

88th FIDE Congress

Rules Commission

Goynuk, Antalya, Turkey

9 October 2017, 15.00 – 19.00

Chairperson: A. Vardapetyan (ARM)

Secretary: T. Delega (POL)

Present: Gunther van den Berg (RSA), L. Freyd (FRA), R. Ricca (ITA), K. Turdialiev (UZB), S. Bayat (IRI), S. Paridar (IRI), K. Deventer (GER), N. Faulks (BER), J. Lehtivaara (FIN), I. Vereshchagin (RUS), W. Dalpat (RSA), A. Tkachev (RUS), G. Unal (TUR), S. Javaheri (IRI), R. Waithe (BAR), A. Burstein (ISR), I. Dobronauteanu (ROU), N. Ottavi (ITA), G. Pagnoncelli (ITA), H. Pees (DGT), M. Kaloumenos (GRE), G. Oen (USA), J. Pocksteiner (AUT), G. Wastell (AUS), A. Holowczak (ENG), T. Karatekin (TUR), A. Vasse (NED), W. Stubenvoll (AUT), P. Nikolopoulos (GRE), J. Junqueira (ANG), O. Milvang (NOR), M. Abdulrahim (UAE), R. Anantharam (IND), F. Dapiran (ITA), A. McFarlane (SCO), M. Pahlevanzadeh (IRI), S. Escafre (FRA), S. Reuben (ENG), C. Jarecki (IVB)

1. Chairman's remarks and welcome

The Chairman Ashot Vardapetyan welcomed all present and proposed to start from the point Amendments to the Laws of Chess 2017 of the agenda.

2. Amendments to the Laws of Chess 2017

The Chairman explained that 2017 Laws of Chess was agreed at the Rules Commission Meeting during the 2016 FIDE Congress in Baku, but then was changed by the 2017 FIDE Presidential Board in Athens. After publication, the RC as well as the ARB received a lot of questions regarding interpretation of particular articles. RC has decided to propose a small amendments to the 2017 FIDE Laws of Chess, for approval of the 2017 FIDE Executive Board. The draft of the RC proposal was published in the Congress Book as well as on the RC website (see appendix 2 in the Congress Book). After publication RC has received again many question and remarks. That is why during the 2017 RC Councillors' Meeting, held in Antalya just before FIDE Congress, the Chairman proposed to use the same regulation regarding an illegal move for standard, rapid and blitz games. The new proposal for the RC Meeting was prepared.

After discussion and wording corrections the proposal was accepted during RC Meeting (see appendix 3) and will be presented for 2017 FIDE Executive Board approval.

3. Guidelines for the organisers

The Secretary Tomasz Delega presented Guidelines for Organisers. After discussion and wording corrections, the proposal was accepted (see appendix 3).

4. Interpretation of the Laws of Chess made with Arbiters' Commissions

An online Conference was organised on 14 of June 2017 by the FIDE Arbiters' Commission, in cooperation with the FIDE Rules Commission. In this Conference a number of very experienced International Arbiters, mainly members of the FIDE Arbiters' and Rules Commissions, were invited and participated. During the Conference interpretations about the new Laws of Chess, valid from 1 July 2017, were discussed and agreed (see appendix 4).

It was agreed with the ARB Chairman Takis Nikolopoulos that the Arbiters' Manual shall in future be discussed by ARB and RC before publication.

5. Amendments of the Competition Rules (General Regulations for Competitions)

The Chairman explained, that amendments of the Competition Rules is scheduled for the 2018 FIDE Congress in Batumi, Georgia. RC agreed that name of this document shall be changed to avoid misunderstanding with a part of the Laws of Chess, which is also called Competition Rules (see the content of the Laws of Chess).

The Secretary presented the first draft of the General Regulation for Competition and RC members discussed step by step each proposal. The second draft will be presented for further discussion (see appendix 5).

6. Question received

No new question have been received after the RC Councillors' Meeting.

7. Other matters

There was a discussion about change of the gender by chess player and about International Olympic Committee regulations regarding this matter. The QC Chairman Werner Stubenvoll announced that he had started working on this subject and he hopes he will present some proposal next year.

Stewart Reuben reminded the meeting, that during the RC Councillors' Meeting it was agreed that Guidelines for Appeal Committee Members shall be prepared by the RC for further discussion.

We would like to thank all present for their great contribution and help during the meeting.

Ashot Vardapetyan, Chairman RC
Tomasz Delega, Secretary RC

appendix 1

FIDE Laws of Chess

Guidelines for the organisers

Introduction

Evolution of the FIDE Laws of Chess has given more freedom to the organisers about the regulations of a specific event. The Competition Rules enable organisers to choose options which are the best, in their opinion, for a given tournament. But greater freedom means greater responsibility.

The FIDE Laws of Chess regulate many of the specific rules, but not always. For example, in Rapidplay and Blitz, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules or with some exceptions. Apart of that, is good to remind the player of such important things as the default time and the conditions when a draw can be agreed. If the organisers forget to make these matters clear in advance, it will not be any use making an announcement at the start of a round. Players may not be present and, anyway, do not listen.

To avoid such situations, the FIDE Rules Commission has decided to prepare Guidelines for the Organisers. These are divided in three parts: what must be specified in the regulations of the event; what the RC recommends be specified; and optional rules. The RC strongly recommends to the organisers that their choice should always be exercised in conjunction with the Chief Arbiter.

1. Rules that must be specified in the tournament regulations

1.1 Default time

According to the article 6.7.1 of the FIDE Laws of Chess, the regulations of an event shall specify a default time. If the default time is not specified, then it is zero.

1.2 Using the Competition Rules in Rapidplay or Blitz

According to the article A.5/B.5 of the FIDE Laws of Chess, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules (all articles from 6 to the 12 of the FIDE Laws of Chess) or with some exceptions as described in the article A.4/B.4.

1.3 Standard play and Rapidplay without an increment – less than two minutes draw claim

The regulation of the event shall specify if the game is played according to Guidelines III (Quickplay Finishes), as described in the article III.2.1. If yes, then the regulations of an event shall specify the procedure for the player having the move and less than two minutes left on his clock for a draw claim. There are two options: according to the article III.4 of the FIDE Laws of Chess, an increment extra five seconds be introduced for both players or according to the article III.5 of the FIDE Laws of Chess, a draw claim procedure shall follow. If these matters are not specified, then, for example, king and knight v king and knight can be played on until one flag falls.

2. Rules that are recommended to be specified in the tournament regulations

2.1 Draw condition

According to the article 9.1.1 of the FIDE Laws of Chess, 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 the draw condition is not specified then, according to the article 5.3.2 of the FIDE Laws of Chess, players can offer or agree to a draw when both have made at least one move.

2.2 Electronic device

According to the article 11.3.2.1 of the FIDE Laws of Chess, the regulations of an event may allow to the player to have an electronic device not specifically approved by the arbiter in the playing venue, provided that this device is stored in a player's bag and the device is completely switched off. This bag must be placed as agreed with the arbiter. Neither player is allowed are to use this bag without permission of the arbiter. If the above permission is not specified, then is forbidden to have any electronic device in the playing venue.

3. Optional Rules that may be specified in the tournament regulations

3.1 Scoring

According to the article 10.1 of the FIDE Laws of Chess, the regulations of an event may specify a different scoring system. For example a player who wins his game, or wins by forfeit, scores three points (3), a player who draws his game scores a two points (2), a player who loses his game scores one point (1), a player who loses by default scores zero points (0). If not specified, normal scoring is used (1, $\frac{1}{2}$, 0).

3.2 Leaving the playing area

According to Article 11.2.4 of the FIDE Laws of Chess, the regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area. If this is not specified, there is no obligation for the opponent to communicate his intention to leave.

3.3 Appeal procedure

According to the article 11.10 of the FIDE Laws of Chess, the regulations of an event may specify that a player cannot appeal against any decision of the arbiter, if he has signed the scoresheet. If not specified, the player may appeal even after signing the scoresheet. It is strongly recommended that an Appeal Committee should be set up in advance.

3.4 Adjourned games – elapsed time before arrival of the players

According to the article I.11 of the FIDE Laws of Chess, the regulations of an event may specify the procedure regarding elapsed time before arrival of the players. If not specified, than the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, even if both players are not present initially.

appendix 3

FIDE Laws of Chess

Amendments proposed by RC

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

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

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

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

7.5.5 After the action taken under Article 7.5.1, 7.5.2, **7.5.3 or 7.5.4** for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If, during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

(7.7.1, 7.7.2, 7.8.1 and 7.8.2 – articles to be deleted)

~~A.4.2.1 If the arbiter observes **an action taken under Article 7.5.1, 7.5.2 or 7.5.3, for the first completed illegal move by a player, the arbiter** shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.~~

A.4.2.1 If the arbiter observes **an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5**, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the

opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. ~~For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped.~~ However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

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

appendix 4

Interpretation of the Laws of Chess from 1 July 2017

1. By the new laws of Chess four (4) illegal moves are now in effect, according to the articles: 7.5.1, 7.5.2, 7.7.1 and 7.8.1.
2. In Standard chess the player is forfeited in case he completes two (2) of ANY of the above illegal moves.
3. 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 at once (in Standard chess).
4. The capturing of the King is illegal move and is penalized accordingly.
5. In Rapid and Blitz games the Arbiter SHALL CALL the flag fall, if he observes it.
6. In case that the indications are 0.00 in both clocks and electronic clocks are used, the Arbiter has always the possibility to establish which flag fell first, with the help of the "-" indication. Therefore there is always a winner. In case mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes shall be applied.
7. In case a game with reversed colors will end by normal means (by checkmate, stalemate, resignation or draw agreement, if allowed), before ten (10) moves will be played, then the result stands.
8. In case that a player presses the clock without making a move, as mentioned in the article 6.2.4, it is considered as if an illegal move and it is penalized according to the article 7.5.3. and not according to the article 12.9
9. If a player makes a move with one hand and presses the clock with the other, it is not considered as if an illegal move and it is penalized according to the article 12.9.
10. In Rapid and Blitz games, if the player asks the Arbiter to see the score sheet, the clock shall not be stopped.

appendix 5

General Regulations for Competitions - draft

05. FIDE ~~Competition Rules~~ General Regulations for Competitions

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 Competition Rules~~ 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'.

Regional or National Laws take precedence over FIDE Rules.

1 Scope

1.1 Where an event has a situation not covered by internal rules, these Rules shall be considered to be definitive.

1.2 These Rules apply to the following levels of competition:

L1 - Official FIDE events as defined by the FIDE Events Commission (D.IV.01.1) or FIDE World Championship and Olympiad Commission (D.I, D.II)

L2 - Competitions where FIDE titles and title norms can be earned

L3 - FIDE Rated Competitions

L4 - All other competitions

Rules that apply to specific types of competitions shall have the competition level indicated. Otherwise the rules shall apply to all levels of competitions.

1.3 These competition rules may contain regulations defined by other FIDE Commissions, which are listed in the FIDE Handbook. Where possible, references to these external regulations shall be shown.

2 The Chief Organiser (CO)

2.1 The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a CO. He, together with the federation or organising body, may appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

Other rules hereunder may apply also to the role of the CO. He and the Chief Arbiter (see 3) must work closely together in order to ensure the smooth running of an event.

2.2 The CO is responsible in particular for:

- (1) preparation of the Regulations of an Event, see FIDE Handbook C.09 - Guidelines for the Organisers,
- (2) anti-cheating staff and equipment, see FIDE Handbook A.10 - Anti-cheating Guidelines,
- (3) dress-code regulations for an event, see FIDE Handbook A.09 - Code of Ethics
- (4) appropriate registration of the tournament in advance – see FIDE Handbook B.02 – Rating Regulations

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 the Competitions and Anti-cheating Guidelines. ~~other FIDE Rules and the other Rules of the Competition~~. During the event he also has to keep the record of each round; to oversee the proper course of the competition; to ensure order in the playing venue: players' comfort during play; to supervise the work of the technical staff of the competition.
- 3.2 Prior to the start of the competition:
- (1) he may draw up additional rules in consultation with the CO;
 - (2) he shall check all the conditions for play, including the playing venue, playing area, lighting, heating, air conditioning, ventilation, noise, security and so on.;
 - (3) he must acquire through the CO all the necessary equipment, ensure a sufficient number of arbiters, auxiliary technical staff and assistants are engaged and ensure that conditions for the arbiters are satisfactory. Whether the playing conditions meet the requirements of these FIDE Rules is his final decision.
- 3.3 In case of any doubt, the final decision regarding interpretation of the regulations published in the FIDE Handbook belongs to the CA, not CO. (for further discussion)
- 3.4 At the conclusion of the event the CA shall report as appropriate.

4 **Preparation of the Playing Hall and Chess Equipment**

Refer to the Technical Commission Rules

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.
- 4.2 If smoking is completely prohibited, it shall be announced in the regulation of an 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 countdown device shall be installed in the playing hall. For FIDE events with fewer than 30 players an

appropriate announcement shall be made five minutes before the game is due to start and again one minute before the start of the game.

- 4.5 If mechanical chessclocks are used, they shall be set so that each unit registers six o'clock at the first time control.

~~5 Chess Equipment~~

~~Refer to the Technical Commission Rules~~

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 ~~three~~ 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 and program shall apply. (C.04)

6 Pairings 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 of the CA. The first-round pairings shall be announced as soon as possible thereafter.
- 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.
- 6.5 If a player has lost a game by default for insufficient reason, he shall be expelled unless the CA decides otherwise.
- 6.6 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.

6.7 Round robins

- (1) Each player has entered into a contract to play throughout the tournament.
- (2) When a player withdraws or is expelled from a tournament, the effect shall be as follows:
 1. If a player has completed less than 50 % of his games, the results shall remain in the tournament table (for rating and historical purposes, but they shall not be counted in the final standings. The unplayed games of the player are indicated by (-) in the tournament table and those of his opponents by (+). If neither player is present this will be indicated by two (-).
 2. If a player has completed at least 50 % of his games, the results shall remain in the

tournament table and shall be counted in the final standings. The unplayed games of the player are shown as above.

6.8 Swisses

- (1) If a player withdraws, the results shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated
- (2) If a player cannot play a particular round it is essential to inform the Pairings Controller and CA **before** the pairings for that round are made.
- (3) In an L2, L3 or L4 tournament: If, after the round has started two players do not have a game, then they can be paired against each other. This is only allowed when the arbiter and both players agree and they have not already played in this tournament. The arbiter shall adjust the clock times in an equitable manner.
- (4) In an L2, L3 or L4 tournament the rules may permit a player to take a half point bye in a given round. It is only allowed if adequate notice has been given and is agreed to by the arbiter. Such permission might not be granted to a player who receives conditions, or who has been given a free entry to the tournament. It is not permitted in the last round of a tournament.

7 Team competitions and 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 Depending on the rules of the specific competition, the captain shall be required to deliver at a specific time a written list naming the players in his team participating in each round, to communicate to his players the pairings, to sign the protocol indicating the results in the match at the end of play.
- 7.2 A team captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.
- 7.3 The team captain must not stand behind the opposing team during play.
- 7.4 If the team captain wishes to speak to one of his players, he shall first approach the arbiter. The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain.
- 7.5 A team captain is entitled to advise the players of his team to make or accept an offer of a draw unless the regulations of the event stipulate otherwise. He shall not intervene in a game in any other way. He must not discuss any position on any board during play.
- 7.6 The team captain may delegate his functions to another person, provided he informs the CA of this in writing in advance.
- 7.7 In a team competition a player must not stand behind the opposing team during play.

8 Tie-breaks and unplayed games

See FIDE Handbook C.02 - Standards of Chess Equipment and tournament venue for FIDE Tournaments

9 Conduct of the Players

- 9.1 Once a player has formally accepted an invitation, he must play except in exceptional circumstances (force majeure), such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or for withdrawing.

- 9.2 All the participants should be dressed in a suitable manner. In case of violation of the dress-code regulations, they may be penalised – see FIDE Handbook A.09 – Code of Ethics article 3.2
- 9.3 A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship (~~E.I.01A.12.9~~) – see FIDE Handbook E.01 – Laws of Chess article 12.9
- 9.4 Where it is clear results have been arranged (~~E.I.01A.11.1~~) – see FIDE Handbook E.01 – Laws of Chess article 11.1, the CA shall impose suitable penalties (~~E.I.01A.12~~) – see FIDE Handbook E.01 – Laws of Chess article 12.9
- 9.5 A glossary of common relevant terms in several languages should be available to the arbiter.
- ~~8.6 A player shall not speak about any game while it is in progress, except as allowed in the Laws of Chess.~~
- ~~8.7 All complaints concerning the behaviour of players or captains shall be made to the arbiter. A player is not permitted to complain directly to his opponent (E.I.01A.11.5)~~
- ~~8.8 After the finish of the game, the scoresheets shall be signed. Then: the arbiter or the players shall place the kings in the middle of the board to indicate the result of the game. For a win by White, the kings shall be placed on e4 and d5 (the white centre squares); for a win by Black, the kings shall be placed on d4 and e5 (the black centre squares), for a draw, the kings shall be placed on d4 and d5 or on e4 and e5.~~
- ~~But, if electronic boards are used, an illegal move shall be made, before placing the kings in the centre.~~

10 **Penalties, 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 Competition Rule. Then the CA (in consultation with the CO) shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.
- 10.2 In all competitions there shall be an Appeals Committee (AC). The CO shall ensure that the AC is elected or appointed before the start of the first round, usually at the drawing of lots, or players' meeting. It is recommended that the AC consist of a Chairman, at least two members and two reserve members. The Chairman, the members and reserve members shall, if possible, be from different federations, if it is an international competition. No member of the AC involved in the dispute shall rule in that dispute. Such a committee should have an odd number of voting members. Members of the AC shall not be younger than 21 years old.
- 10.3 A player or a registered official representing a player or team may appeal against any ruling made by the CA or CO or one of their assistants. Such an official may include the player's team captain, head of delegation or other person as defined in the rules of the event.,
- 10.4 An appeal shall be accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the AC shall be final. The fee is returnable if the appeal is successful. The fee (or part of it) may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

11 **TV, Filming, Photography 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.
The ~~Competition Rules~~ Regulation 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. The reference to the FIDE Regulations
 3. The hotel(s) where the players are to stay and the contact details (~~including e-mail, fax and telephone numbers~~)
 4. The Competition schedule: dates, times of play and places of: arrival, the opening ceremony, 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 (~~which for official FIDE events shall be the start of the round~~).
 8. The specific rules for draw agreements if there is any restriction.
 9. For Rapidplay and Blitz competitions, whether Article A3 or A4, or B3 or B4 applies.
 10. For competitions played without an increment, whether Appendix G applies.
 11. 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,
 12. The entry fee, full details of the prize fund, including special prizes, ~~start money~~; pocket money, points money; the currency in which money shall be disbursed, method and term of payment; tax liability,
 - 13: Visas information and how to obtain them.
 14. Whether the event shall be rated or not.
 15. The means for reaching the playing venue and arrangements for transportation.
 16. The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).
 17. The website of the event, contact details of the organisers including the name of the CO.
 18. The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.
 19. Dress code, if any
 20. Any smoking restrictions shall be mentioned in the invitation.
 21. Security Arrangements.
 22. Special medical considerations such as vaccinations recommended or required in advance.
 23. Arrangements for: tourism, special events, internet access, and so on.

24. The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival.
 25. In his reply a player may mention pre-existing medical conditions and special dietary and/or religious requirements.
 26. If the organiser has to take special measures due to a disability of the player, the player shall notify the organiser in his 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 of an official FIDE competition and shall insure said people against accidents and the need for medical services, including medicine, surgical procedures, and so on, but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.
 - 12.6 The same protocol as in 12.3, 12.4 and 12.5 shall be followed for L2, L3, L4 competitions, amended where appropriate.

13 **Appointments of CA**

- 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. ~~However, if the Continental Championship is a qualification event for the World Championship, the candidacy of the CA must be agreed with FIDE.~~
- (2) The CA shall have the title of International Arbiter classified “A” or “B” (B.06) and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations. FIDE and/or the Organising Committee shall nominate, with consultation of Chief Arbiter, the other the arbiters and other staff.

FIDE Laws of Chess

Amendments proposed by RC

to be valid from 1 January 2018

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

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

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

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

7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If, during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

(7.7.1, 7.7.2, 7.8.1 and 7.8.2 – articles to be deleted)

A.4.2.1 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

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

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