIDE or any one of its organs.

3.2 Offences Causing Reputational Harm

a. Unworthy of confidence or trust: Arbiters who through their behaviour no longer inspire the necessary confidence or have in other ways become unworthy of trust.
b. Lack of impartiality and responsibility: Arbiters who fail to perform their functions in an impartial and responsible manner.
c. False or unjustified accusations: Arbiters must not make unjustified accusations of any nature towards players, arbiters, officials, organisers, or sponsors.
d. Discrimination and Racism: An arbiter that discriminates against a country, group, or person on account of religion, politics, ethnicity, sexual orientation or gender or any individual who publicly displays discriminatory or racist behaviour.
e. Gifts: Arbiters who accept, request, or receive any unjustified (beyond the common prevailing local customs) gift or benefit (or the legitimate expectation of a benefit, irrespective of whether such benefit is in fact given or received) in circumstances that the person might reasonably have expected could bring them or the sport of chess into disrepute; or inducing, instructing, facilitating or encouraging a person subject to this Code to commit such a violation.

3.3 Offences Involving Dishonesty

a. Corruption: Arbiters who accept or grant an unjustified advantage; or unduly influence the outcome of a FIDE-rated tournament with the aim to procure an advantage for themselves through any means whatsoever (including violence, threats, coercion, offers of any kind of benefit or advantage - whether financial or otherwise - or other inducement).
b. Reckless or manifestly unfounded accusation of chess cheating: Any arbiter who makes public or private allegations of cheating against a player or official without acceptable grounds existing for a reasonable suspicion of cheating.
c. Failure to cooperate: The failure of an arbiter, without compelling justification, to cooperate with any investigation carried out in relation to a possible breach of FIDE rules or with other arbiters and anti-cheating officials.

d. Failure to cooperate with EDC, the ARB, the Fair Play Commission (FPL) the Qualification Commission (QC) or the institutions of these Commissions, after an official request was made (ex post facto investigations).
e. Failure to report: Failing to report to the FIDE or other competent sports authority (without undue delay) full details of any approaches or invitations received by the person to engage in conduct that would amount to a violation of FIDE rules, if such incident, fact or matter is not already known to FIDE.

3.4 General Misbehaviour

a. Courtesy & etiquette: Failure by an arbiter to comply with normally accepted standards of courtesy and chess etiquette.
b. Socially unacceptable behaviour: Misbehaviour of a personal nature generally unacceptable by normal social standards.
c. Dress code: Arbiters must comply with the dress code prescribed by the tournament regulations.

3.5 Not Fulfilling Obligations

a. Unjustified refusal to participate in a tournament for which they accepted an appointment.
b. Unjustified non-attendance at a tournament or lecture in which the arbiter had been assigned.
c. Unjustified late arrival to, or early departure from, a tournament or lecture.
d. Unjustified absence in the playing venue
e. The participation in two or more concurrent events, over-the-board or online, resulting in an incapacity to perform their duties to the expected standards. A tournament with multiple sections in the same venue shall constitute one event. A festival with multiple tournaments in the same venue shall constitute one event.
f. The participation in an event, which has been rejected in advance by the National Federation or a higher competent body.

3.6 Technical Breaches

a. Deliberately changing the pairings in a tournament contrary to the applicable pairing provisions.
b. Deliberately misrepresenting the score sheet, the match protocol, or the report of the tournament.
c. Deliberately signing incorrect certificates of title results for players, organisers and/or arbiters of a tournament.
d. Deliberate non-compliance with the provisions of the tournament regulations and with the Laws of Chess, instructions, circulars, and decisions of FIDE organs.

e. A significant failure to comply with the provisions of the tournament regulations and with the Laws of Chess, instructions, circulars and decisions of the FIDE organs.

Article 4: Sanctions

4.1 There are three levels of sanction available to the DSC:

a. Written warning
   For minor breaches, an arbiter sanctioned by a written warning will receive an official letter from DSC, stating the breach and expected corrective measures to be taken by the arbiter.
   A written warning remains valid for 12 months.
   Failure to apply the expected corrective measures may lead to a more severe penalty.
b. Written reprimand
   For more serious breaches, an arbiter sanctioned by a written reprimand will receive an official letter from DSC, stating the breach and expected corrective measures to be taken by the arbiter.
   A written reprimand remains valid for 24 months.
   Failure to apply the expected corrective measures may lead to a more severe penalty.
c. Disqualification
   For severe breaches, an arbiter may be disqualified for a specified duration. A disqualification means that the arbiter is ineligible to be appointed or nominated as an arbiter in any FIDE-rated event and/or to officiate at such an event.
   - For a first offence, a disqualification may be up to 18 months.
   - For a subsequent offence, disqualification may be up to 24 months.

Article 5: Procedural Rules

5.1 Register of Cases

All complaints and reports concerning violations of the Arbiters' disciplinary regulation shall be addressed to the Arbiters Commission (ARB). A Register of Cases is set up at the ARB and will contain all cases, whether sanctioned or otherwise, for 10 years. ARB will provide the FIDE Office with the final written decision of DSC.

5.2 Language

The working language of DSC is English. All documents should be submitted in English.

5.3 Notifications and Communications

All notifications and communications that the DSC intends for the parties shall be made through the DSC Chairman. All communications that the parties intend for DSC shall be made through the DSC Chairman.

5.4 Rights of the Parties

Each person charged with a violation of the Arbiter Disciplinary Regulations has the right to be informed in writing (whether by letter, e-mail or otherwise) of the pending case before the final decision of DSC and has the right to present to DSC materials and documents in support of their position. Each person has the right to be represented by a FIDE-licenced arbiter or an attorney.

5.5 Submissions of Documents and Clarifications

a. The Chairman of DSC will fix a period, normally at least fifteen days, for the submission of materials and documents, failing which no further documents will be accepted by DSC. This term may be prolonged, if requested by any party.
b. Documents will normally be submitted by e-mail, but may be sent by post.
c. If DSC requires clarification on a particular point, they may enquire from either party or request particular documents to address the issue.
d. If DSC requires clarification on a particular point, they may enquire from FIDE organs, FIDE Federations, arbiters, players, organisers, tournament directors, and other witnesses.
e. DSC will make a decision on the case.

5.6 Written Procedure

The submissions to DSC must be in writing. No party has a right to ask for an oral hearing.

5.7 Decision

a. The deliberations of the DSC shall be taken in private and remain confidential.
b. All questions shall be decided by the majority of the members present. The quorum for the decision is three members. By default, the Chairman and two members deal with cases. If a member is not available or an arbiter or player from the same federation is involved in the case, a substitute shall be used.
c. The decision shall state in a written form the reasons on which it is based. It shall contain the names of the members of DSC who have taken part in the decision. If the decision does not represent in whole or in part the unanimous opinion of the

members of the DSC who heard the matter, any dissenting member shall be entitled to deliver their dissenting opinion as part of the written decision.

d. A written copy of the decision of DSC shall be delivered to the ARB Chairman and Secretary, and to each party by e-mail, no later than twenty days after the decision.

Article 6: Appeal Process

6.1 The unsuccessful party, whether complainant or respondent, has the right to appeal to the FIDE Council.

6.2 Such right to appeal against the decision of DSC must be exercised within 15 calendar days from the date on which the appealable decision is communicated to the party concerned. It is not possible to extend the time to bring an appeal.

6.3 An appeal should be delivered to the DSC Chairman and the payment of an appeal fee of 300 € shall be made to the FIDE Accounts Department. The DSC Chairman delivers the appeal to the other party, which is allowed to submit materials within 15 days. The DSC Chairman is responsible for submitting the appeal with all materials to the appellate body.

6.4 The appeal will be decided based upon the statements filed before the DSC, together with the DSC's decision and appeal documents referred to in 6.3. In addition, the appellate body has the right to make procedural rulings and make any enquiries of the parties it considers necessary to decide the appeal.

6.5 The appeal fee should be returned to the appellant if the appeal is at least partially successful.

Article 7: Other Matters

7.1 All final decisions of the ARB DSC and appeals decisions of the ARB or EDC shall be published on the FIDE ARB website in the section reserved for the DSC unless the DSC Chairman rules that there are good reasons not to publish the decision at all. The decision concerned should be published in redacted form and the identity of any party to the proceedings should be kept secret in the published decision.

7.2 The FIDE Office shall keep all correspondence received from complainants, respondents, ARB or DSC.

7.3 In the event of a suspension being imposed against an arbiter, an appropriate entry will be made against the name of the arbiter concerned on the FIDE Rating Server in order to render the suspension effective.

7.4 People who are presently sanctioned by the FPL, EDC or DSC are ineligible to

be a member of DSC.

Article 8: Coming into Force

8.1 These rules come into effect on 01/02/2023 and are applicable to all facts occurring and all violations under these rules committed on or after that date.

8.2 Offences committed prior to these rules coming into effect will be subject to the FIDE Arbiter Disciplinary Regulations in force at the relevant time, unless all parties to the DSC proceedings agree to submit themselves to the provisions of these rules.

CHAPTER 11: FIDE ONLINE CHESS REGULATIONS (E04)

Introduction

The FIDE Online Chess Regulations are intended to cover all competitions where players transmit moves via the internet whether they play them using a virtual chess board broadcast by the online playing site or using an electronic chess board (eBoard) connected to the playing site through the internet.

Wherever possible, these Regulations are intended to be identical to the FIDE Laws of Chess and related FIDE competition regulations. They are intended for use by players and arbiters in official FIDE online competitions, and as a technical specification for online chess platforms hosting these competitions. Throughout these online chess regulations, the term "eBoard" applies to any FIDE-approved electronic chess board provided by the organiser for use in an online competition.

These Regulations cannot cover all possible situations that may arise during a competition, but it should be possible for an arbiter with the necessary competence, sound judgment, and objectivity, to arrive at the correct decision based on their understanding of these Regulations.

These regulations have been constructed, as far as possible, to incorporate the existing Laws of Chess while recognising the procedures adopted by the major online playing zones, also known under various names e.g. platform. Comments which apply to over the board play may also apply to these regulations when appropriate. Before officiating at an event it is the duty of the arbiter to familiarise themselves with how these regulations will be implemented on the playing zone to be used. There are several terms used in these regulations which do not occur in the Laws of Chess. These are explained in the Glossary. Arbiters encountering an unfamiliar term should go there in the first instance.

Part I: Basic Rules of Play

1. Application of the FIDE Laws of Chess

1.1 Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, , except for what is provided in the following article 1.2.

1.2 When a tournament is played using a virtual chessboard, article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations.

1.3 Articles 4 and 5 of the Basic rules of play from the FIDE Laws of Chess are superseded by Articles 3 and 5 of these Regulations respectively.

These Online Regulations have been drafted to follow the over the board Laws of Chess whenever & wherever applicable.

Part II: Online Chess Rules

2. Playing Zone

2.1 Online chess games are played using one of two formats: on a virtual chessboard broadcast by the online chess platform and displayed on each player's screen displayed, or through the internet using eBoards provided to all players by the organiser.

Some playing platforms allow the eBoard connectivity, which can be used to play the online games.

2.2 The playing board, whether it is a virtual chessboard or an eBoard, shall be hosted by an online playing zone, usually an application or a website.

An "Application" is more usually called a "Platform" and is also known as a "Chess Program" or a "Portal".

2.3 When a tournament is played with eBoards, these shall be endorsed by the FIDE Technical Commission.

2.4 The competition regulations must state in advance that either both players must (a) use a virtual chessboard; or (b) use an eBoard with the clock times for both players kept using clocks connected to the eBoards or (c) clock times provided by the playing zone. This ensures that both players in a game compete-under equal conditions. The tournament shall use the same format (virtual or eBoard) for all rounds.

Note that it is the duty of the player to ensure that they know how the platform works with regard to features such as pre-move, etc. (See Article 3.6). Arbiters may wish to highlight the availability (or not) of some features of the platform used but are not obliged to do so. The arbiter is not responsible if a feature is not highlighted and remains unknown to the player. All players are responsible for ensuring their familiarity with the features of the platform that is being used and that all approved software is the current version.

Other Playing Zone (Platform) Considerations: Pairings: Pairing systems used by platforms may differ from FIDE pairing systems. Arbiters should be aware of this possibility. Arbiters should find out from the organiser whether the pairings will be made automatically by the platform or made by a Pairing Arbiter, and where the pairings will be published. Most platforms can only make pairings based on their own rating system. Such platforms cannot be used for pairing purposes for tournaments conducted on the basis of FIDE ratings. Most

***Tiebreaks**: If tiebreaks are to be determined by the platform, arbiters should try to check how the tiebreak systems work on that platform, how many and which types of tiebreaks are available, and whether the tiebreaks are correctly calculated. For example, some platforms cannot handle unplayed games correctly. If the tiebreak is to be determined separately by the Chief Arbiter, players need to be advised that any tiebreak displayed by the platform has no official status and may not give the correct result*

2.5 The players are responsible for familiarising themselves with the features and functionality of the virtual chess board or eBoard.

Different platforms have different virtual chess board GUI (graphical user interface) and their functions.

2.6 When a virtual chessboard is used, the list of moves, clock times of the players, as well as information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance, shall be visible on the screen to the arbiter and both players throughout the game.

2.7 When eBoards are used, the arbiter and players shall have access to a screen displaying the moves of the game and the clock times of the players, as well as information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance.

3. Moving the Pieces on the Virtual Chessboard or eBoard

3.1 When virtual chessboards are used:

3.1.1 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's right lower corner square is white.

Online Chess offers various methods of moving pieces on the virtual chess board, depending on the players' preferences. They can choose to either drag the pieces with their mouse or click on the piece and then click again on the target square. The movements of the pieces on eBoard mirror those of traditional over-the-board chess.

3.1.2 The playing zone shall only accept legal moves.

3.1.3 The player having the move shall be allowed to use any technical means available the playing zone to make the moves.

Some playing zones allow players to use an electronic smartboard to enter their moves on the virtual chessboard. This is not allowed in online chess, unless the event is hybrid and the time control used for the competition has an increment of at least 30 seconds per move starting from move 1.

3.1.4 As a minimum, the playing zone must offer the player having the move the possibility to select the source and target squares for the move.

3.1.5 The following additional options listed below may be activated and used by the player:

1. Smart move: the player may enter a move by selecting a single square when the chosen move is the only move possible.
2. Pre-move: the player enters a move before the opponent has moved. The move is automatically executed on the virtual board as an immediate response to the opponent's move unless the move is illegal.In most playing zones, if the pre-move is illegal, it will not be played automatically, so there is no penalty.
3. Auto promotion to queen: the player may set up the playing zone to force the promotion to a queen without being offered a choice of the promoted piece.

The arbiter in their introductory remarks, may wish to highlight which of these features are or are not available to the players but is not obliged to do so. If a player is unaware of any such options available, it is their own responsibility.

4. Move confirmation: the player may set up the playing zone to request the player confirm the move before the move is submitted to the playing zone.

3.1.6 All moves and clock times after each move are automatically recorded by the playing zone and visible to both players.

Online chess allows players to record moves and have their clock automatically pressed after they made their move on a virtual chess board & eboard.

3.1.7 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.

3.2 When eBoards are used:

3.2.1 Moves are made on the eBoard in the same way as on a regular chess board.

3.2.2 The playing zone shall only accept legal moves. When a player on move makes an illegal move the eBoard shall display an appropriate warning message and the move shall not be transmitted to the platform. The player shall then have the option to make any legal move using any piece. The illegal move notification shall not be broadcast to the opponent.

3.2.3 A move is considered completed after a specific time has passed since a piece has been collocated onto a square. The time after the piece has been placed and the move is considered complete shall be programmable from the eBoard software.

3.2.4 All moves and the clock times after each move are automatically recorded by the playing zone. The clock times shall always be visible to the players and arbiter.

3.2.5 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.

3.2.6 The eBoard or the playing zone must offer a feature which can be used

to verify which piece the eBoard believes is on each square.

4. Virtual Chessclock

4.1 'Virtual chessclock' means the individual clock time of both players as displayed by the playing zone.

4.2 Each player must complete a minimum number of moves or all moves in an allotted period of time, including any additional amount of time with each move. The competition regulations will specify these in advance.

4.3 If a player does not complete the prescribed number of moves in the allotted time, the Playing Zone will automatically award the win to the opponent. However, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, then the playing zone will automatically rule the game as drawn.

Some playing platforms have a "Call the Arbiter" feature. If a player uses this feature, the clocks are paused automatically until the arbiter resumes play.

4.4 When a player has made their move on a virtual chessboard, their clock will automatically stop, and the opponent's clock will start.

4.5 When playing with an eBoard, once a move is considered completed, the eBoard stops the player's clock time and starts the opponent's clock time.

4.6 When playing with an eBoard, the playing zone shall allow the arbiter to adjust the clock time of one or both players in a game as stipulated in Articles 10.5, 10.9.2, 10.9.3, 18.4.2, 18.4.3 and 18.9.

5. Completing the Game

5.1 The game is won by the player who has checkmated their opponent's king.

5.2 The game is won by the player whose opponent resigns by pressing the "resign" button or by another method available on the playing zone.

5.3 The player can offer a draw in accordance with any method provided by the playing zone. The offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it by playing a move, or the game is concluded in some other way.

Some playing platforms allow players to agree to a draw without making any moves, while others have a restriction on the number of moves for a draw offer.

5.4 The playing zone shall automatically declare the game as drawn when:

5.4.1 the same position appeared for the third time (as described in Article 9.2.2 of the FIDE Laws of Chess);

5.4.2 the player to move has no legal move and their king is not in check. The game is said to end in 'stalemate';

5.4.3 a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves;

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

Some playing zones may automatically award draws in other positions. These will normally be positions in which a mate is extremely unlikely such as K+N v K+N. The arbiter should be familiar enough with the platform being used to know how the platform will react to such situations and to explain the situation to a player, if necessary.

Part III: Regulations for Online Competitions

6. Competition Types

6.1 Online competitions may be played under the following formats:

6.1.1 An "Online chess competition" event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter. "Online chess" is the most generic term for Internet chess games. The regulations of this kind of competitions are specified by the playing zones.

6.1.2 "Online Chess with supervision" competition is an event where players are remotely supervised by an arbiter (see Part III a).
Players can be supervised by the arbiter using Video Conference System.

6.1.3 "Hybrid chess" competition is an event where all players a physically supervised by an arbiter, while they play online (see Part III b)

6.2 The competition regulations shall specify the kind of competition listed in Article 6.1.

Hybrid chess involves players assembling at a number of venues. Each venue shall have at least one arbiter physically present to supervise the running of the tournament, in particular that the Fair Play procedures are being observed. The pairing of such events may be done remotely and made available to the players and arbiters at the various venues.

7. Scoring System

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

7.2 The total score of any game can never exceed the maximum score normally given

Some playing zones provide the freedom for non-standard scoring systems.

Some examples are: Win = 2 point, Draw = 1 point, Loss = 0 points with extra points for subsequent wins e.g. • 2nd win in a row = 3 points, 3rd & all subsequent wins in the streak = 4 points • After two wins in a row, games are double points: Win = 4 points, Draw = 2 points, Loss = 0 points (optional) After a draw, subsequent draws are worth 0 points (optional)

for that game. Scores given to an individual player must be those normally associated with the game, for example a score of ¾ - ¼ is not allowed.

Part III a: Regulations for Online Competitions with Supervision

8. General Provisions

8.1 The 'playing venue' is defined as the 'playing area', and toilets or restrooms. The playing area is defined as the room where the player plays their moves. The competition regulations may require the playing area should be monitored by cameras.

8.2 No one except the player are allowed to be in the playing area without the permission of the Arbiter.

> *If an assistant is needed by the player the arbiter should give the relevant permission. However, the arbiter does retain the right to indicate that a particular assistant is not satisfactory.*

8.3 The time control and method of implementation shall be specified in competition regulations.

> *Some playing zones provide the freedom for non-standard time controls like Berserk. When a player activates the Berserk option at the beginning of the game, they lose half of their clock time, but the win is worth one extra tournament point. Going Berserk in time controls with an increment also cancels the increment.*

8.4 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.

> *Few playing zones permit this possibility but it is the duty of the arbiter to establish this before play commences.*

8.5 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before the player's arrival, unless the competition regulations specify, or the arbiter decides otherwise.

8.6 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

> *Most playing zones don't apply Article 8.6; however, they make the draw obvious to the player in other ways*

9. Players' Conduct

9.1 The players shall take no action that will bring the game of chess into disrepute including the way that a player behaves in front of the cameras.

9.2 Each player shall connect to the playing zone with an authorised device, to access their games.

9.3 Each player shall use their personal account when playing competition games on the playing zone. A player may not conceal their identity in any way, for example pretending to be a different player.

9.4 Players must wear appropriate clothing when visible on camera and follow the dress code of the competition, if any.

9.5 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

9.6 During play the players are forbidden from using any electronic device, notes, sources of information or advice, or to analyse any game on another chessboard.

9.7 Players are not allowed to have headphones in or over their ears during play.

9.8 During a game, a player is forbidden from having in the playing venue any electronic device which is not specifically approved by the arbiter. However, the competition regulations may allow such devices to be stored very near to the playing area only as a help to provide backup internet.

Only internet backup devices such as portable hotspot, Internet dongle or portable router may be permitted by the chief arbiter. Devices like mobile can be used with the permission of chief arbiter, as backup for internet provided it does not contain any chess program or chess engine and it will be only used for internet connectivity.

9.8.1 If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.

9.8.2 The arbiter may require the player to show their clothes, bags, contents of drawers, cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded.

9.9 Smoking, including e-cigarettes, is not permitted when visible on camera.

It has been known for players to query why they cannot smoke in their own homes. The player is not forbidden from smoking, merely from smoking in a visible manner. If the game is on camera then an audience may be expected. Promoting smoking, particularly to juniors, should not be allowed.

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

9.11 Infraction of any part of Articles 9.1 – 9.10 shall lead to penalties in accordance with Article 10.9.

9.12 Players who have finished their games shall be considered to be spectators and must comply with the instructions of the Arbiter and the competition

regulations. For example: mute their microphones, switch off their cameras and/or stop screen sharing.

The tournament regulations may allow players who have finished their games to leave the VCS, until they join VCS shortly before the next round, or to leave their camera switched off while they remain on VCS.

9.13 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.

9.14 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The competition regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.

In this position black plays 1 ... Bxg8 and the playing zone declares a draw. White appeals that 2 Be5 is mate. Although it is hoped that the arbiter might correct the decision, this is a case where a successful appeal may be expected

9.15 Players may observe other games from their current competition, provided they respect instructions on allowed behaviour during a game and only display the current position, time and/or result. Players are forbidden from accessing any kind of game analysis during play.

10. The Arbiter's Role

10.1 The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations are observed.

10.2 The arbiter shall:

10.2.1 ensure fair play,

10.2.2 act in the best interest of the competition,

10.2.3 ensure that a good playing environment is maintained,

10.2.4 ensure that the players are not disturbed,

10.2.5 supervise the progress of the competition,

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

10.2.7 follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Appendix I).

10.3 The arbiters shall observe the games, especially when the players are short of

time, enforce decisions they have made, and impose penalties on players where appropriate.

10.3.1 The arbiter may appoint assistants to observe games and players.

10.4 The arbiter shall inspect the playing area as appropriate before the start of a game and arrange any required change to ensure the best setup before the start of a game.

The player must assist the arbiter in doing this and should therefore comply with any requested movements of the camera. If the player refuses the arbiter should implement Article 10.9 as appropriate.

10.4.1 When the games take place in a physical space, the arbiter shall arrive not less than 90 minutes before the scheduled start time, and in any case in sufficient time to make the necessary preparations, including those specified in Articles 18.5 and 18.6. The arbiter should instruct the players to arrive in the playing area 20 minutes before the start of a game in order to verify the preparations, or at such other time as the arbiter shall decide.

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

On some playing platforms awarding additional time to either one or both players is not easy. The arbiter needs admin rights or special permission of playing platform to perform this task.

10.6 The arbiter must not intervene in a game except in cases described by the FIDE Online Chess Regulations.

10.7 Players in other games must not 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.

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

An example of a situation where the arbiter may sanction the use of a mobile phone would be where there was a problem with the normal Internet connection and this provided the only alternative.

10.9 Options available to the arbiter concerning penalties:

10.9.1 warning,
10.9.2 increasing the remaining time of the opponent,
10.9.3 reducing the remaining time of the offending player,
10.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
10.9.5 reducing the points scored in the game by the offending person,
10.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
10.9.7 a fine announced in advance,
10.9.8 exclusion from one or more rounds,

10.9.9 expulsion from the competition.

The penalties are same as over the board chess.

11. Disconnections

11.1 It is the player's responsibility to be connected to the playing zone. This includes providing a stable internet connection and a working playing device.

11.1.1 The player may maintain their connection via a mobile device, only with the prior permission of the Arbiter.

11.2 The player shall follow the instructions given by the arbiter concerning their presence in the playing zone.

> *Players need to be told how they can communicate with an arbiter during their game in case of a problem, such as a temporary disconnection. The biggest problem with communication during the game is that making it easier to communicate causes Fair Play issues at the same time.*
>
> *The arbiters need to strike a balance between having open communication channels in case of problems and maintaining Fair Play control. This may vary depending on the type of event.*

11.3 The competition regulations shall state the consequences and potential sanctions in the case of a disconnection from the playing zone during a playing session.

11.4 During a game, if a player disconnects from the playing zone, the clock shall continue running.

11.4.1 If the player can reconnect to the game before their remaining thinking time has elapsed, the game shall continue with the thinking time remaining on the player's clock. The arbiter shall decide whether further sanctions are appropriate.

> *The tournament rules may specify that players must reconnect within a fixed period e.g. 5 minutes. If the player does not do so then the game will be forfeited. However, during this period, and with the prior permission of the arbiter, the player may use a mobile device to re-establish the connection.*

11.4.2 If the player cannot reconnect to the game before their remaining thinking time elapses, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.3.

11.5 During a disconnection both players must not leave their places without the permission of the Arbiter.

12. Playing Device

12.1 During a game the player shall play with a single screen and share it with the Arbiter, unless specified otherwise in the competition regulations.

12.2 During a playing session, the arbiter shall have access upon request to the open applications on the player's device.

Remote access to players player's device can be requested to check for fair play routines.

12.3 The rules for the competition shall specify what applications are required to participate and are allowed to be open during games. Players are not allowed to have open or otherwise use any applications other than those approved by the rules for the competition.

Normally tournament regulations allow only playing platform, VCS and web browser to check their pairings and results. Playing programs and access to other playing platforms and web site during tournament is not allowed

12.4 When an eBoard is in use, the playing zone must allow a player to offer a draw, resign or call for arbiter assistance, preferably with the press of a single button or by a similarly simple method.

13. Video Conferencing System

13.1 When games are to be played under video supervision, the organiser shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features:

13.1.1 A full view of the player displaying at least their face, and if required, their playing area;

13.1.2 Audio of the player and surrounding area (via a microphone);

13.1.3 Support for screen sharing by the player (under the control of the player and Arbiter).

13.2 Each player is required to connect to the VCS at a time specified by the arbiter and must remain connected during the entire session.

The time specified may be in advance of the starting time for play to allow the arbiter to do a visual 'sweep' of the playing area. If this is the case, then the link must remain active from that time until the end of the game.

Players may be permitted to leave the VCS when their own games have concluded, but in tournaments with more than one round a day it is their responsibility to reconnect in good time for the next round.

13.3 If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, before reconnecting to the VCS.

The 13.3 must be included in tournament regulations, if a player disconnects from VCS, he/she will not be allowed to move their pieces on playing platform until they rejoin the VCS. If the player fails to comply with the regulation, then penalties will be imposed as per article 10.9

13.4 The competition regulations may specify that a system of yellow (warning) and red (loss) cards is implemented to support the handling of sanctions due to disconnections from the VCS.

In tournaments played under video supervision, the arbiter in the playing area should be observing the players or their screen shares at all times during play. Other tournament duties should be allocated to other arbiters or undertaken after the round.

14. Cameras and Microphones

14.1 When playing under video supervision, the player shall use a webcam that shows their complete face during the game. The picture displayed shall not hide the

A virtual background could be used to hide a source of assistance; hence it is not allowed.

surroundings of the player; a virtual background is not allowed.

14.2 The room lighting must be sufficient to allow broadcasting and the movement of a player's eyes to be monitored by the Arbiter.

14.3 A player's microphone must remain "On" throughout the game so that the microphone transmits any sounds near the player to the Arbiter. A player is not

A player who is constantly looking at a fixed area could be getting analysis of their own game from a device or person in that vicinity.

allowed to "Mute" or turn off the microphone.

14.4 The competition regulations may specify and require the use and positioning of additional monitoring technologies.

This should help detect anyone out of sight who is calling moves to the player.

A second camera (side angled) can be use to observe the player's activity during the game. This will help the arbiter to ensure fair play during online event.

15. Irregularities

15.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for doing so, the player may be penalised in accordance with Article 10.9.

15.2 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.

15.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.

15.4 If a playing zone automatically declares a draw in contradiction with Article 4.3 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.

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

15.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

Part III b: Regulations for Hybrid Chess Competitions

16. General Provisions

16.1 The Chief Organiser designates the playing venues for the competition. Each playing venue is under the control of a Local Organiser.

16.2 Each Local Organiser is required to provide a playing venue suitable to host a hybrid chess competition. The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only players and arbiter are allowed access to the playing area.

16.3 Each playing venue must be monitored by cameras.

> *Arbiters are expected to follow normal supervision procedures, while following social distancing guidelines as applicable.*

16.4 In each playing venue, the fair play measures should be applied in accordance with the FIDE Anti- Cheating Regulations and FIDE Anti-Cheating Protection Measures**.** Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.

16.5 Each Local Organiser is responsible for providing an Internet connection in the playing venue. Players are not responsible for their connections to HIP and to a communication system (if required by the competition regulations), unless the competition regulations say otherwise.

> *As the players may not be responsible for any problems caused by the Hosting Internet Platform (HIP) the rules of the competition should state what will happen if such a case occurs. It is advisable that the local organiser/arbiter has a backup option such as linking to the Internet through either officials' mobile phone, portable internet hotspot or portable routers.*

16.6 In each venue, electronic devices used for conducting online games (playing devices) are provided by the Local Organiser, unless the competition regulations say otherwise.

16.7 During the game, each player shall have access to any software required for the purpose of connecting to the Internet from their playing device or an eBoard. No other website, application or software can be accessible to the player on the playing device or eBoard. The only exception may be a (video-) communication system, if required by competition regulations.

> *If the tournament is such that players are expected to bring their own devices (laptop, etc.,) then the provisions in Article 12 should apply. In these circumstances the arbiter may consider issuing reminders to the players about which software is permitted to be running. The permitted software should follow Article 16.7.*

16.8 At least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Assistant (LTA).

16.9 The total number of arbiters required in each playing venue will vary depending on the kind of competition, on the system of the games, on the number of participants and on the importance of the event.

16.10 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.

16.11 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before their arrival, unless the competition regulations specify, or the arbiter decides otherwise.

16.12 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

> *Some playing platforms have this feature of recording the draw offer on the scoresheet.*

16.13 When an eBoard is used, there must be a screen available to an arbiter or a player where a draw offer can be seen next to the offering player's move. If an eBoard player is not using such a screen the playing zone or the eBoard must indicate to that player, in some other way, when a draw offer is made by the opponent. These requirements also apply when a player asks for the intervention of an arbiter.

16.14 The competition regulations may impose the mandatory use of a scoresheet.

17. Players' Conduct

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

17.2 The players are not allowed to use their own playing devices in the playing venue, unless the competition regulations say otherwise.

17.3 During the game, the players are forbidden to have any electronic device not specifically approved by the arbiter. The arbiter may require the player to allow their 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 it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.

17.4 The competition regulations may allow personal electronic devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with LCA.

17.5 During the game, the players are forbidden to use any notes, sources of information or receive advice.

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

17.7 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

17.8 The players shall follow the dress code of the competition, if any.

17.9 Infraction of any part of Articles 17.1 – 17.8 shall lead to penalties in accordance with Article 18.4.

17.10 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.

17.11 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The competition regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.

Some playing zones may not recognize that a situation described in regulation Article 5.4.3 has arisen, or may indicate that one has done so when in fact it has not. In such situations the arbiter should intervene if possible and may change the result if possible. The following is an example: With Black to play ... h2 allows White to play Ng3#. However, if Black allows his/her or her time to expire at some platform servers will automatically declare this game as a draw. In such unlikely situations, and dependent on the tournament regulations, players may be able to request that the Chief Arbiter considers the situation with regard to overruling the given draw.

18. The Arbiter's Role

18.1 The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations are observed.

18.2 The arbiter shall:
- 18.2.1 ensure fair play,
- 18.2.2 act in the best interest of the competition,
- 18.2.3 ensure that a good playing environment is maintained,
- 18.2.4 ensure that the players are not disturbed,
- 18.2.5 supervise the progress of the competition,
- 18.2.6 take special measures in the interests of disabled players and those who need medical attention,
- 18.2.7 follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see appendix I).

18.3 The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.

18.4 Options available to the arbiter concerning penalties:
- 18.4.1 warning,
- 18.4.2 increasing the remaining time of the opponent,
- 18.4.3 reducing the remaining time of the offending player,
- 18.4.4 increasing the points scored in the game by the opponent to the maximum available for that game,
- 18.4.5 reducing the points scored in the game by the offending person,
- 18.4.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
- 18.4.7 a fine announced in advance,
- 18.4.8 exclusion from one or more rounds,
- 18.4.9 expulsion from the competition.

18.5 Before the beginning of each game, each LCA is responsible for checking that all the playing devices are in compliance with the requirement of Article 16.7.

18.6 Before the beginning of each game, each LCA is responsible for conducting the fair-play check of all the players.

18.7 Each LCA is responsible for monitoring the venue's camera recordings.

18.8 Each LTA is responsible for monitoring each player's connection to HIP and to a communication system (if required by the competition regulations) before and during each game.

18.9 Each LTA shall immediately report to the Chief Arbiter about each disconnection case. Once the connection is reset, relying on specific circumstances, the Chief Arbiter takes a decision including but not limited to:
- 18.9.1 resumption of the game from the adjourned position,
- 18.9.2 reducing remaining time of the disconnected player,
- 18.9.3 restarting the game from the initial position with the same time limit,
- 18.9.4 restarting the game from the initial position with a shorter time control.

19. Irregularities

19.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for

doing so, the player may be penalised in accordance with Article 18.4.

19.2 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.

19.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.

19.4 If a playing zone automatically declares a draw in contradiction with Article 4.5 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.

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

19.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

20. Use of Traditional Chess Sets at Hybrid Competitions

20.1 If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess sets (boards and pieces) for their convenience during the games. Players can't use any additional boards if the competition is played on eBoards.

20.2 In the case the use of a traditional chess set is allowed, the following provisions apply:

20.2.1 The virtual chessboard and virtual chessclock remain the definitive record of the game.

20.2.2 The specific competition regulations must specify the necessary number of arbiters.

20.2.3 Moves played on the virtual chessboard may be accompanied by a clearly audible sound signal (click) so that each player could be aware, without any delay, of the last move played by their opponent. This shall be implemented in a way which doesn't disturb other games.

20.2.4 Each player is responsible for moving pieces on their traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side. Once a game is started with a traditional chess set, it must be played with it till the end of the game.

The provisions for disabled players are given in Appendix 2

20.2.5 Players are not allowed to make their move on the virtual board before they have reproduced their own previous move on the traditional board. The position on the traditional chessboard must always remain the same as on the virtual one; the only allowed difference is the last move's delay.

20.2.6 In case of violation of Articles 20.2.4 and 20.2.5, the arbiter is entitled to intervene and the penalties described in Article 18.4 applies.

20.2.7 The specific competition regulations may impose mandatory use of scoresheets by the players.

Hybrid events may be submitted for FIDE rating provided that the following provisions of the FIDE Rating Regulations are met: Play must take place according to the FIDE Regulations for Hybrid Chess Competitions. The tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The tournament and its playing schedule must be registered one week before the tournament starts. The QC Chairman may refuse to register a tournament. He/She may also allow a tournament to be rated even though it has been registered less than one week before the tournament starts. All tournaments played under Hybrid conditions must be approved individually by the QC Chairman. Tournaments where norms will be available must be registered 30 days in advance

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision

Preamble:

The following rules deal with Online Chess. They shall apply to all official FIDE competitions. For national competitions and private competitions, it is strongly recommended to adopt these rules, amended where appropriate.

1. General Provisions

1.1 All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.

1.2 The only Fair Play software authorised by FIDE is the FIDE Game Screening Tool. Other software requires explicit approval by the FIDE Fair Play Commission (FPL).

The FIDE Game Screening Tool is an internet-based system which is designed and managed by Dr. Kenneth Regan. This tool checks all available games from a tournament, whether in progress or afterwards. The screening tests help arbiters to allocate resources of watching some players more carefully but discreetly, and also act as a quick filter for whether any complaints that may arise are well- or ill-founded.

1.3 Most platforms will automatically process the games of a competition through their own anti- cheating procedures. These procedures in FIDE competitions are not final, but the Chief Arbiter or the panel of experts may consider them enough to impose a penalty.

1.4 Players must play with their real names.

1.5 Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded by the organiser. It must be ensured that only the Chief Arbiter, the panel of experts, if any, and the

members of EDC and FPL may access it if necessary and that the recording is deleted one year after the official announcement of the results, unless proceedings against participants of the namely competition have been opened before by FPL or EDC

1.6 Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. In case the competition regulations provide so, the organiser should ensure that appropriate legal information about privacy and child safeguarding are written in the invitation or regulations. If needed, the organiser may consult FIDE data protection team.

> *Players may be required to turn their microphone on. This should help to detect anyone out of sight who is calling moves to the player.*

1.7 Other competitions must be conducted in accordance with the principles above and/or with the Online Fair Play policies of National Federations. When in such a case a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.

1.8 Arbiters must be familiar with the platform's procedures:

1.8.1 For dealing with cheating allegations,

1.8.2 For the flagging or closure of accounts,

1.8.3 For handling appeals.

1.9 In cases where the official results are determined by the Chief Arbiter rather than by the platform, the competition regulations should specify whether or not points won by players subsequently barred or disqualified are awarded to their opponents.

1.10 Prizes should not be awarded to players until the Fair Play checks undertaken by the platform and with the FIDE Game Screening Tool have been completed.

1.11 In some competitions, particularly official FIDE competitions, the competition regulations may specify disqualification and other penalties being imposed without any determination that cheating has been proved. In such a case sanction would not be extended to OTB play in the absence of more evidence.

1.12 The competition regulations cannot provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. The appropriate body to appeal is the Appeals Committee of the competition. Therefore, it is strongly recommended to appoint in advance at least one fair play expert in the Appeals Committee. The competition regulations shall provide in advance an appropriate procedure to appeal against Fair Play decisions, and a timing for the decisions, considering the tournament schedule and the final ranking announcement. The competition regulations may establish a reasonable appeal

fee, to be forfeited in case the appeal is rejected.

1.13 FPL may create a sub-commission or task force dedicated only to online chess.

1.14 The competition regulations cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

2. Online Cheating Offences

2.1 Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over their peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is not supposed to have achieved.

2.2 Specifically, 'Cheating' means:

2.2.1 the deliberate use of electronic devices or other sources of information or advice during a game; or

2.2.2 the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

2.2.3 The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.

2.3 The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE's internal disciplinary measures.

2.4 Statistical evidence may lead to the assumption that a cheating offence has been committed. The player has always the right to appeal and present arguments to the Appeals Committee.

> *The Organiser and arbiters should make it clear that in case of a cheating allegation, it should be communicated responsibly; i.e. using a pre-arranged form such as that on the FIDE Fair Play website, and not to the world via social media or in public WhatsApp groups, or by sending direct private messages to the player.*

2.5 Technical violations connected with the video conference system used to supervise the competition, for example disconnections, playing without camera on, playing without shared screen with a task bar, playing without a microphone on (if it is required by regulation of competition) and so on, *per se* does not lead to the assumption that a cheating offence has been committed, but the player can still be penalised accordingly.

3. Burdens and Standards of Proof

3.1 FPL shall have the burden of establishing that an online cheating offence has occurred. The standard of proof shall be whether FPL has established an online cheating offence to the comfortable satisfaction of the hearing panel bearing in mind the seriousness of the allegation which is made. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt. Article 2.4 remains unaffected.

3.2 Where these Fair Play Rules place the burden of proof upon the Player or other Person alleged to have committed an assumed online cheating offence to rebut a presumption or establish specified facts or circumstances, the standard of proof shall be by a balance of probability.

Where the suspicion of an online cheating offence stems from the output of the FIDE Game Screening Tool, the Chief Arbiter should follow any stipulation of the FPL as to what constitutes sufficient proof.

4. False Accusation

4.1 False accusation is an abuse of freedom of expression. False accusation in chess as in any other area might damage reputation. The right to protection of reputation is protected as a part of the right to respect for private life. While deciding whether accusation is manifestly unfounded and thus it can be considered as the abuse of the freedom of expression, the following criteria are taken into account:

4.1.1 the sufficiency of the factual basis of the accusation;

4.1.2 the level of the competition;

4.1.3 the title and rating of the player who is alleged of online cheating;

4.1.4 the final result of the player in the competition in question;

4.1.5 the way and the scale of spreading the accusation (social media, public interview, blogpost, etc.) The list of the criteria is not exhaustive.

4.2 False accusation in online chess is dealt mutatis mutandis as in over the board chess.

The Tournament regulations should stipulate that concerns about Fair Play issues must be submitted on an official form provided by the Organisers. Allegations must not be made by any other means, including on social media but not limited to that. Players in particular should be warned that any such conduct may be considered to constitute a false allegation and be subject to sanction accordingly.

5. Sanctions

5.1 Sanctions imposed for an online cheating offence may be extended to OTB chess. A sanction specified in the FIDE Code of Ethics as a one year-ban may be

reduced to 6 months for OTB chess.

5.2 Other aspects of sanctioning are mutatis mutandis applied to online chess as they are applied in over the board chess: the age of the player, the frequency and nature of the offence, the nature of the competition and other circumstances are comprehensively taken into account.

6. Jurisdiction

6.1 The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations in all FIDE official events. People subject to FPL jurisdiction include players, supporting persons and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organisers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

7. Complaints and Investigations

7.1 Triggering an investigation:

7.1.1 Investigations can be initiated based on a post-competition complaint.

7.1.2 Investigations can also be triggered by:

1. a report of the chief arbiter of a competition.
2. FPL initiative.
3. a request by the Ethics and Disciplinary Commission (EDC) or any other body of Fide authorised by the FIDE Charter.

7.2 Complaints:

7.2.1 The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 24 hours after the end of the last round.

7.2.2 All Complaints must be submitted in writing and addressed to the FPL through Fide Office. The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

7.2.3 Oral or informal Complaints are not accepted.

7.2.4 All Complaints based solely on the assumption that a person is playing stronger than expected due to their rating will not be considered.

7.2.5 FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

7.2.6 All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. In case of

breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

8. Investigation Procedure

8.1 FPL has the right to perform preliminary investigations with respect to an alleged or possible case of online cheating-related violation.

8.2 If a complaint is inadmissible or manifestly unfounded, the FPL may reject it by a majority vote.

8.3 One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the complaint. The Investigating Person is an independent body and is not subject to directions from any other party.

8.4 The IP shall consider the presented statistical evidence. It will also consider physical and observational gathered as part of the investigation, if there are any. It can also gather additional evidence in the course of its investigation.

8.5 Players, organisers, arbiters, national federations, host of the online platform where the games are played, and other parties are all required to cooperate with the IP. Failure to do so may result in referral to EDC.

8.6 The IP will investigate each case within a reasonable time, usually not longer than two weeks.

8.7 At the end of the investigation the IP shall prepare a report to FPL for consideration indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP. FPL may ask the IP to consider additional facts and/or carry out further investigations.

8.8 Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

9. Procedural Rules

9.1 The statute of limitation is one year after the last round of the online competition in question.

9.2 The working language of the IP is English. The IP may, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

9.3 When the IP does not dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of their

position.

9.4 The complainant and the accused person have the right to be represented or assisted by persons of their choice.

9.5 Documents pertaining to the proceedings must be submitted in writing, preferably by e-mail.

9.6 Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

9.7 When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL may provide the relevant information to that FIDE Commission.

10. Condition of Entry in an Online Sports Competition

10.1 By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that their participation is subject to these measures. Specifically, players agree to be screened by an online screening tool and agrees that they might face disciplinary sanctions.

APPENDIX II. Rules for Significantly or totally Blind and Unable to Move Disabled Chess Players for Online Competitions with Supervision

1. All onlin2e platforms organising chess competitions should provide full accessibility to significantly or totally blind and unable to move chess players.

   1.1 If this is not possible, the organisers must provide online assistants, one per player, trained and approved by FIDE DIS commission.

2. Significantly or totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant.

3. At least five (5) days before the start of the competition, significantly or totally blind and unable to move disabled chess players must send their medical documents to the organisers for approval and must either be registered at the time of the start of the competition with the FIDE disabled chess players list: **https://dis.fide.com/wr0** or must be registered with their National Chess Federation. According to the provided documents, organisers will decide if the player belongs to the category "Significantly or totally blind and unable to move disabled chess players" and needs an assistant.

4. Online assistants are responsible to invite and connect to the VCS with their players 15 min. before the start of the game. The assistant must have a full view of the player and the player's face.

5. Players that using assistants must have their own chessboard fully visible to their assistant.

6. When the game start and during the full period of the game, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent's moves to their player.

7. The player must be sure to be able to hear the assistant loud and clear.

8. The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the

player and the assistant.

9 The assistant can use either:
- 9.1 A new account in the platform specifically for this tournament, or
- 9.2 The existing account of the player, with the player's permission

10. The player has the right to ask for the number of moves played and the remaining time on their clock plus the time of their opponent at any moment during the game.

11. The player trough the assistant has the right to ask for a draw or accept a draw offer from their opponent at any time. No further communication is allowed between the assistant and the player, in any unforeseen situation the assistant receive instructions from the chief arbiter.

12. During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

13. All articles of the FIDE Online Chess Regulations are valid for significantly or totally blind and unable to move players by replacing the word "player" with the word "online assistant".

Appendix III. Regulations for Significantly or totally Blind and Unable to Move Chess Players for Hybrid Competitions

1. The Local Organiser is advised to provide an assistant to significantly or totally blind players. The assistant's duties are:
   - 1.1 Play online the moves announced by their player.
   - 1.2 Announce the moves of the opponent.
   - 1.3 Inform the significantly or totally blind players player only at their request of the clock times.
   - 1.4 Inform the player of draw offers from their opponent and make draw offers communicated by the player.
   - 1.5 No further communication between the assistant and the player is allowed.
   - 1.6 Assistants are supervised by the Local Chief Arbiter and the other arbiters.
2. All other regulations are applying only by changing the word "player" with the word "assistant".

Glossary of Terms in the FIDE Online Chess Regulations

This glossary provides definitions only for terms that are unique to online chess. The number after each term refers to the place where it first appears in this document.

Term	First Reference	Definition
Automatic Promotion	3.6.3	A pawn promotes automatically to a queen or another piece according to the settings selected by the player in the playing zone software.
Cheating	Appendix 1.8	The deliberate use of external assistance by one player to gain an advantage over the opponent (such as using a computer or another player). Cheating also refers to the

		purposeful manipulation of chess competitions such as, but not limited to, sandbagging, match fixing, rating fraud, and participation in fictitious competitions or games.
Chief Organiser	16.1	The person responsible for designating and approving all playing venues for a hybrid competition.
Competitions with Supervision	6.1.2	An event where players are remotely supervised by one or more arbiters.
Disconnection	11	Occurs when the internet connection or electronic signal between a player's authorised playing device and the playing zone is lost for any reason.
eBoard	Introduction	Any FIDE-approved electronic chess board that can be connected to a website to input and output moves throughout the internet for use in an online competition
FPL	Appendix 1.2	FIDE Fair Play Commission
Fair Play software	Appendix 1.1	Software tools used by game service providers and FIDE to monitor all players' games move-by-move. FIDE's approved Fair Play software is the FIDE Game Screening Tool.
Hacking	Appendix 2.3	Occurs when another person is playing on behalf of the actual player whose name is assumed to be playing a game.
HIP	16.5	Hosting Internet Platform
Hybrid chess	6.1.3	A type of competition where all players are physically supervised by an arbiter, while they play online.
Investigating Person (IP)	8.3	Refers to the member of the FIDE Fair Play Commission charged with responsibility to investigate a case where cheating is alleged to have occurred.
LCA	16.8	Local Chief Arbiter
Local Organiser	16.1	The person responsible for overseeing a single online venue. The Local Organiser reports directly to the Chief Organiser.
LTA	18.8	Local Technical Assistant
Match fixing	Appendix 2	Arranging the results of a competition before the games are played.
Online chess competition	6.1.1	An event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter.
Playing Device	12	Refers to the computer, laptop, desktop, eBoard or other authorized equipment the player uses to make their moves

		in the playing zone.
Playing zone	2	Refers to the host system or playing environment for an online game of chess.
Sandbagging	Appendix 2.2	Deliberately playing below one's true playing strength.
VCS	13	Video Conferencing System
Virtual chessboard	3	Refers to the representation of the chessboard and pieces generated by the playing zone on the player's screen and as customized by the player using the playing zone software.
Virtual chessclock	4	Show the game time remaining for each player as generated by the playing zone and shown on each player's computer screen or game display.

CHAPTER 12: SAMPLE EXAM QUESTIONS FOR ARBITERS

SAMPLE EXAM QUESTIONS FOR FIDE and International ARBITERS

In this chapter, we provide sample questions similar to those that may appear in a FIDE Arbiter and International Arbiter exam. Note that the questions cover different levels to ensure all areas are addressed. This collection of questions does not serve as an example of an actual exam. One reason for this is that the distribution of marks does not align with a real exam. For example, 55% of the marks should focus on the FIDE Laws of Chess. These examples aim to assist participants in a seminar in understanding the level of difficulty that an actual seminar evaluation may present. As a FIDE/International Arbiter, you must demonstrate knowledge in many more areas than just the FIDE Laws of Chess. It is the responsibility of the lecturer to select the appropriate mix of simple and advanced questions from each area in the correct proportion.

The actual exam should last four hours though some online exams are only three hours in duration.

We also provide solutions and a possible grading of these questions. We hope that the grading is especially useful for lecturers. We strive to give short and relevant answers. In all cases, it is important that good reasons for the answer are provided. For some questions, we also suggest grading for incorrect answers even if the correct methodology has been followed. For example, in the questions regarding player titles, there is a common mistake that leads to the opposite answer for the question. i.e. something is a norm or not. However, we suggest giving 4 out of 5 marks if all other aspects are correct. It is important for candidates to thoroughly study the answers. Once they find the correct answer, they should learn to provide the right arguments.

Perhaps this collection of questions is interesting for all FIDE and International Arbiters as well. You can check your knowledge of rules by trying to answer these questions. Perhaps your last examination was a long time ago and you have forgotten how to make a pairing or to calculate a new rating. We hope that for experienced Arbiters the questions from the Laws are easy, but check yourself!

Laws

1) In the given position, White is to move when his/her flag falls. What is the result? Explain your answer. (2 marks)

2) Twenty minutes and 12 moves into a game the digital clock fails. One player claims that they had used only 5 minutes. The opponent disagrees but does admit he/she had used slightly more time. **What does the Arbiter do? (2 marks)**

3) According to the schedule of a chess tournament, the rounds should start at 19.30. In the regulations of the tournament, it was included that any player, who arrives at the chessboard more than 30 minutes after the scheduled start of the session, shall lose the game. However, there was some delay and the round actually started at 19.40. One of the players arrived at the chessboard at 20.05. His/Her opponent claimed the win. But the player claimed that his/her clock only shows 25 minutes had elapsed on his/her clock, so he/she should be allowed to play.

What is the Arbiter's decision? Explain your answer. (2 marks)

4) In a tournament with the time control 90 minutes for 30 moves and 30 minutes for the end of the game, with 30 seconds increment per move starting from move 1, in the position shown the black player played 28. … Qxd3, and completed the move by pressing the clock. It is the first illegal move by the player.

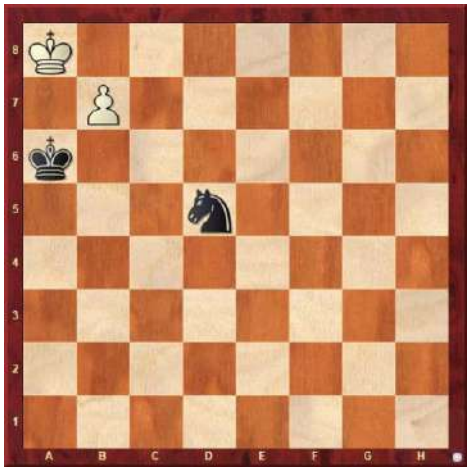
The Arbiter was present watching the game. What must he/she do? Explain your answer! (4 marks)

5) In a tournament with the time control of 60 minutes per player for all of the game, with 30 seconds increment per move starting from move 1 no illegal move has happened before. In the position in the diagram the white player picked up with one hand the rook on b8 and with the other hand the pawn on c7 and played: 35. …., cxb8 and pressed the clock, without promoting the pawn to a new piece.

Position from Lasker Emanuel sim tour USA, 1893

The Arbiter was present, watching the game. What does he/she do?
(4 marks)

6) In this position the white player, who is short of time, plays the pawn from b7 to b8 and replaces it with an upside down rook. He/She announces "queen" and presses the clock.



Black plays Nc7 and announces mate.

The white player attempts to capture the knight with his/her promoted piece.
What is the Arbiter's decision and why? (2 marks)

7) In a tournament with the time control of 90 minutes for 30 moves and 30 minutes for the remainder of the game, with 30 seconds increment per move starting from move 1, in the position shown in the diagram White played 50. Kc6 and pressed the clock. His/her opponent immediately after white's move declared that he/she resigns.

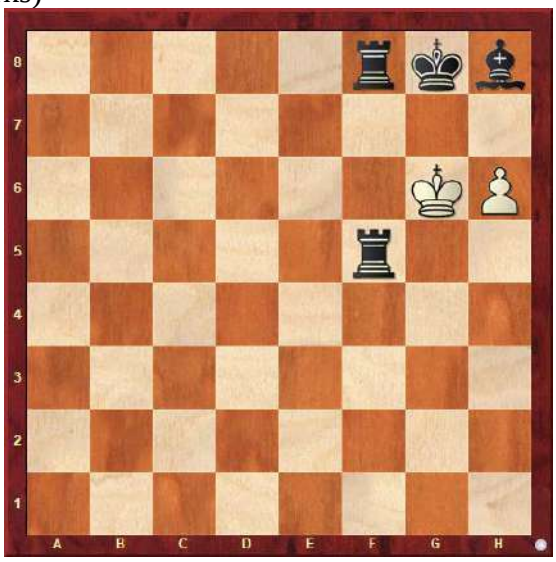
The arbiter was present watching the game. What is his/her reaction? What shall be the result of the game? (2 marks)

8) After 26. … c6 we got the position in the diagram. After this the following moves happened 27. Bf3 Qf5 28. Be4 Qg4 29. Bf3 Qf5 30. Be4. Black having the move writes 30. … Qg4 on the scoresheet, pauses the clock, calls the arbiter and asks for a draw. The player says that with this move the same position will occur for the third time. White does not accept the draw offer. **What is the action of the arbiter and what should be his/her decision? (2 marks)**

9) In a tournament with the time control of 15 minutes per player for the game, with 10 seconds increment per move starting from move 1, the position in the diagram below appeared. The Arbiter observed the position from some distance and saw the black player play 45 …fxe1 and without promoting the pawn to a new piece, pressed the clock. He/She moved towards the board. Before he/she reached the board, the white player quickly responded with 46. c8Q.

How must the Arbiter react? Explain your answer. (2 marks)

10) White touched a pawn on h6 and before he/she moves h6 pawn, Player with white pieces overstep the allotted time. Player with black pieces claims a win, what is the role of observing arbiter? (3 marks)



11) Player A with white pieces makes a move on chessboard and claims a draw for a threefold repetition of a position. There is a threefold repetition on the board. Role of observing arbiter? (2 marks)

Rating & Titles

12) In a 9 round tournament, going into the final round, a player from AUS has the following results:

GM	2700	ENG	½
IM	2393	NZL	½
GM	2592	USA	½
	2345	NED	1
FM	2380	AUS	1
GM	2450	NZL	½
GM	2685	GER	½
	2149	NED	1
GM	2559	ESP	½

Does she fulfil a GM norm? Explain your answer. (5 marks)

13) Player A from TUR, who participates in a 9 rounds Swiss System Tournament, has the following results against his/her 8 opponents and before the start of the last round. He/She asks the Arbiter if he/she can achieve a norm for International Master (IM) and if yes which result is needed in the last game.

IM	2416	IND	½
	2201	USA	1
	1900	FRA	1
	2256	GER	½
IM	2495	RUS	½
FM	2302	GER	1
FM	2316	AUT	1
GM	2634	GER	0
IM	2426	ESP	??

What is the Arbiter's answer? Explain it by calculations. (5 marks)

14) In a 7 rounds Swiss system tournament, player A, with a rating of 2460, played against the following opponents and has the following results:

A (2460) – S (2095): 1-0
T (2254) - A (2460): 0-1
A (2460) – U (2415): ½-½
V (2488) – A (2460): 1-0
W (2310) – A (2460): 0-1
A (2460) – X (2570): ½-½
Y (2673) - A (2460): ½-½

Calculate his/her Rating Change for this tournament. (4 marks)

15) An unrated player plays the following field in his/her first FIDE rated Swiss event. Based on the results given, what will be his/her initial FIDE rating? (3 marks)

1. 1726	0
2. 1415	1
3. 1424	½
4. 1625	0
5. 1502	1
6. 1980	+
7. 1628	½
8. 1740	0

Swiss Pairing

16) In a Swiss system tournament with 7 rounds, after the 6th round we have the following score-bracket which includes players with 3.5 points:

Pairing number	Color history
7	WWBWBB
16	WBBWBW
17	BWBWBB
21	BWBWWB
26	WWBWBB
29	BWWBWW
42	BWWBBW
54	WBWBWB
68	WBBWBW

Note that the pairings 16-29, 17-42 and 26-54 have been made in previous rounds, and none of these players have been up-floated or down-floated:

What are the pairings of the 7th (last) round. (5 marks)

17) In a Swiss system tournament, we have found the following pairings in a point group. In a last step we need to determine the colours of the following pairings. The previous colour history is shown. – means that a game was not played in that round. Write down the three pairings with the player who gets white first. Give the reason for your decision. (3 marks)

a)

Pin	1	2	3	4	5
2	w	b	w	-	b
8	w	-	b	w	b

b)

Pin	1	2	3	4	5
5	-	b	w	b	w
10	w	b	-	b	w

c)

Pin	1	2	3	4	5
7	b	w	b	w	b
15	b	w	w	b	b

18) After three rounds in a Swiss system tournament only five players have three points. These are the players with numbers 1-5. None of these players have been floated down before.

Player 2 has colour preference black, all the other players have a preference for white. We assume that all preferences have the same strength. **What are the pairings and which player will float down? (2 marks)**

Competition Rules

19) For each of the following time controls, state whether the time control is allowed for an under 2400 FIDE rated section with two games per day. Give a reason.

a) 30 moves in 90 minutes followed by 30 minutes to complete the game. No increment.
b) 20 moves in 90 minutes followed by 30 minutes to complete the game with an increment of 30 seconds from the start.
c) 30 moves in 2 hours followed by 40 minutes to complete the game with an increment of 30 seconds from the start. (3 marks)

20) In a nine round tournament which has two rounds on 4 days, the tournament rules regarding appeals state that if a player wishes to make an appeal they must do so orally and within 24 hours. Give two reasons why these conditions are unsatisfactory. (2 marks)

Systems and Tiebreaks

21) Rank the following players based on the Sonneborn–Berger tie-break
(4 marks)

FED		Name	Rtg	1	2	3	4	5	6	7	8	Pts
FRA	GM	Vachier-Lagrave Maxime	2767	*	1	½	½	½	½	1	½	4½
RUS	GM	Nepomniachtchi Ian	2774	0	*	½	1	1	½	1	½	4½
USA	GM	Caruana Fabiano	2842	½	½	*	½	½	½	0	1	3½
NED	GM	Giri Anish	2763	½	0	½	*	½	½	½	1	3½
CHN	GM	Wang Hao	2762	½	0	½	½	*	½	1	½	3½
RUS	GM	Grischuk Alexander	2777	½	½	½	½	½	*	½	½	3½
CHN	GM	Ding Liren	2805	0	0	1	½	0	½	*	½	2½
RUS	GM	Alekseenko Kirill	2698	½	½	0	0	½	½	½	*	2½

22) A player plays in a swiss system tournament against following opponents and gets 4.5 points. He/She won the 4th round by forfeit. Player D continues the event and played last two rounds. (2 marks)

Opponent	Pts	Res.
Player A	5	1
Player B	5	1
Player C	6½	0
Player D (forfeit win)	3	+
Player E	4½	1
Player F	6	½

What is the Buchholz of that player?

23) A player plays in a Swiss system tournament against 5 opponents and gets 3.5 points. He/She lost the 4th round by forfeit.

1) Player A 1:0
2) Player B ½
3) Player C 1:0
4) Player D -:+ (Player D continues the event and played last two rounds)
5) Player E 1:0

In the final ranking A and B have 2 points, C has 1,5 points, D has 4,5 points, and E has 2,5 points.

What is the FIDE-Buchholz Cut 1 of that player? List the points you get for every opponent!
(3 marks)

Anti-Cheating

24) In an International Tournament a player tells the Arbiter that he/she believes that his/her opponent is cheating. **What steps should the Arbiter take? Explain your answer. (4 marks)**

25) In a Swiss system tournament with the time control 25 minutes per player for all the game, with 10 seconds increment per move starting from move 1, the player with black pieces had informed the Arbiter that his/her opponent has a mobile phone in his/her pocket, the opponent also confirms that he/she forgot to give his/her mobile to the Arbiter before the game. However, the white player claims that as it is not possible for Black to win the game by any series of legal moves, the result shall be draw. What shall be the Arbiter's decision and action? (2 marks)

26) According to the regulations of the tournament, players wearing smart watches will be declared lost. The Arbiter doubted that a player was wearing this type of watch during a game but he/she was not sure because the sleeve of his/her shirt was covering it. When the game ended with an agreed draw, the Arbiter immediately checked and ascertained that it was a smart watch. He/She declared the game lost by that player and changed the result. The player argued that the result should not have been changed and the Arbiter should have checked during the game. Is the decision of the Arbiter correct? (2 marks)

Arbiter Titles

27) A national Arbiter has three (valid) norms for the FIDE Arbiter title. She was an Arbiter in two international Swiss system tournaments with 7 rounds each and 76 and 88 participants respectively. Furthermore, she attended a FIDE Arbiters seminar and passed the exam. Now she is looking for a tournament for the next norm. What are the requirements of this tournament? (2 marks)

Answers

1. Black win (1). A mate is possible even though it is unlikely (1).

2. Arbiter must use best judgement (1) 8 or 9 minutes off of white clock and 11 or 12 minutes off the black clock is reasonable (1).

3. Game starts (1). Default time is calculated from the actual start of playing not from scheduled start time (1).

4. Black's move is illegal (because of the check) (1) and the position before the irregularity shall be reinstated (1). The Arbiter adds two minutes to white's clock (1). As Black touched the queen, he/she must make a legal move with his/her queen which must be either Qd5 or Qe6 (1).

5. White played an illegal move and also made his/her move with two hands which is an illegal move, too (1). Two illegal moves in one action will be considered as one illegal move (1). The pawn shall be replaced with a queen of the same colour (1). The Arbiter adds two minutes to black's clock (1).

6. An up-side down rook is not an illegal move, but it counts as a rook (1), so the mate stands and Black wins the game (1).

7. Stalemate ends the game, so after 50.Kc6 the game is finished with a draw (1). The resignation is not acceptable (1).

8. The Arbiter checks together with the players on a different board, if this position occurred three times (1). After checking the Arbiter shall accept the draw claim, because this position occurred 3 times in moves 26, 28 and 30 (with the same player to move) (1).

9. The Arbiter shall wait until the next move is completed. (1) Then, if an illegal position is still on the board, he/she shall declare the game drawn (1).

10. It's a draw (1), touched a pawn or not touched a pawn in both cases the decision will be same, article 6.9 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. (1), the only legal move white has pawn to h6 and black king getting checkmated, so black cannot win the game by any series of legal moves.

11. The claim is incorrect. (1), if a player touches a piece he/she loses the right to claim 3 fold repeating draw.(refer article 9.4), Here player with white pieces already made his/her move on chessboard and claim to arbiter (1)

12. International Title Regulations: Article 1.4.3 Federations of Opponents:

At least two federations other than that of the title applicant must be included. Player met players from 6 other federations. International Title Regulations: Article 1.4.4 Titles of Opponents: At least 50% of the opponents shall be title-holders (TH) as in 0.31. Player met 7 players with titles out of 9 opponents.
For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs. Player met 5 GMs (2)

For GM Norm, floor raised to 2200 for lowest rated player.
Total = (2700+2393+2592+2345+2380+2450+2685+2200+2559)
Average=22304/9=2478.2 (2)
International Title Regulations: Article 1.72 Tables: For 9 rounds: He/She needs 6 points and he/she got 6. Yes GM norm (1).

In case the candidate does not raise the 2149 to 2200 and all other arguments are correct the result will be that the player does not get a GM norm. In this case the applicant gets 4 marks.

13. IM Norm requirements: 3 federations; minimum 50% titled; minimum 33% IM. (2)

International Title Regulations: Article 1.4.6 Rating of opponents: For IM Norm, floor raised to 2050 for lowest rated player.
Total=(2416+2201+2050+2256+2495+2302+2316+2634+2426)
Average=21096/9=2344 (2)
International Title Regulations: Article 1.72 Tables: For 9 rounds: He/She needs 6 points for IM norm.
He already scored 5.5 points. DRAW needed for last round. (1)

If the candidate does not raise the 1900 to 2050 and all other arguments are correct the result will be that the player needs a win to get an IM norm. In this case the applicant gets 4 marks.

14.
Use table 8.1.1

B (2460) – S (2095):	1-0	[R(d)= 365, +0.10]
T (2254) - B (2460):	0-1	[R(d)= 206, +0.24]
B (2460) – U (2415):	½	[R(d)= 45, -0.06]
V (2488) – B (2460):	1-0	[R(d)= 28, -0.46]
W (2310) – B (2460):	0-1	[R(d)= 150, +0.30]
B (2460) – X (2570):	½	[R(d)= 110, +0.15]
Y (2673) - B (2460):	½	[R(d)= 213, +0.27]

(3 marks ½ off for each error)

ΔR=+0.54, R(ch)=10 X 0.54= +5.40 points (1)

15.
Unplayed games won't be calculated so we shall remove game no.6 (1). Player gained 3 points out of 7 games. While calculating the average of rated opponents we have to include 2 hypothetical opponents of 1800 and result against them is draw.
Ra= (1726+1415+1424+1625+1502+~~1980~~+1628+1740+1800+1800) = 14660
Ra= 14660 / 9
Ra= 1628.88
The average rating of the opponents is 1628.88 rounded to 1629 (1).
Now use this formula:
Ru= Ra + dp
Ru= 1629 + 4/9
Ru= 1629 + (-43)
Ru= 1586

16.

White seeker			Black Seeker	
7				
			16	
17				
	21			
26				
				29
			42	
	54			
			68	

(2 marks, deduct ½ for each wrong colour)

54 is downfloat (lowest ranked from largest colour group) Other pairings
7 v 29
26 v 16
17 v 42
21 v 68 (2 pts)
But 17-42 already played so swap (transpose 42 and 68) (1pt)
7-29, 26-16, 17-68, 21-42, downfloat 54 (½ off for each wrong pairing)

If 68 was (wrongly) downfloated because it is the lowest ranked then the pairing would be:
7-29, 26-16, 17-54, 21-42 (This pairing would be 2 marks, 17-42 and 21-54 would be 1 mark.
A correct pairing but with the initial colours wrong would be worth 2 marks)

17.
2-8 (0.5) grant the colour preference of the higher ranked player (0.5).

10-5 (0.5) alternate the colours to the most recent time in which one player had white and the other black (0.5)

15-7 (0.5) Grant the stronger colour preference (0.5).

18.

Numbers	Colour
1	W
2	B
3	W
4	W
5	W

Pairings:
1-3
4-2
5 down floater
Subtract ½ mark for each mistake.

19.

a) Yes. Each game lasts 4 hours so 8 hours a day. (1)

b) No. 20 moves is not acceptable number of moves (must be 30). (1)

c) No. Main thinking time 120 minutes each + 30 minutes of increment (assuming 60 moves a game) + 40 minutes for rest of game. Total time for each player is 3 hours and 10 minutes, The game will last long for 6 hours and 20 minutes. So more than 12 hours play in a day.

20. 24 hours means that 2 further rounds could have been played. Too long a period (1). If not in writing then Appeals Committee are not certain what the complaint is/Player may change complaint (either 1)

21.

	Maxim	Ian	Fabiano	Anish	Wang	Grischuk	Ding	Krill	SB	Rank
Maxim		4.5	1.75	1.75	1.75	1.75	2.5	1.25	15.25	1
Ian	0		1.75	3.5	3.5	1.75	2.5	1.25	14.25	2
Fabiano	2.25	2.25		1.75	1.75	1.75	0	2.5	12.25	3-4
Anish	2.25	0	1.75		1.75	1.75	1.25	2.5	11.25	5-6
Wang	2.25	0	1.75	1.75		1.75	2.5	1.25	11.25	5-6
Grischuk	2.25	2.25	1.75	1.75	1.75		1.25	1.25	12.25	3-4
Ding	0	0	3.5	1.75	0	1.75		1.25	8.25	8
Kirill	2.25	2.25	0	0	1.75	1.75	1.25		9.25	7

Grant 0.5 marks for each line.

22. The player themself who did not play a round, because of a forfeit win. For this round, the contribution that the player gives to themself is calculated as a game played against a dummy opponent (Virtual opponent is totally different concept). Here the dummy opponent score will be the same as the player's points at the end of event.

Now, the dummy opponent has 4.5 points, the very same as player. So the player's

Buchholz is = 5 + 5 + 6.5 + 4.5 (dummy opponent) + 4.5 + 6 = 31.5.

23.

Player A	Player B	Player C	Player D	Player E	Total BH	BH C1
2	2	1.5	**3.5**	2.5	11.5	**8**

the player has unplayed 4th round, valued at 3.5 points same as player own points, and same will be discarded by for Cut-1; = **2 + 2 + 1.5 + 2.5 = 8**
Give 0.5 mark for the correct number for each opponent and 0.5 marks for the summation.

24. Player completes form to record accusation (or made aware that he/she must do so after game) / Establish why player thinks opponent is cheating (1). Monitor game and opponent (1); Note when/if opponent leaves board (1); Possibly scan or submit pgn (1). Other answers may be worth a mark to max.

25. The result is 0-1 (1) because in Fair Play cases, the player who has an electronic device shall always lose and the opponent wins (1). The reason is that the mobile phone was already in the pocket during the game.

26. The decision of the Arbiter is correct (1). The watch could have been used during the game and therefore the penalty applies (1). (If the player had been wearing an ordinary watch he/she may not have been happy if the Arbiter disturbed him to check.)

(Some federations do not allow even ordinary watches)

27. Since her first two tournaments are Swiss tournaments, she either needs a tournament of different type (Round Robin, or Team) (1) or she needs to be an Arbiter in an international FIDE chess event with at least 100 participants from at least two federations, where 30% of the players are rated (1).

APPENDIXES

Example of a rating calculation

In a 9 round Swiss System Tournament a player with a FIDE Rating and less than 30 games played in his/her chess career, played against the following opponents withthe relevant ratings and had the following results:

1. (1926) 1
2. (2011) 1
3. (2318) 0
4. (2067) 0.5
5. (2219) 0.5
6. (2585) 0
7. (2659) 1
8. (2464) 0.5
9. (2652) 0.5

Calculate his/her new rating at the end of the tournament.

We calculate the rating difference for every opponent, using the table 8.1 (b):

1. 2212 -1926 = 286, result 1, p(H) = 0.84, ΔR = 1-0.84 = +0.16

2. 2212 - 2011 = 201, result 1, p(H) = 0.76, ΔR = 1-0.76 = +0.24

3. 2318 - 2212 = 106, result 0, p(L) = 0.36, ΔR = 0-0.36 = -0.36

4. 2212 - 2067 = 145, result 0.5, p(H) = 0.69, ΔR = 0.5-0.69 = -0.19

5. 2219 - 2212 = 7, result 0.5, p(L) = 0.49, ΔR = 0.5-0.49 = +0.01

6. 2585 - 2212 = 373, result 0, p(L) = 0.10, ΔR = 0-0.10 = -0.10

7. 2659 - 2212 = 447 we consider max. difference is 400 result 1, p(L) = 0.08, ΔR = 1-0.08 = +0.92

8. 2464 - 2212 = 252, result 0.5, p(L) = 0.19, ΔR = 0.5-0.19 = +0.31

9. 2652 - 2212 = 440 (it is considered as difference of 400),

result 0.5, p(L) = 0.08, ΔR = 0.5-0.08 = +0.42

$\Sigma \Delta R$ = 0.16+0.24-0.36-0.19+0.01-0.10+0.92+0.31+0.42 = +1.41

So his/her Rating change will be: K x $\Sigma \Delta R$ =40 x 1.41 = +56.4

His/Her New Rating will be 2212 + 56.4 = 2268.4 ------- 2268

Guideline for checking if a players' result is a valid title norm:

In a 13 round Swiss tournament a player from Hungary played the following opponents with the relevant results and is looking for a GM norm:

1. GM Alfred	GER	2383	1
2. GM Bernhard	ENG	2508	0,5
3. Christian	GER	2573	0
4. David	AUT	2180	1
5. GM Evgeny	RUS	2598	1
6. GM Friedrich	GER	2568	0
7. Georg	GER	2070	1
8. IM Herbert	GER	2483	1
9. Igor	RUS	2497	1
10. Konrad	GER	2561	0,5
11. FM Ludwig	GER	2440	1
12. IM Manfred	GER	2479	0,5
13. GM Norbert	GER	2492	0,5

Working from Table for 13 rounds:

1. The average rating of his/her opponents is 2449. There are two low rated players, David in round 4 and Georg in round 7. According to article 1.46c for one player, the lowest rated one, the adjusted rating floor may be used for calculation. For a GM norm it is 2200. If we raise the rating of George from 2070 to 2200 it gives an average rating 2459.
2. For GM norm, player needs 9 points (Average of opponents 2459-2489). It is OK.
3. Check the titles of the opponents – see art. 1.45.

For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs. He/She should have 5 GMs. It is OK

At least 50% of the opponents shall be title-holders; CM and WCM are not counted. He/She should have 7 Different Title holders. There are 5 GM, 2 IM and 1 FM. It is OK.

4. Check the federations of the opponents – see art. 1.43 and 1.44.

For the GM norm at least two federations other than that of the title applicant must be included and there are four such federations, GER, ENG, AUT and RUS. It is OK.

A maximum of 3/5 of the opponents may come from the applicant's federation anda maximum of 2/3 of the opponents from one federation.

9 opponents are coming from GER. Max. 2/3 may come from one federation. Therefore, the foreigner condition is not fulfilled. We proceed to the next step.

5. Check if some exceptions are valid – see art. 1.42e and 1.43e.

1.43e : The foreigner rule is not valid for Swiss System tournaments in which at least 20 FIDE rated players, not from the host federation, are included, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

When applying for the title at least one of the norms has to be achieved under normal foreigner requirement.

1.42e: A player may ignore his/her game(s) against any opponents he/she has defeated, provided he/she has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If the win against Georg is deleted we remain with 8 points from 12 games, average rating is 2480. As for a 67% result $d_p = 125$ we have a performance of 2605, sufficient for a GM norm.

Furthermore the player had 5 GMs and enough title holders. The title criteria are fulfilled.

Out of 12 opponents only 8 are coming from Germany, this criterion is fulfilled as well.

Now we have a valid GM title norm.

Some examples of title norms calculations:

(1). In an 11 round tournament a player finished with the following result

- 9 points
- average rating of opponents is 2376 (The rating sum is 26136)
- he played 4 GMs and 2 FMs
- his lowest rated opponents had 2140 (a win) and 2160 (a draw)

9 points, 4 GMs and 6 titleholders from 11 opponents is sufficient for a GM norm.

For a GM norm, the average rating of opponents is too low. It should be minimum 2380 – see the relevant table for 11 rounds in the Annex section

Following article 1.4.6 the rating of one player (the lowest rated) may be raised to the adjusted rating floor for a GM norm, which is 2200. Using this adjustment, the average rating of opponents now is 2381 and the GM norm is valid.

Another possibility uses article 1.4.1 f:

The player may ignore a game against any opponent he/she had defeated, provided he/she has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

If we delete the game against the player with the rating of 2140 the player had 8 points from 10 games and an average rating of 2400. The GM norm is fulfilled.

Now we have to check the federations of the opponents – see the relevant table for11 rounds. Only 6 opponents may come from the players' federation, only 6 opponents may come from one federation.

The norm is valid.

(2). In a women tournament, scheduled for 9 rounds, a player from Russia has after 8 rounds the following result

- 6 points
- average rating of opponents is 2165
- she played 2 WGM, 1 WIM and 2 WFM
- 6 of her opponents came from Germany and 2 from England

For a WGM norm she needs 7 points, and an average rating of her opponents of 2180 or more and 3 WGMs. The number of title holders is already sufficient. Up to now she had 6 opponents from Germany, which is the maximum number coming from one federation.

In order to achieve this WGM norm for the last round she needs a third WGM having a rating of at least 2300, which is not from Germany, and she has to win.

(3). A player from Armenia, who has the IM title, participates in a 9 rounds Swiss System Tournament, has the following results against his/her 8 opponents and before the start of the last round asks the Arbiter what result is needed in the last round so that he/she will achieve a norm for GM :

1.	(NOR)	GM	2470	0
2.	(GEO)	-	2150	1
3.	(GER)	-	2410	1
4.	(ARM)	IM	2570	0
5.	(GEO)	-	2340	1
6.	(GEO)	FM	2380	1
7.	(ARM)	GM	2675	0,5
8.	(ENG)	IM	2540	1
9.	(USA)	GM	2695	??

(i). We check the requirements for the GM title:

(a). Games: He/She has played 9 games (9 are required). So it is OK.

(b). Title holders (TH): He/She has 6 TH in 9 opponents. It is more than 50%. Soit is OK.

(c). Unrated opponents: None: 0 < 2. So it is OK.(d). Federations:

(i) max. 2/3 from one Fed.: 3 out of 9 (GEO): 3/9 < 2/3. Then it is OK.
(ii) max. 3/5 from own Fed : 2 out of 9 (ARM): 2/9 < 3/5. Then it is OK. (e).

GMs : He/She met 3 GMs (3 are required). It is OK.

(ii). We calculate the Average Rating of the Opponents Ra:

(a). First we consider the Rating adjusted floor (it is 2200 for GM norm) for the opponent who has lower rating than 2200 : 2. (GEO), -, 2150.

This rating is increased to 2200

(b). We find: Ra = 22280:9 = 2475,55 = 2476

(iii). Using the tables 1.4.1 a for 9 games and GM norm :

For a Ra=2476 the player needs 6 points in 9 games for GM norm. Ha has 5.5 points in 8 games. So HE/SHE NEEDS A DRAW in the last round to get his/her GM norm.

Awarding of money prizes

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

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

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

Example

The prizes in the tournament are:
1st place € 10.000
2nd place € 5.000
3rd place € 3.000
4th place € 2.000
Players A, B, C and D finish a tournament with 8 points each.

The Buchholz points are:
A has 58 Buchholz points B has 57 Buchholz points C has 56 Buchholz points D has 54 Buchholz points.

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

	system a)	*system b)*	*system c)*		
A -	*€ 5.000*	*€ 10.000*	*€ 5.000 +*	*€ 2.500 =*	*€ 7.500*
B -	*€ 5.000*	*€ 5.000*	*€ 2.500 +*	*€ 2.500 =*	*€ 5.000*
C -	*€ 5.000*	*€ 3.000*	*€ 1.500 +*	*€ 2.500 =*	*€ 4.000*
D -	*€ 5.000*	*€ 2.000*	*€ 1.000 +*	*€ 2.500 =*	*€ 3.500*

The total is €20,000 whatever system is used.

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

Additionally, in systems a) and c) if the organizers have a limit on the number of players with the same points who can share a money prize they must inform the participants of this in advance of the tournament.

If it is announced to give that there are 10 money prizes and the final ranking is: players ranked 1 to 4 have 8 points
players ranked 5 to 9 have 7.5 points
players ranked 10 to 20 have 7 points.

In such a case it is not wise to share the money for rank 10 between 11 players. To avoid such a problem it should be announced in advance that money prizes are equally shared equally or given by the Hort system to the players ranked on 1 to 10.

The distribution of the prize money is better done by two people working independently. This might be the Treasurer and Chief Arbiter.

Rating prizes are another type of prize. Perhaps the best achievement by a player rated 2300-2399 and another 2200-2299. Do not fall into the trap of writing U2400, U2300. In that case the U2300 player might get both prizes. A good way of awarding these is not just on score, or Tournament Performance Rating.
Best Improvement in Rating as measured by W-We. W is the score achieved, We is the expected score against the average strength of the opponents. This has the advantage that ties are almost unknown. It is possible, in a Swiss, for a player with a lower scoreto get the greater achievement. Achieve the greater improvement.

Manual checking of computer pairings Using the data from a random tournament
Check list for pairings of round 6
The pairing program used is Swiss Manager
Explanations of the columns used for checking: Rk = rankColour = colours in previous rounds
w = white
- = black
C = colour in upcoming roundD = expected colour
p = floater direction in penultimate roundl = floater direction in last round
Cd = colour difference
Sc = same colour in a row

Checklist for Round 6

Rk.	SNo.		Name	Rtg.	Pts	Color	C	D	p	l	Cd	Sc	Opponents	
1	36		Kouskoutis Georgios-	2314	4½	-w--w		W			-1	1	4,9,12,35,80	0
2	1	IM	Martirosyan Haik M.	2570	4	w-w--		W		+	-1	-2	10,18,37,46,62	0
3	2	GM	Deac Bogdan-Daniel	2559	4	-w--w		W	+		-1	1	6,8,19,32,39	0
4	3	IM	Santos Ruiz Miguel	2505	4	w-w-w		-	+		1	1	1,22,26,44,46	0
5	6	IM	Thybo Jesper Sonderg	2466	4	-w-w-		W			-1	-1	17,25,27,47,56	0
6	8	IM	Morozov Nichita	2461	4	-w-w-		W			-1	-1	3,16,27,30,42	0
7	12	FM	Janik Igor	2418	4	-w-w-		W			-1	-1	27,34,54,57,59	0
8	63		Yayloyan Konstantin	2142	4	w--w-		W	-		-1	-1	3,21,24,53,54	0
9	4	FM	Sorokin Aleksey	2486	3½	-w-w-		W			-1	-1	1,10,17,41,79	0
10	7	IM	Livaic Leon	2461	3½	w-w-w		-		-	1	1	2,9,40,43,58	0
11	9	IM	Plenca Jadranko	2440	3½	w-w-w		-			1	1	15,28,31,44,53	0
12	10	FM	Vykouk Jan	2440	3½	-w-w-		W			-1	-1	1,32,42,45,72	0
13	11	IM	Costachi Mihnea	2418	3½	w-w-w		-			1	1	40,44,57,58,67	0
14	16	FM	Haria Ravi	2398	3½	-w-w-		W			-1	-1	17,34,45,51,60	0
15	18	FM	Tica Sven	2389	3½	-w-w-		W			-1	-1	11,27,34,56,61	0
16	21	IM	Sousa Andre Ventura	2386	3½	w-w-w		-			1	1	6,18,29,49,68	0
17	33		Radovic Janko	2330	3½	w-w-w		-			1	1	5,9,14,24,73	0
18	44	FM	Lazov Toni	2289	3½	-w-w-		W			-1	-1	2,16,22,23,41	0
19	45	FM	Askerov Marat	2281	3½	w-w-w		-			1	1	3,26,38,40,69	0
20	13		Drygalov Sergey	2415	3	w-ww-		-	+		1	-1	28,29,33,44,47	0
21	15	FM	Warmerdam Max	2399	3	w-w-w		-			1	1	8,26,33,48,67	0
22	17	FM	Haldorsen Benjamin	2397	3	w-w--		W			-1	-2	4,18,28,29,49	0
23	19	FM	Tomczak Mikolaj	2387	3	w-w-w		-			1	1	18,32,48,50,67	0
24	20		Stauskas Lukas	2387	3	-w-w-		W			-1	-1	8,17,30,57,63	0
25	23	FM	Haug Johannes	2379	3	w-w-w		-			1	1	5,48,50,58,62	0
26	32	FM	Tokranovs Dmitrijs	2334	3	-w-w-		W			-1	-1	4,19,21,59,72	0
27	39		Akhvlediani Irakli	2303	3	w-w-w		-			1	1	5,6,7,15,81	0
28	40	FM	Lopez Mulet Inigo	2302	3	-w-w-		W			-1	-1	11,20,22,60,76	0
29	42	FM	Dobrovoljc Vid	2293	3	-w-ww		-			1	2	16,20,22,35,77	0
30	51		Vasiesiu Victor	2267	3	w-w-w		-			1	1	6,24,53,81,83	0
31	52	FM	Karayev Kanan	2266	3	-w-w-		W			-1	-1	11,54,65,72,75	0
32	53		Friedland Moshe	2264	3	w-ww-		-			1	-1	3,12,23,52,66	0
33	56	FM	Jogstad Martin	2259	3	-w-w-		W			-1	-1	20,21,55,74,76	0
34	57	FM	Sevgi Volkan	2240	3	w-w-w		-			1	1	7,14,15,36,38	0
35	5	IM	Dragnev Valentin	2483	2½	w-w-w		-			1	1	1,29,57,64,67	0
36	14	FM	Dolana Andrei-Theodo	2403	2½	-w-w-		W	+		-1	-1	34,47,51,61,72	0
37	22	FM	O`donnell Conor	2383	2½	-w-w-		W			-1	-1	2,47,51,59,71	0
38	24	FM	Flick Antoine	2371	2½	-w-ww		-		+	1	2	19,34,60,63,64	0
39	28	IM	Perez Garcia Alejand	2361	2½	-ww-w		-			1	1	3,49,51,68,71	0
40	30	FM	Lagunow Raphael	2357	2½	-w-w-		W			-1	-1	10,13,19,65,74	0

Example of a "Time Control Sheet":

games started at:			Check at:		
board	Time 1	Time 2	+	move	dif.

games started at:		*18:00*	**check at:**		*18:30*
board	**Time 1**	**Time 2**	**+**	**move**	**dif.**
1	*80*	*85*	*165*	*15*	*150*
2	*90*	*70*	*160*	*10*	*150*
3	*87*	*79*	*166*	*16*	*150*
4	*65*	*90*	*155*	*5*	*150*

In the column "**board**" write the board's number

In the column "**Time 1**" write the white colour player's time (in minutes)In the column "**Time 2**" write the black colour player's time (in minutes)In the column "**+**" write the sum of "Time 1" + "Time 2"

In the column "**move**" the number of the last move that has been played last on this board

In the column "**dif.**" write the difference of column "+" minus "move"

The "dif." values should be equal to: (initial time) minus (time passed until the time of check). In our example is: 90 + 90 – 30 = 150. If we find a different value of ± 2 wehave to check thoroughly:

- if players have missed pressing the clock for some moves
- if clocks settings are correct
- if there is a clock malfunction.

Application Forms:

FIDE Arbiter Norm Report Form **FA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Name of event:	
FRS event code(s):	
Federation of event:	Venue:
Date of first round:	Date of last round:
System:	Number of rounds:
Number of players:	Number of FIDE rated players:
Number of federations represented:	Number of titled players:
Time control:	

I hereby confirm that the Arbiter's performance was of the required standard for a FIDE Arbiter.

Name:	Signature:	
Position:	Federation:	Date:

Name and position of Authenticating Federation official:	
Signature	Date

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for a FIDE Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the FA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Application for award of the title of FIDE Arbiter FA2

The _____federation herewith applies for the title of FIDE Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the FIDE Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):
☐ English
☐ Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has successfully passed an exam during a FIDE Arbiter Seminar.

FIDE Arbiter Seminar:	
Organizing Federation:	Dates:

The candidate has worked as an Arbiter in the following three competitions (which must be of at least of two different systems).

1. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

In his (her) activity as an Arbiter s/he has shown at all times absolute objectivity.

This application must be submitted not later than one (1) year after the date of the latest event listed.
The undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.

Name of Federation official _____Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), KnockOut (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.

*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

International Arbiter Norm Report Form **IA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Name of event:	
FRS event code(s):	
Federation of event:	Venue:
Date of first round:	Date of last round:
System:	Number of rounds:
Number of players:	Number of FIDE rated players:
Number of federations represented:	Number of titled players:
Time control:	

I hereby confirm that the Arbiter's performance was of the required standard for an International Arbiter.

Name:	Signature:	
Position:	Federation:	Date:

Name and position of Authenticating Federation official:	
Signature:	Date:

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the IA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Application for award of the title of International Arbiter IA2

The _____federation herewith applies for the title of International Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the International Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):
☐English ☐Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has successfully passed an International Arbiter Certification Seminar.

International Arbiter Certification Seminar:	
Organizing Federation:	Dates:

The candidate has worked as an Arbiter in the following four competitions (which must be of at least two different systems and be signed by at least two different chief arbiters).

1. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

4. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

In his (her) activity as an Arbiter s/he has shown at all times absolute objectivity.
This application must be submitted not later than one (1) year after the date of the latest event listed.
The undersigned encloses for each competition an International Arbiter Norm Report Form (IA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.

Name of Federation official _____Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of event codes from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), KnockOut (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.

*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

Application for IA Classification Upgrade **IA3**

The _____ federation herewith applies for the upgrade of International Arbiter Classification for:

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

Upgrade (from current to targeted category): ☐ D to C ☐ C to B ☐ B to A

Date of award of the current category: _____

This application contains: ☐ 2 tournaments of the targeted level

☐ 1 tournament of the targeted level + 3 of the current level

The candidate has worked as Chief or Deputy Chief Arbiter in the following competitions with positive evaluation:

Events of the targeted level

1. Event:	
FRS event code(s)*:	
Targeted category: ☐A ☐B ☐C	Role: ☐Chief ☐Deputy Chief

2. Event :	
FRS event code(s)*:	
Targeted category: ☐A ☐B ☐C	Role: ☐Chief ☐Deputy Chief

Events of the current level

1. Event:	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

2. Event :	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

3. Event :	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

This application must be submitted to the FIDE Arbiters' Commission by the federation of the applicant.

Name of Federation official _____ Date _____

Signature _____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

FIDE Lecturer Active Participation Report (APR)

This form shall be completed by the main Lecturer at an FA Seminar in respect of any Assistant Lecturer who is seeking lecturer accreditation and submitted to the FIDE Arbiters' Commission as part of the Lecturer's report for the seminar.

Name of Assistant ..... FIN .....

Please indicate the topic(s) presented and attendance at the seminar.

Total hours on Lectures (exc. exam)		Hours presented by Assistant	

Topic	Presented by Assistant	Assistant Contributed*	Assistant Present
Laws of Chess	Yes/No	Yes/no	Yes/No
Swiss Pairing	Yes/No	Yes/no	Yes/No
Types of Tournament	Yes/No	Yes/no	Yes/No
Tie Breaks	Yes/No	Yes/no	Yes/No
Titles and Ratings	Yes/No	Yes/no	Yes/No
Arbiter Titles	Yes/No	Yes/no	Yes/No
Fair Play	Yes/No	Yes/no	Yes/No
Clocks	Yes/No	Yes/no	Yes/No
Exam Marking	Yes/No	Yes/no	Yes/No

* This could be checking pairings, norm calculations, etc with candidates or answering questions from the participants.

For each topic presented by the Assistant please complete the following.

4= Very Competent; 3 = Good; 2 = Acceptable; 1 = Improvement needed

Topic:	4	3	2	1	Comment
Preparation					
Presentation/delivery					
Timing					
Ensuring participant engagement					

General Evaluation	4	3	2	1	Comment
Time Keeping					
Appearance					
Interaction with Lecturer					
Interaction with Participants					
General Confidence					
General Preparation					

Additional Comments

Application for award of the title of FIDE Lecturer FL2

L2 – Application for award the title of FIDE Lecturer

The_____federation herewith applies for the title of FIDE Lecturer for

Last name:	First name:	Code (if any):
Date of Birth:	Place of Birth:	Federation:
Address:		
Tel:	e-mail address:	

The candidate possesses an exact knowledge of the Laws of Chess and other FIDE regulations to be able to hold FA Seminars.
He (She) speaks the following languages (this must include sufficient knowledge of at least one official FIDE Language)

_____

The candidate has worked as an Assistant Lecturer in the following three seminars (The application must also be submitted not later than the second FIDE Congress after the date of the latest seminar listed). The undersigned encloses, for each seminar, a FIDE Arbiter Norm Report Form (FL1), which is signed by an appropriate qualified lecturer.

1. Event:	Dates:
Location:	Link to Published seminar:

2. Event:	Dates:
Location:	Link to Published seminar:

3. Event:	Dates:
Location:	Link to Published seminar:

4. Event:	Dates:
Location:	Link to Published seminar:

In his (her) activity as an Assistant Lecturer he/she has shown at all times absolute objectivity when delivering topics for a Seminar.

Name of Federation official_____date_____
Signature_____

IT1 – Certificate of Title Result (Title Norm)

IT 1

Certificate of Title Result

O GM O IM O WGM O WIM

Name: ..... First name: .....

ID-number: ..... Federation: .....

Event: ..... Start: ..... Close: .....

Chief Arbiter (name, ID): ..... number of games: .....

rate of play: ..... number of federations: .....

number players not from title applicant's federation ..... number rated opponents .....

number players from host federation ..... total number titled opponents .....

numbers of: GM ..... IM ..... WGM ..... WIM ..... FM ..... WFM .....

Where applying 1.43e:

number of federations: ..... number of rated players not from host federation: .....

number of players not from host federation holding GM, IM, WGM, WIM titles .....

Special remarks:

Rd	Opponents	ID	Fed	Rating	Rat. 1.46c	Title	Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

Rating average (1.46b): ..... Score required: ..... Score achieved: .....

Exceeding norm by ..... points

.....

Chief Arbiter's signature

Federation confirming the result:

Name of federation official: ..... Signature: .....

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Note: Unrated = 1000, but see 1.46b. Score = 1, ½ or 0.5, 0 for played games or +, =, - for unplayed games
The organizer must provide this certificate to: each player who has achieved a title result,
to the organizing federation, the player's federation and the FIDE Office.

TITLE APPLICATION IT2

IT2 – Title Application Form

The following federation _____ hereby applies for the title of: _____

to be awarded to:

Family Name :		First name:
FIDE ID Number :	Date of Birth :	Place of Birth :
Date necessary rating gained :		Level of highest rating :

Titles can be awarded conditional on reaching the required rating at a later date (see Title Regulations 1.50c for the procedure to be followed in this case). Herewith certificates (IT1s) and cross-tables for the following norms

1. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

2. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

3. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

Attach another form IT2 if there are more supporting norms.
Total number of games _____ (minimum 27) special comments _____

Name of federation official _____

Date_____ Signature_____

Fair Play Commission- Tournament Complaint Form

Fédération International des Échecs World Chess Federation

Anti-Cheating Commission – Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[2] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[3] -

_____

_____

Attachments:[4] -

_____

_____

PRIVACY NOTICE: by signing and submitting this form you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to anticheating relevant regulations and FPC internal rules.

Date: Complainant Signature

_____ _____

1 Please include FIDE ID if applicable.
2 Please include FIDE ID.
3 Please provide a brief account of why you think AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.
4 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format.

According the FIDE Data Protection Policy and relevant Swiss Laws and International Rules and regulations, you are informed of the following:

1. DATA CONTROLLER, REPRESENTATIVE, DPO, DATA PROTECTION COMMITTEE

Data Controller:
FIDE – Federation Internationale des Echecs, whose legal seat is Avenue de Rhodanie 54 – 1007 Lausanne, Switzerland.
Current legal representative is its President Mr. Arkady Dvorkovich.
As per decision Q2PB/2019/11 FIDE designated the following officials:
Data Protection Committee:
Mr Willy Iclicki (BEL): Data Protection Officer;
Mr Marco Biagioli (ITA): Data Protection Legal Advisor;
Mr Vladimir Kukaev (RUS): Data Protection Technical Advisor.
Data Protection Representative for the European Union:
Mr Willy Iclicki (BEL).
Data Protection Officer:
Mr Willy Iclicki (BEL).

2. CONTACTS

Data Protection Representative for the European Union and Data Protection Officer:
Mr Willy Iclicki (BEL) whose seat inside the European Union is Avenue du Globe 55 – Box 20 – 1190 Brussels, Belgium.
E-mail: privacy@FIDE.com
Data Protection Committee:
E-mail: privacy@FIDE.com

3. PURPOSE OF DATA COLLECTION

FIDE collects the data required in this form in order to process your complaint and set up the proper investigations.
Data will be treated with automatic and manual processes in electronic archives and online repositories.

4. LEGAL BASIS

Data are collected and processed by your explicit request to FPC to investigate on your complaint, which you confirm by signing this form.

5. DATA COLLECTING ACTIVITY AND REFUSAL

Data collection is necessary in order to examine your complaint. In case of refusal to let your data, as indicated above, be processed by FIDE, the complaint will be diregarded.

6. FORMAT OF STORAGE

Your data are stored electronically and in paper.
The electronic data archives are stored in FIDE servers, which are located in Germany and Russia, and relevant Commissions' own databases.
Safety measures as described in point nr. 16 protects the electronic archives.
The paper archive is stored in Lausanne, at the FIDE main office, in classified files in closed rooms.

7. LEVEL OF DATA PUBLICATION

This application form will be published on FIDE website according to FIDE title regulation which can be found in FIDE Handbook.

8. PROFILE

FIDE profiles data of this application in order to make statistical outputs and mathematical investigations.

9. DURATION

FIDE stores data without any term: your personal data will be stored until your decision them to be deleted, duly communicated as per FIDE Data Protection Policy point nr. 18.

10. DATA TRANSFER

Your personal data are stored and protected in FIDE servers which are located in Germany and relevant Commissions' own database. Backup copies are also stored in FIDE server in Russia. Your personal data can be transferred:

- To any National Federation with restriction to data of their own individuals;
- To any FIDE internal body, committee or commission, and the members of them with no restrictions, officials and organs;
- Developers of FIDE website only in order to test and improve FIDE website functionalities;

Due to the fact data can be transferred to any internal body, committee or commission, officials and organs, they can be sent in any country whose members are included in FIDE directory.

11. DISCLOSURE

FIDE is not disclosing data to any kind of company, body or individual for commercial purposes, nor it is profiling anyone for such goals.

12. DATA SECURITY

FIDE electronic archives are password protected and has password restore utility.
FIDE webserver is protected from attack blocking (URL injections, DDos attacks) and performs regular security audits for vulnerabilities.
Backups of main database are done daily and stored on remote machines, which are located in Russia and Germany.

13. YOUR RIGHTS

You have anytime the right to:

A. Check the existence of your data in FIDE databases;
B. Request from FIDE access to and rectification or erasure of personal data or restriction of processing concerning the data subject and to object to processing as well as the right to data portability;
C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal;
D. Lodge a complaint with a supervisory authority;
E. Know the existence of automated decision-making, including profiling, and, at least in those cases, meaningful information about the logic involved, as well as the significance and the envisaged consequences of such processing for the data subject.

- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
- Actions under point B and C shall come through a National Federation. In case a National Federation is refusing to perform such actions or is not performing them in a deadline of 30 days, they can be taken directly by sending a signed letter to FIDE DPO at the abovementioned address, enclosing a copy of an official identity document and a valid email address. FIDE Administration will notify the request by email and will proceed upon your confirmation.
- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=it
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE _____

Fair Play Commission- Post Tournament Complaint Form

Fédération International des Échecs World Chess Federation

Fair Play Commission – Post-Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[2] _____

_____

_____

Engine check results:[3] _____

_____

Attachments:[4] _____

_____

PRIVACY NOTICE: by signing and submitting this form you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to anticheating relevant regulations and FPC internal rules.

Date: Complainant Signature

_____ _____

1 Please include FIDE ID if applicable.
2 Please provide a brief account of why you think AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.
3 Please provide details of software and hardware used and provide a synthetic description of findings. You are recommended to provide a full analysis as a separate attachment.
4 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format
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C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal; D. Lodge a complaint with a supervisory authority;

E. Know the existence of automated decision-making, including profiling, and, at least in those cases, meaningful information about the logic involved, as well as the significance and the envisaged consequences of such processing for the data subject.

- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
- Actions under point B and C shall come through a National Federation. In case a National Federation is refusing to perform such actions or is not performing them in a deadline of 30 days, they can be taken directly by sending a signed letter to FIDE DPO at the above mentioned address, enclosing a copy of an official identity document and a valid email address. FIDE Administration will notify the request by email and will proceed upon your confirmation.
- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=lt
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE_____

Annex C.07 Table-Of-Changes

TABLE OF CHANGES

C.07 – PLAY OFF AND TIE BREAK REGULATIONS

Art.	~~REMOVED TEXT~~ / NEW TEXT	Reason
2.1	The regulations of the tournament ~~shall~~ should specify whether tied participants will share the same place in the standings or, if not, a method for ranking them. If neither is done, choose 2.2.2 as the ranking method and apply 4.1.1.	*It was requested by ARB to specify a default behaviour in case the regulations of the tournament don't say anything (4.1.1 wording is shown below).*
2.2	The available methods of ranking tied participants are: ~~•~~ 2.2.1 Over-the-Board play-offs (see Article 3) ~~•~~ 2.2.2 Off-the-Board tie-breaks (see Article 4 onwards)	*The numbering of 2.2.1, 2.2.2, 4.11 is necessary because 2.2.2 and 4.1.1 are now referenced in 2.1.*
4.1.1	If necessary, the Chief Arbiter shall complete the list by choosing additional tie-breaks from those listed in Article 5, and publish the list before the start of the tournament.	
5 7.6	~~Games~~Rounds one Elected to ~~p~~Play (~~GE~~REP)	*For the sake of consistency with terminology used elsewhere in these rules, "Rounds" is more accurate than "Games" (and the acronym change is consequential).*
13.3,1	Apply the Direct Encounter rule (Article 6), first using the primary score (MP or GP), then, if all th~~e teams were still tied no ti~~es were broken per this rule, using the secondary score.	*The current wording ("if all teams are still tied") could be interpreted as "if all teams still have the same number of points". The latter interpretation would fail in the case of a "partial" Direct Encounter (Article 6.3).* *Also, the partial DE could determine that some teams are no longer tied with the others (e.g. a team that has lost to all other tied teams), but these are not broken ties **per this rule** (i.e. 6.3), since the partial DE is only intended to break a tie for first place among tied teams (i.e not for other positions).*
14.4.1	**[14.1 Cut-1: Cut the Least Significant Value]** It is the most used modifier, applicable in many tie-breaks. The most commonly used are: a) Buchholz Cut-1 (BH-C1, exclude the opponent's with ~~the lowe~~st score num~~ber of points)~~ b) ARO Cut-1 (ARO-C1, exclude the opponent's ~~with the~~ lowest rating) c) Progressive Score Cut-1 (PS-C1, exclude the score achieved after the first round) d) Sonneborn-Berger Cut-1 (SB-C1, exclude the contribution (product) associated with the opponent with the lowest score - if there is more than one such opponent, exclude the lowest contribution associated with them~~=one with which the worst result was achieved~~).	*For Buchholz, ARO and Sonneborn-Berger, the current Cut-1 rule specifies to cut an opponent and then repeat the calculation with one fewer element.* *While this is a good practical rule for those tie-breaks, since the request is to cut a value, and 16.5 (Cut-1 Exception) speaks of contributions higher/lower than the least significant value, mentioning opponents tends to be confusing. The proposed rule talks explicitly about the values to be cut.*

14.1.2	In team competition, all the Extended Sonneborn-Berger tie-breaks for teams (see Article 13.2) are calculated excluding ~~one of~~ the contribution (product) associated with the opponent~~s~~ with the lowest ~~primary~~ MP score (~~MP~~ for EMMSB and EMGSB), or GP score (for EGMSB and EGGSB) - if there is more than ~~having the choice the~~ one such opponent, exclude the lowest contribution associated with them ~~which the worst result was achieved~~.	*In addition to the same reasons that apply to 14.1.1, the current rule contains a misleading indication when trying to determine the least significant value. In fact, it says to use the primary score, but specifies that it could be MP for EMMSB/EMGSB and GP for EGMSB/EGGSB. This is not true because these four tie-breaks do not depend on the primary score, so either the indication to use the primary score or the specification is wrong.* *A quick check among the people who implement this rule in their software shows that, for instance, nobody uses the MP primary score to evaluate the least significant value in the case of EGGSB. This suggested that it would be better to remove the reference to using the primary score and be more precise in the following specification.*
14.5	**Limit: Change a Limit** The most common modification is in Koya: the limit of 50% of the maximum possible tournament score can be either increased or decreased of half point at a time to let respectively ~~less~~ fewer or more ~~participants~~ opponents contribute to the evaluation of the tie-break.	*"Fewer" is better English. As for "participants", it is not quite the right term, since this tie-break is based on the results of the opponents of those for whom the tie-break is being calculated.*
16.1.2	~~available-to-play~~ voluntary unplayed round ("VUR"): a ~~any~~ round in which a participant was ~~played their game, or ended up without a game due to a pairing-allocated bye, the opponent did~~ not available ~~arrive~~ to play, i.e. ~~or unforeseen circumstances that resulted in the award of a full-point bye~~	*In the current rules, there are two complementary definitions: available-to-play round (Article 16.1.2) and voluntary unplayed round (VUR, in the introduction to Article 16.5).* *After it was decided that one definition was sufficient, since VUR is used extensively in 16.5, it was decided to retain the VUR definition and to replace available-to-play round by designating those rounds as non-VUR (see 16.2.3 and 16.2.5).*
~~16.5.0~~	~~A voluntary unplayed round ("VUR") is~~ a requested bye or a forfeit loss ~~(16.2.3 to 16.2.5).~~	
16.2.3	Requested byes that are followed by at least one ~~available-to-play~~ round that is not a VUR	
16.2.5	Requested byes that are either ~~not~~ followed only by VURs or in the last round of a tournament ~~any available-to-play rounds~~	

FPL Title Regulations

* note – due to the major changes, a new document has been drafted, which is submitted as “FPL Title Regulations”

TABLE OF CHANGES

Section /Article	Old text	Comments
I.1 Deleted	Title Norms - FPO/FPE1 - Procedural Rules of the Fair Play Commission 2022(21-24; 37-43) I.1 Definitions: I.1.1 Fair Play Officer (FPO) - A Fair Playtop specialist who can run an event on his/her own, by first devising the security plan and then implementing it.Can act as supervisor of FPEs. I.1.2 Fair Play Expert (FPE) - A Fair Play specialist who can act under the coordination of an FPO and carry out specific tasks at any event. May also actas Event FPO under the supervision of a	Article I.1 has been deleted, and moved into a new document, "FPL Definitions", with improved wording and definitions. The Title Regulations start with *“1. Requirements for Fair Play Titles”*

	remote FPO, who shall remainresponsible for the event. I.1.3 FPE Candidate - A person who doesnot hold the FPE title but acts as FPE at an event under the remote supervision of an FPO. I.1.4 FPO Candidate - A Fair Play specialist who holds the FPE title andacts as FPO at an event under the remote supervision of an FPO. I.1.5 Event FPO - The Fair Play specialistwho acts as FPO at any event. I.1.6 Event FPE - The person who acts asFPE at any event. I.1.7 Fair Play Panels (FPP) - Fair Play Panels are in charge of securing Fair Play at events where FPPs are required. - The FPPs are made exclusively of specialists holding the FPE/FPO title (orCandidates to the same titles, providedthey are supervised). One member holding the FPO title should act as Chairperson of the FPP and have a casting vote in case of a tie. The FPP may consult with external experts, including but not limited to Grandmasters, body language experts, psychologists, and computer engineers. I.1.8 Supervisor - The FPO who	

	supervises the FPE Candidate/ FPOCandidate.	

I.1.9	I.1.9 FIDE Events I.1.9.1) Category A tournamentsMajor World Events I.1.9.1.a) World Chess Olympiad Openand Women I.1.9.1.b) World Individual Chess Championship Cycle Open and Women: ● FIDE World Championship Match ● FIDE Candidates ● FIDE World Cup ● FIDE Grand Prix ● FIDE Grand Swiss I.1.9.1.c) World Rapid and Blitz Championship Open and Women I.1.9.1.d) World Team ChampionshipOpen and Women I.1.9.1.e) World Junior ChampionshipOpen and Girls I.1.9.2 Category B tournamentsThis category contains: i) other world events, ii) major continental events, and iii) specific top-level tournaments aslisted below. I.1.9.2.1 Category B tournaments I.1.9.2.1 a) World Senior ChampionshipOpen and Women I.1.9.2.1 b) World Senior Team	Deleted

	Championship Open and Women I.1.9.2.1 c) World Youth U16 Olympiad I.1.9.2.1 d) World Youth and CadetChampionship Open and Girls I.1.9.2.1 e) World School and UniversityChampionship Open and Girls I.1.9.2.1 f) World AmateurChampionship I.1.9.2.1 g) World Junior, Youth, Cadet Rapid and Blitz Championship Open andGirls I.1.9.2.1 h) World Championship for Players with Disabilities I.1.9.2.1 i) World Junior Championshipfor Players with Disabilities I.1.9.2.1 j) Other new competitionscreated by FIDE I.1.9.2.2 Major Continental Events I.1.9.2.2 a) Continental IndividualChampionship Open and Women I.1.9.2.2 b) Continental Team Championship Open and Women I.1.9.2.2 c) Continental JuniorChampionship Open and Girls I.1.9.2.2 d) Continental Club Cup Openand Women I.1.9.2.2 e) Continental Rapid and BlitzChampionship Open and Women I.1.9.2.3 Top-level Events I.1.9.2.3 a) Open Round Robin Tournaments with at least ten (10)participants (6 in a Double Round	

	Robin), with an average rating above2600 I.1.9.2.3 b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above2400 I.1.9.3 Category C tournaments This category contains other continentalevents and strong international tournaments as listed below. I.1.9.3.1 Other Continental Events I.1.9.3.1 a) Continental Senior Championship Open and Women I.1.9.3.1 b) Continental Senior TeamChampionship Open and Women I.1.9.3.1 c) Continental Youth and CadetChampionship Open and Girls I.1.9.3.1 d) Continental School and University Championship Open andGirls I.1.9.3.1 e) Continental AmateurChampionship I.1.9.3.1 f) Continental Junior, Youth, Cadet Rapid and Blitz ChampionshipOpen and Girls I.1.9.3.1 g) Other new competitionscreated by Continental Chess Organisations I.1.9.3.2 Strong international Events I.1.9.3.2 a) Open Round Robin	

	Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above2500 I.1.9.3.2 b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above2300 I.1.9.3.2 c) Chess events of at least 9rounds with more than 150 participants, team or individual, including a minimum of 75% rated players and 20 titled players (GM, WGM, IM, WIM, FM, WFM) from at least three (3) federations FPO/FPP assignments are MANDATORY for all categories EXCEPT I.1.9.2.3, I.1.9.3.1 g) and I.1.9.3.2. - FPE Norms can be earned at ALL these tournaments, provided appointments are made through the FIDE/FPL procedure. - FPO Norms can be obtained in Category A and B, with theexception of I.1.9.2.3 Top-level Events, provided appointments are made through the FIDE/FPL procedure. *In private events, only FPE norms can be earned.	

I.2	I.2 Difference between FPO and FPE I.2 Difference between FPO and FPE:FPE - FPE Seminar/Exam/Normsrequired - Can be a part of FPPs - Cannot act by themselves - Remotely assisted by an FPOwhen they are appointed as Event FPOs - 3 norms FPO - Can chair FPP - Acts as FPO - Supervises FPEs - 4 norms Based on current regulations, FPL needsto publish a list of FPE/FPOs on discretionary grounds before 30.6.2023.This is an initial list, which will be updated on or before 30.6.2023. *Check the FPO/FPE Excel Database.	Deleted

I.3	I.3 Obtaining FPE Norms To obtain an FPE Norm, the FPE Candidate must be appointed by FPL and must work under supervision by an FPO. Requirements for obtaining the	1. Requirements for Fair Play Titles 1.1 Fair Play Expert (FPE) 1.1.1 Basic Requirements ● The FPE must be at least 18 years old ● Attend an FPE seminar and pass the FPE	The Title Regulations start with numbering 1 “Requirements for Fair Play Titles”, according to FIDE Handbook Style. Changes in the wording of the

	FPE Title: ● Seminar + Exam; ● 3Norms(working on events supervised by an FPO); ● The FPE must be at least 18 years old; ● FIDE FPE Norms Report signed by the CA and the supervising FPO; ● FPE Title Application Form. When an FPE Candidate acts as a Supervised Event FPE, he/she shall be remotely supervised by an FPO. FPE Candidates can voluntarily apply to serve as Event FPEs at Category B and C events. For their norm to be consideredin the application form, they must be supervised by an FPO approved by FPL. Supervision guarantees that the Candidate is followed at every step, building the necessary knowledge to handle everyday Fair Play tasks. The Fair Play Supervisor fee is specified in FPL Internal Regulations, but in any case, shall be at no cost for the Organizer.	exam ● 3 FPE Norms 1.1.2 Obtaining FPE Norms 1.1.2.1 To obtain an FPE Norm, the FPECandidate must: ● have passed the FPE exam ● be appointed as Event FPE by FIDE FPL ● be assisted by an FPL Supervisor ● obtain a positive assessment from the FPL Supervisor, to be submitted to the FPL Secretary within 14 days of completion of the event. 1.1.2.2 FPE Norms can be earned at all tournaments listed under FIDE Regulations for Arbiters (effective from 1 July 2021) / B.06.3– FIDE Regulations for the Classification of Arbiters / 1.3 Categories ofTournaments. However, only one of the three norms can be obtained at official Rapid and Blitz tournaments.	rule.
1.3.1	Obtained FPE Norms The FPEs serving in the FPL Team at Chess Olympiad 2022 obtained 2 FPE Norms, Volunteers- 1 Norm. The ones serving at the Chess Olympiad in Batumi 2018 obtained 1 FPE norm.	/	Deleted

I.4	I.4 Obtaining FPO Norms To obtain an FPO Norm, the FPO Candidate must be appointed by FPL and must work under supervision by an FPO. The FPO Candidate shall cover at least 4 I.1.9.1 Category A or I.1.9.2.1 & Category B tournaments (World Cup, Grand Swiss, Olympiad, etc.) with the exception of I.1.9.2.3. At least one tournament shall be a Category A tournament. Requirements for obtaining the FPO Title: ● Seminar + Exam- After passing theexam, the FPO Candidate can be appointed to I.1.9.1 Category A or I.1.9.2.1 Category B tournaments, remotely assisted and supervised by an FPO. ● 4 Norms (working on events supervised by an FPO + Olympiad5); ● The FPO Candidate must be at least 18 years old; ● FIDE FPO Norms Report needs to besigned by the CA and the supervising FPO; ● FPO Title Application Form. The FairPlay Supervisor fee is specified in FPL Internal Regulations, but in any case, shall be at no cost for the Organizer. Supervision guarantees that the	1.2 Fair Play Officer (FPO) 1.2.1 Basic Requirements ● The FPO must be at least 21 years old ● Hold the FPE title for at least 2 years ● Attend an FPO seminar and pass the FPO exam ● 4 FPO Norms 1.2.2 Obtaining FPO Norms 1.2.2.1 To obtain an FPO Norm, the FPOCandidate must: ● have passed the FPO exam; ● be appointed as Event FPO by FIDE FPL; ● be assisted by an FPL Supervisor; ● debrief with the FPL Supervisor on a daily basis; ● prepare and submit to the FPL Supervisor a report about the event within 14 days of completion. ● obtain a positive assessment from the FPL Supervisor, to be submitted to the FPL Secretary within 14 days of receiving the FPO Candidate's report. 1.2.2.2 FPO Norms can be earned at Level 1tournaments, as defined in the Fair Play Protection Measures. 1.2.2.3 An FPO norm may be awarded at an Olympiad by the CFPO in case of exceptionalperformance by an FPO Candidate serving asFPE.	

	Candidate is followed at every step (and final responsibility for the Event stays with the supervising FPO). The Supervising FPO's task is to monitor the championship in question by devising the anti-cheating measures and making sure that the Event FPO implements them.		

I.5	FIDE Circuit Tournaments The FIDE Circuit tournaments may contact FPL for an appointment of FPE/FPO on-site for norm recognition.		Deleted
I.6	Norm Recognition The FIDE Events listed in I.1.9 may assign norms, provided the assignment goes through FIDE/FPL procedures and rules. The Blitz and Rapid tournaments (except FIDE World & Rapid Chess Championships) are not included in the FPE/FPO norm recognition. An appointed FPE Candidate on a FIDE Event will receive the norm after the CA of the event and the FPO who was supervising the FPE sign the norm report for the concrete event. The FPE norm report shall be signed by both sides- CA and FPO. The tournaments can assign norms ONLY if the appointment is made by FPL	1.3 Norm Certification 1.3.1 Upon completion of the Event, the FPLSupervisor shall fill in the FPE/FPO Norm Report, stating if the FPE/FPO Candidate successfully met the standards for obtainingan FPE/FPO norm. 1.3.2 The FPL Supervisor may obtain the Event Chief Arbiter and/or Event Organiser'sopinion on the work of the FPE/FPO Candidate. This opinion can be included in the FPE/FPO Norm Report.	

NEW	/	2. Classification of FPOs 2.1 General The Fair Play Commission shall have the responsibility for classifying FPOs in the following Categories: ● CategoryA ● CategoryB ● CategoryC 2.2 Classification 2.2.3 Category A Category A is the highest level of FPO's classification. To be classified in Category A,FPOs shall fulfil all of the following criteria: ● They have classified in Category B for at least two (2) years ● Their FPO status is "active" and they have acted as FPO in the last five (5) years: a) in atleast three (3) Category A Tournaments; or b) in at least two (2) Category A Tournaments and three (3) Category B Tournaments. ● They have shown excellent knowledge of the Fair Play Regulations and no disciplinarysanctions have been imposed on them as a result of their activities as FPOs in the past five (5) years. 2.2.2 Category B Category B is the second highest level of FPO's classification. To be classified in	New rule – classification of different levels of FPOs (categorization - A, B & C)

		Category B, FPOs shall fulfil all of thefollowing criteria: ● TheyholdtheFPOtitle for at least three (3) years ● Their FPO status is “active”, and they haveacted as FPO in the last three years in at least three (3) Category B Tournaments. ● They have shown good knowledge of the Fair Play Regulations and no disciplinary sanctions have been imposed on them as a result of their activities as FPOs in the past three (3) years. 2.2.1 Category C Category C is assigned bydefault to all new FPOs.	
II	II. Appointment of FPEs/FPOs Event FPOs acting at tournaments listed under I.1.9 are appointed by FIDE President in consultation with the Commission Coordinator and the GSC designated person, on the basis of the proposals presented by the FPL Chair. Event FPEs are appointed by the FPL Chair.	3. Appointment of FPEs, FPOs, and Fair PlayTeams (FPTs) 3.1 FPE/FPO/FPT assignments are mandatory for all tournament categories A, B, and C except the following: 1.3.2.3 (Top-level Events) and 1.3.3.2 (Strong International Events), as listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3– FIDE Regulations for theClassification of Arbiters 3.2 Event FPOs acting at the tournaments are appointed by the FIDE President at the suggestion of the FPL Chairperson and in consultation with the responsible Board	Clarification of the appointment of Event FPO/FPEs ** New more detailed regulation on the appointments is drafted “Appointment Regulations”

		Member, according to the FPL Appointment Regulations. 3.3 Event FPEs acting at the tournaments are appointed by the FPL Chairperson. 3.4 All financial matters pertaining to the appointment of FPEs, FPOs and FPTs are dealt with in the FPL Financial Regulations.	

III	III. FPL Seminars III.1 Scope of the Seminars: - Fair Play Legal Framework - Anti-Cheating Regulations - Prof. Regan's Statistics - Technical devices - Fair Play Theory and Practice atOTB Events *FPL Seminars and exams may be recorded for FPL's quality control, training, and marketing purposes. III.2 FPL Seminar for FPEs The Fair Play Seminar and the Exam are mandatory for obtaining the FPETitle, alongside the 3 Norms from FIDE Events, where the potential FPE Candidate shall work under supervision by an FPO. The Seminars will be held in person or online. III.3 FPL Seminars for FPOs The FPE Title is mandatory for the	1.5 FPL Seminars 1.5.1 Types of Seminars FPL organises two types of seminars: ● FPESeminars ● FPOSeminars 1.5.2 Scope of the Seminars All seminars will address, at their respective levels, at least the following topics: ● FairPlay Legal Framework ● FairPlay Regulations ● Statistics ● Technical Devices ● FairPlay Theory and Practice at OTB Events 1.5.3 FPL Lecturers All FPL Seminars will be delivered by FPL Lecturers. FPL maintains a list of FPL lecturers selected by the Chairperson of FPL. 1.5.4 Exams All seminars will be followed by an exam, according to the seminar level. Attendees who fail an exam may take a single new	

	participants of the FPO Seminar. The FPO Seminar will be held in person in 3 days, with a consecutive exam.	exam within one year without attending a new seminar. The new exam can only be taken at the end of a regular seminar.	
IV	IV. FPO/FPE Licenses The FPO/FPE License will be valid forlife, on the condition the FPO/FPE remains active and will be in effect from the day after FIDE has receivedthe fee. Regardless of the active status, after 4 years all title holders will be required to attend a new FPLtraining/seminar. FPO/FPE License fees FPO TitleLicense VI. Revocation of titles	1.5.5 FPE/FPO Licenses The FPE/FPO License will be valid for life, onthe condition the FPE/FPO remains active and will be in effect from the day after FIDEhas received the fee. A Fair Play specialist issaid to be active when they serve in at leastone event every four years. Regardless of the active status, every six years, all title holders are required to attend a new FPL training/refreshment seminar. Licence Feesare dealt with in the FPL Financial Regulations.	

V.	V. National FPEs National Federations are encouraged to form their own National Fair Play Experts.	5. National Fair Play Specialists (NFS) 5.1 National Federations are encouraged to form their own National Fair Play Specialists. 5.2 FIDE FPL will deliver online seminars forNational Fair Play Specialists and award attendance certificates. 5.3 Fees for National Seminars and Licencesare considered in the Financial Regulations. 5.4 National Federations are responsible for devising the national qualification system of National Fair Play Specialists	Elaboration of the National Fair Play Specialists

VI.	VI. Revocation of titles A FPO/FPE Title holder is considered inactive if in a period of four (4) years, he/she has never acted as an FPO/FPE in any FIDE event listed in I.1.9. In case of inactivity, the FPO/FPE Titleholder shall attend an FPL Seminar before he/she can be appointed againand will be subject to a new Licence Fee. FPL can revoke the FPO/FPE Title in caseof violations of the Code of Ethics or severe mistakes. Violations will be judged by a Disciplinary Commission internal to FPL	4. Inactivity and revocation of titles 4.1. FPE/FPO Titleholders are considered inactive if, in a period of four (4) years, they have never acted as an FPE/FPO in any event listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3– FIDE Regulations for the Classification of Arbiters / 1.3. Categories of Tournaments 4.2 In case of inactivity, FPE/FPO Titleholders must attend an FPL Seminar before they can be appointed again and will need to renew their Licence. 4.3 FPL can revoke the FPE/FPO Title in caseof violations of the Code of Ethics or severe mistakes. Violations will be judged by an ad- hoc Disciplinary Subcommittee of FPL.	Clarification of the inactive status of the Fair Play Personnel
VII.	FPO/FPE Award “Konstantin Landa” There will be an award, “Konstantin Landa,” for the best act/performance by an FPO/FPE	6. “Konstantin Landa” Award The “Konstantin Landa” award will be presented biannually at the Chess Olympiad to the most outstanding performance by an FPE/FPO. FIDE FPL devises the regulations and coordinates the awards.	Change in numbering and further elaboration of the article
NEW		7. Temporary provisions 7.1 These temporary provisions apply until 30 June 2026 and may be renewed thereafter upon a decision of Council. 7.2 Given the shortage of FPOs and Candidate FPOs, the Fair Play Commission reserves the right to appoint an FPE who has	

		not yet passed the FPO seminar test as Event FPO under very strict supervision. In this case, the appointed Event FPO may receive an FPOnorm, depending on the FPL Supervisor's assessment. 7.3 Given the shortage of FPEs/FPOs and Candidate FPEs/FPOs, the Fair Play Commission reserves the right, in exceptional circumstances, to appoint an FPE Candidate as Event FPO, under very strict supervision. In this case, the appointed Event FPO may receive a double FPE norm, depending on the FPL Supervisor's assessment. 7.4 FPE and FPO Titles and Categories may be awarded by the FPL Commission on motivated and discretionary grounds	

CHESS REGULATIONS TABLE OF CHANGES

(Notice: this table doesn't include typos corrections and mere changes in article numbers)

B06 – FIDE Regulations for Arbiters (effective from 1 July 2021) / Annex 1

ARTICLE	OLD TEXT	NEW TEXT
FA1		Added a new cell: "FRS event code(s):"
FA1	Cell: "Dates" - removed	Two cells added: "Date of first round:" and "Date of last round:"
FA1	Recommendation: (please tick the appropriate box). ☐ The Arbiter's performance was of the required standard for a FIDE Arbiter. ☐ The Arbiter still needs to gain more experience.	I hereby confirm that the Arbiter's performance was of the required standard for a FIDE Arbiter.
FA2	The undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA1) signed in accordance with the published FIDE Arbiters' Title regulations.	The undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.
IA1		Added a new field: "FRS event code(s):"
IA1	Cell: "Dates" - removed	Two cells added: "Date of first round:" and "Date of last round:"
IA1	Recommendation: (please tick the appropriate box). ☐ The Arbiter's performance was of the required standard for an International Arbiter. ☐ The Arbiter still needs to gain more experience.	I hereby confirm that the Arbiter's performance was of the required standard for an International Arbiter.
IA2		Added the following:

		The candidate has successfully passed an International Arbiter Certification Seminar. International Arbiter Certification Seminar: Organizing Federation: Dates:
IA2	The undersigned encloses for each competition an International Arbiter Norm Report Form (IA1) signed in accordance with the published FIDE Arbiters' Title regulations.	The undersigned encloses for each competition an International Arbiter Norm Report Form (IA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.
IA3	Tournament link* (or FRS event code):	FRS event code(s)*:
IA3	☐ Deputy	☐Deputy Chief
IA3 footnote	* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS)	* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

TEAM PAIRING SYSTEM

Approved by the Council on 29/07/2024

Applied from 01/08/2024

0. Preface

The Swiss Pairing System Rules specified in the Basic Rules for Swiss Systems and in the Articles 1, 3 and 4 of the General Handling Rules for Swiss Tournaments are for individuals, but can also be applied mutatis mutandis to teams, with one significant exception: the Articles 6 and 7 of the Basic Rules for Swiss Systems never apply.

In fact, for teams, the colours are less important. This is mainly because individuals in a teamcan be substituted or shifted between the various boards, and because teams are often composed of an even number of players, resulting in each team having an equal number of players playing with White and Black. That's why the rules presented here display various lower-strength colour preferences than those described in the individual rules, and of different varieties, to facilitate various forms of team competitions. There may be competitions where colours have no importance at all (for instance because each individual plays one game with White and one with Black); others where having a particular colour is not a decisive factor (for instance, because teams have an even number of players and all teams play in the same geographical place); and other competitions, where the colour is more meaningful (for instance, because the composition of the teams cannot be changed, orteams have an odd-number of players, or having a particular colour may mean a home or a road match). In any case, the colour will never be a factor so decisive as to prevent two teams from playing against each other. Therefore, there are no absolute colour preferences outlined in these regulations.

The Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order) has been deliberately omitted from the initial list shown above because there are too many variants totake into account to define an appropriate strength for teams, such as only using starters' ratings, including reserves, counting a fixed number of highest ratings, managing unrated players, and so on. In the end, it's preferable to leave any details out of the general rules andlet the initial order of teams be determined by the rules of each specific competition.

1. Introductory Remarks and Definitions

1.1 Tournament Pairing Number ("TPN")

1.1.1 Each team must have a different TPN, from 1 to the TPN corresponding to the last team.

1.1.2 The rules of the team competition shall describe how to assign a TPN to each team. Otherwise, it is a decision of the arbiter.

Note: This provision overrides the rules of Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order).

1.1.3 Once defined, the TPN should not be modified (except as stated in Article 3 of the General Handling Rules for Swiss Tournaments (Late Entries)), unless the arbiter decides otherwise.

1.2 Score

1.2.1 The rules of the competition shall state which, between "match points" and "game points", is called "primary score" (or, more simply, "score"), and whether the other ("secondary score") is used, and if so, for what.

1.2.2 The default is to use "match points" as the (primary) score and "game points" only for colour allocation (see Article 4.2.2).

1.3 Scoregroups and Pairing Brackets

1.3.1 A scoregroup is composed of all the teams with the same score.

1.3.2 A (pairing) bracket is an even numbered group of teams all to be paired. It is composed of teams coming from the same scoregroup (called resident teams)and (possibly) of teams coming from lower scoregroups (called upfloaters).

1.4 Pairing-Allocated-Bye (PAB)

1.4.1 Should the number of teams to be paired be odd, one team is unpaired. This team receives a pairing-allocated-bye: no opponent, no colour, and as many match points and game points as are rewarded for a draw, unless the regulation of the team competition state otherwise.

1.5 Floaters

1.5.1 A team is said to float when plays against an opponent with a different primary score.

1.6 Colour Difference (CD)

1.6.1 A team is said to have (had) a colour (White or Black) in a match if the match was actually played and the player on the first board was scheduled to play with that colour.

1.6.2 The colour difference of a team is the number of matches where the team hadWhite minus the number of matches where the team had Black.

1.7 Colour Preference

Type A colour preferences are used unless the rules of the team competition specify that either Type B colour preferences shall be used or colour preferences are not to be used at all.

1.7.1 Type A colour preferences

1) A team has a simple (Type A) colour preference for White if its CD is less than -1, or, being its CD 0 or -1, the team had Black in the last two playedmatches.
2) A team has a simple (Type A) colour preference for Black if its CD is more than +1, or, being its CD 0 or +1, the team had White in the last two played matches.
3) In all other situations, the team has no (Type A) colour preference.

1.7.2 Type B colour preferences

4) A team has a strong (Type B) colour preference for White if its CD is less than -1, or, being its CD 0 or -1, the team had Black in the last two playedmatches.
5) A team has a strong (Type B) colour preference for Black if its CD is more than +1, or, being its CD 0 or +1, the team had White in the last two played matches.
6) A team has a mild (Type B) colour preference for White if its CD is -1, or, ifit is zero and it is not the last round, the team had Black in the last playedmatch.
7) A team has a mild (Type B) colour preference for Black if its CD is +1, or, ifit is zero and it is not the last round, the team had White in the last played match.

8) A team has no (Type B) colour preference when it has yet to play a match, or when its CD is zero when pairing for the last round.

1.8 Top-Scoregroup

1.8.1 During the pairing, it is the group of one or more teams that have the highest score among the teams that are yet to be paired.

1.9 Round-Pairing Outlook

1.9.1 The pairing of a round (called round-pairing) is complete if all the teams (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria [C1] and [C2] (see Article 3.1) have been complied with.

1.9.2 The pairing process consists of the following steps:

1) The first step in the pairing process is the assignment of the pairing- allocated-bye (if needed) by applying Article 2.1.
2) Then, the top-scoregroup (see Article 1.8) is combined, when needed, with a set of upfloaters (selected according to Article 2.2), to form a bracket that is paired according to Article 2.3.
3) The previous step-2 is then repeated until the round-pairing is complete.
4) Colours are then assigned according to Article 4.

1.9.3 If it is impossible to complete a round-pairing, the arbiter shall decide what to do.

Note: Article 2 describes the pairing procedures.

Article 3 defines all the criteria that the pairing of a bracket has to satisfy (in order of priority).

Article 4 defines the colour allocation rules that determine which players will play with White.

2. Pairing Rules

A pairing is legal when the absolute criteria ([C1] and [C2], see Article 3.1) and, where applicable, the completion criterion ([C3], see Article 3.2) are complied with.

2.1 Pairing-Allocated-Bye Assignment

The pairing-allocated-bye is assigned to the team that:

2.1.1 leaves a legal pairing for all the teams

2.1.2 has the lowest score

2.1.3 has played the highest number of games

2.1.4 has the highest TPN

2.2 Selection of Upfloaters for the Top-Scoregroup

2.2.1 All teams with a lower score than the resident teams of the top-scoregroup (see Article 1.8) are potential upfloaters.

2.2.2 Consider all sets of potential upfloaters that comply with [C4] and [C5] (see Articles 3.3.1 and 3.3.2).

Note: This somehow determines the number of upfloaters in the set and their scores.

2.2.3 In each set, the potential upfloaters, identified by their TPN, are first sorted by score (from

highest to lowest) and, when scores are equal, by TPN (from lowest to highest).

2.2.4 These sets are then sorted among themselves by the lexicographic order of their TPNs.

Example: L*et's assume that 2,6,8 have 3 points, and 1,3,5 have 2.5 points. [C4] determines that a set of three upfloaters is needed, and [C5] determines that two upfloaters must have 3 points and the other 2.5 points. The possible set of upfloaters are: {2,6,1} < {2,6,3} < {2,6,5} < {2,8,1} < {2,8,3} < {2,8,5} < {6,8,1} < {6,8,3} < {6,8,5}, already sorted in the proper order.*

2.2.5 Choose the first set that, together with the top-scoregroup (see Article 1.8), produces a legal pairing that also complies with criterion [C6] (see Article 3.3.3)
- besides [C4] and [C5] (see Articles 3.3.1 and 3.3.2), which it complies with by construction.

2.3 Pairing of a Bracket

2.3.1 A pairing is a sequence of pairs that includes all teams in the bracket. For each pair, the team with the lower TPN is the top member of the pair; the team with the higher TPN is the bottom member of the pair.

2.3.2 A pairing is identified by the TPNs of the top members of each pair, sorted from lowest to highest, followed by the TPNs of the bottom member of the corresponding pair.

Example: *If 11-24 16-6 10-9 8-4 is a pairing, its identifying number is 4 6 9 11 8 16 10 24.*

2.3.3 Pairings are sorted by the lexicographic order of their identifiers.

2.3.4 Choose the first pairing that also complies with criteria [C1], [C7], [C8] and [C9] (see Articles 3.1.1 and 3.3.4 to 3.3.6 - besides the other criteria, which it complies with by construction).

3. Pairing Criteria

3.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

3.1.1 [C1] Two teams shall not play against each other more than once.

3.1.2 [C2] A team that has already received a pairing-allocated bye, or has already scored in one single round, without playing, the same score rewarded for a win, shall not receive the pairing-allocated bye.

3.2 Completion Criterion

3.2.1 [C3] Choose the set of upfloaters (which may be empty) so that all the remaining teams outside the top-scoregroup allow the completion of theround-pairing.

3.3 Quality Criteria

In order to best pair all teams of the top-scoregroup (see Article 1.8), comply as much as possible with the following criteria, given in descending priority:

3.3.1 [C4] Minimise the number of upfloaters.

3.3.2 [C5] Minimise the score differences in the pairs involving upfloaters, i.e., maximise the lowest score among the upfloaters (and then the second lowest, and so on).

3.3.3 [C6] Choose the set of upfloaters in order to maximise the number of remaining teams that can be legally paired in the following scoregroup *(only in the following scoregroup, even though the upfloaters may come from lower scoregroups)*.

3.3.4 [C7] Minimise the number of teams whose colour preference, if any, is not fulfilled.

3.3.5 [C8] (Type B only) Minimise the number of teams whose strong colour preference, if any, is not fulfilled.

3.3.6 [C9] With the exception of the last two rounds, minimise the number of teams that float in consecutive rounds.

4. Colour Allocation Rules

4.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

4.2 The first-team is the team (first that applies):

4.2.1 with the higher primary score; or

4.2.2 with the higher secondary score *(unless the rules of the competition state not to use it*); or

4.2.3 with the lower TPN.

4.3 For each pair apply (with descending priority):

4.3.1 When both team have yet to play a game, if the first-team has an odd TPN, give them the initial-colour; otherwise give them the opposite colour.

Note: Always consider Article 3 of the General Handling Rules for Swiss Tournaments (Late Entries) for the proper management of the TPN.

4.3.2 If only one team has a colour preference, grant it.

4.3.3 If the two teams have opposite colour preferences, grant them.

4.3.4 (Type B only) If only one team has a strong colour preference, grant it.

4.3.5 Give White to the team with the lower colour difference.

Note: -2 is lower than -1; +1 is lower than +2.

4.3.6 Alternate the colours to the most recent time in which one team had White and the other Black.

Note: Always consider Article 4.5 of the General Handling Rules for Swiss Tournaments.

4.3.7 Grant the colour preference of the first-team.

4.3.8 Alternate the colour of the first-team from the last played round.