

# Regulations for the FIDE World Chess Cup 2015

## 1. Organisation

- 1.1 The FIDE World Chess Cup (World Cup) is an integral part of the World Championship Cycle 2014-2016.
- 1.2 Governing Body: the World Chess Federation (FIDE). For the purpose of creating the regulations, communicating with the players and negotiating with the organisers, the FIDE President has nominated a committee, hereby called the FIDE Commission for World Championships and Olympiads (hereinafter referred to as WCOC)
- 1.3 FIDE, or its appointed commercial agency, retains all commercial and media rights of the World Chess Cup 2015, including internet rights.
- 1.4 Upon recommendation by the WCOC, the body responsible for any changes to these Regulations is the FIDE Presidential Board.

## 2. Qualifying Events for World Cup 2015

**2.1. National Chess Championships** - National Chess Championships are the responsibility of the Federations who retain all rights in their internal competitions.

**2.2. Zonal Tournaments** - Zonals can be organised by the Continents according to their regulations that have to be approved by the FIDE Presidential Board.

**2.3. Continental Chess Championships** - The Continents, through their respective Boards and in co-operation with FIDE, shall organise Continental Chess Championships. The regulations for these events have to be approved by the FIDE Presidential Board nine months before they start if they are to be part of the qualification system of the World Chess Championship cycle.

**2.3.1.** FIDE shall guarantee a minimum grant of USD 92,000 towards the total prize fund for Continental Championships, divided among the following continents:

1. Americas	32,000 USD	(minimum prize fund in total: 50,000 USD)
2. Asia-Oceania	32,000 USD	(minimum prize fund in total: 50,000 USD)
3. Africa	28,000 USD	(minimum prize fund in total: 28,000 USD)
4. Europe	----	(minimum prize fund in total: 150,000 EUR)

Total: 92,000 USD (net of any FIDE deductions)

To qualify for the grant of the prize money contributed by FIDE for each Continental Championship, each Continent must show proof of additional sponsorship money it has raised for the prize fund. The above grants by FIDE represent net amounts. Each Continent shall receive 20% from any additional prize fund at the Continental level.

**2.3.2.** Where a Continent decides to have zonal tournaments for qualification to the World Cup, the number of zonal qualifiers shall be restricted to the approved figure by zone, as at 31st December 2010; the extra qualification places for each Continent shall be given to the Continental Championship to determine the remaining qualifiers to the World Cup.

**2.3.3.** All the Zonal qualifiers, as well as the number of players eligible by country to participate in each zonal, can participate in their Continental Championship with their full board expenses covered by the host organiser. The extra players by country as determined by each Continent shall be responsible for their expenses. This applies only in those Continents that hold Zonals and Continental Championships.

**2.3.4.** Continents must have organised at least one Continental Championship in 2014 or 2015, before the World Cup and no later than 31 May 2015. No double rounds are allowed in Continental Championships. If the Continental Championship cannot be organised, then FIDE shall organise the Championship using the prize fund allocated to the respective Continent, without necessarily distributing prizes to the players. The Continents, in co-operation with the WCOC, will decide on the format and the maximum number of participants per country including qualifiers per country and their rating minimum.

**2.3.5.** The number of qualifiers for each continent is: Europe 46, Americas 20, Asia 20, Africa 6.

**2.3.6.** FIDE will send one of its representatives, a member of the WCOC or a representative appointed by the committee, as an observer to ensure that the event is held in line with the World Championship regulations. He will present an independent report on the conduct of the Championship to the Presidential Board of FIDE. Traveling cost, board and lodging as well as stipend shall be paid by the organising committee of the Continental Championship.

### 3. World Cup 2015

**3.1. Qualifiers** - There are 128 qualifiers (in order of priority): World Champion + four (4) semi-finalists from the World Cup 2013, Women's World Champion, World Junior U-20 Champions 2013 & 2014, eighteen (18) rated players as described in 3.1.2, ninety (92) players from Continental Championships, the one (1) highest-placed participant of the ACP Tour who has not qualified with the previous criteria, two (2) FIDE President nominees, four (4) organiser nominees, three (3) qualifiers from FIDE-approved internet events. If there are no internet events, the spot(s) will be decided by the FIDE President after consulting the WCOG.

**3.1.1. Replacements** - World Champion, semi-finalists of the World Cup 2013, Women's World Champion, World Junior U-20 Champions and rated players can be replaced only from the average rating list. Continental and Zonal qualifiers will be replaced from their respective events, except that in the Zonal Tournament, the replacement must have scored 50% or more in the Zonal event. Otherwise the place passes to the Continental Championship. The average rating list has priority if a player qualifies either from the rating list or a zonal/continental event.

In the exceptional case that the zonal/continental event is organized before the publishing of the January 2015 rating list, then the zonal/continental event has priority over the average rating list for qualifying purposes.

**3.1.2.** For the purpose of deciding the 18 rated player qualifiers, as well as any replacements, the average from the following lists will be used: all published ratings of February 2014 to January 2015 divided by twelve (12). In case of equality two decimals will be taken into consideration. If the numbers are still equal then the total number of rated games in the twelve months of 2014 shall be decisive. That means the player with the greater number of games shall qualify. If the numbers are still equal then the February 2015 list shall be decisive. If the Elo in this list is still the same, the player with the greater number of games in the February 2015 list will qualify.

**3.1.3.** A player who has played less than thirty (30) FIDE rated standard games in the twelve months of 2014 will not be able to qualify as a rated player. Any rapid and blitz rated games are not calculated when applying this 30-game rule.

**3.1.4.** The list of qualified players and the reserves will be published on the FIDE web site.

#### 3.2. Tournament format

**3.2.1** There shall be six (6) rounds of matches comprising two (2) games per round, with the winners progressing to the next round, plus the final seventh (7<sup>th</sup>) round comprising of four (4) games.

Round 1: there shall be 128 players

Round 2: there shall be 64 players

Round 3: there shall be 32 players

Round 4: there shall be 16 players

Round 5: there shall be 8 players

Round 6: there shall be 4 players

Round 7: there shall be 2 players (or 4 players if a match is needed for 3<sup>rd</sup> place)

#### 3.2.2. Schedule of the World Cup tournament

Opening Ceremony / Players meeting	1 day
Round 1:	2 days play
	Tiebreaks
Round 2:	2 days play
	Tiebreaks
Round 3:	2 days play
	Tiebreaks
Round 4:	2 days play
	Tiebreaks
Round 5:	2 days play
	Tiebreaks
Free Day	Free Day
Round 6:	2 days play
	Tiebreaks
Free Day	Free Day
Round 7:	4 days play
Closing ceremony /	Tiebreaks
TOTAL:	26 days

All games and tie-breaks shall begin preferably at 15:00 local time.

### **3. 3. Confirmation of Participation / Conduct of Players**

**3. 3. 1.** When FIDE has confirmed the name of organiser, venue and dates, the participants will be able to download the copy of the Player's Contract (which contains the player's obligations) from the FIDE web site and shall send their signed contract to FIDE within one week. This is the player's responsibility.

Any participant, specified in paragraph 3.1 who fails to return his Player's contract by the official deadline, may be replaced according to article 3. 1. 1. The WCOG may accept late contracts received after the deadline within the period of 7 days. The final list shall then be published 10 days after the deadline on the FIDE web site. Players not previously qualified but who have the right to participate as replacements shall be notified through the FIDE web site and will have one further week to return their signed contracts to FIDE.

**3. 3. 2.** All players mentioned in 3. 3. 1 shall confirm, by fax and registered mail to the FIDE Secretariat, their participation by returning the signed copy of the Players' Contract published on the FIDE web site for participation in the World Cup. Players shall be fully responsible for the arrival on time to the FIDE Secretariat of their signed contract.

**3. 3. 3.** A player who returns his contract but withdraws before the pairings are announced will be replaced by a player as described in 3. 1. 1.

**3. 3. 4.** Any player that withdraws after the pairings are announced shall not be replaced.

**3. 3. 5.** Players that fail to provide a satisfactory reason for withdrawal, after they have signed the player's contract, may be excluded from the next World Championship cycle.

**3. 3. 6.** If the World Cup and the Women's World Championship are organised at the same period (even if the two events overlap by one day) then the player who has the right to participate in both championships shall decide per 3. 3. 2 in which tournament she will play.

**3. 3. 7.** For security and administrative reasons, all participants are expected to stay in the officially designated hotel(s).

**3. 3. 8.** All players shall pay their own cost of travel, accommodation and meals for the duration of their stay.

### **3. 4. Pairings.**

**3. 4. 1.** All participants will start from Round 1.

**3. 4. 2.** For purposes of pairings, the players shall be ranked according to the most recent rating list when pairings for the 1<sup>st</sup> round are announced. In case of equality of two or more players, the player with the greater number of games played during the period covered by the list shall be higher seeded. In case of equal number, the order will be decided by the drawing of lots.

**3. 4. 3.** Pairings shall follow the principle of top half vs. lower half reversed (1-128, 2-127...). Thus the highest ranked player of the top half shall play the lowest ranked player of the bottom half. The second ranked player of the top half shall play the penultimate ranked player of the bottom half. And so on.

**3. 4. 4.** For the second and subsequent rounds pairings shall follow the same procedure as in 3.4.3 with the clarification that if the lower ranked player wins in any match, he shall automatically assume the position of the higher ranked player.

**3. 4. 5.** No postponement shall be allowed except with permission of the FIDE President.

### **3. 5. Drawing of colours**

**3. 5. 1.** The draw for colours shall be conducted as follows:

a) The top seeded player in Round 1 receives White or Black in the first game as decided by lot during the Opening Ceremony. In the second game of the same round, colours will be reversed. In match 2, the higher seeded player shall have the opposite colour to the top seeded player, and so alternating through the list. For subsequent games of the same round the colors shall alternate automatically.

b) In Round 2 the winner of match 1 shall have in game 1 the color opposite to the color that the top seeded player had in game 1 of Round 1. The higher seeded player in game 1 of match 2 shall have the opposite color of the color that the highest seeded player had in game 1 of match 1 and the colors shall alternate in sequence accordingly by match.

c) For Rounds 2-6 the same procedure is applicable with the clarification that if the lower ranked player wins in any match, he shall automatically assume the position of the higher ranked player.

d) For the tie-break matches, there shall be a drawing of lots for each such match. If these matches are also drawn, there shall be a drawing of lots to decide who shall receive White in the sudden-death game.

e) The final match in the 7<sup>th</sup> round will have a new drawing of lots.

### 3.6. Time control.

3.6.1. The time control shall be 90 minutes for the first 40 moves followed by 30 minutes for the rest of the game with an addition of 30 seconds per move from move one.

3.6.2. The games shall be played using the electronic clocks and boards approved by FIDE.

### 3.7. Conditions of victory

3.7.1. For the first 6 rounds, each match shall be played over two (2) games and the winner of a match shall be the first player to score 1.5 or more points. A tie shall be broken according to article 3.8.

3.7.2. The final 7<sup>th</sup> round will be a match played over four (4) games and the winner of the World Cup will be the first player to score 2.5 or more points. A tie shall be broken according to article 3.8.

### 3.8 Tie-breaks

3.8.1.a. If the scores are level after the regular games, after a new drawing of colors, two (2) tie-break games shall be played. The games shall be played using the electronic clock starting with 25 minutes for each player with an addition of 10 seconds after each move.

3.8.1.b. All tie-break games shall be played according to the Annex 2 of the World Championship Technical Regulations.

3.8.2.a. If the scores are level after the games in paragraph 3.8.1a, then, after a new drawing of colors, a match of 2 games shall be played to determine the winner with a time control of 10 minutes plus 10 seconds increment after each move. In case of a level score, another match of 2 games shall be played with a time control of 5 minutes plus 3 seconds increment after each move. If still there is no winner, one sudden-death game will be played as described below in 3.8.3a.

3.8.2.b. The games shall be played according to the Rules mentioned in 3.8.1.b.

3.8.3.a. If the score is still level after the matches as described in 3.8.2a, the players shall play a single decisive sudden death game. The player who wins the drawing of lots may choose the color. The player with the white pieces shall receive 5 minutes, the opponent with the black pieces shall receive 4 minutes whereupon, after the 60th move, both players shall receive an increment of 3 seconds for each move from move 61. In case of a draw the player with the black pieces is declared the winner.

3.8.3.b. The games shall be played according to the Rules mentioned in 3.8.1.b.

3.8.4. Between the tie-break games as well as before the start of the sudden death game there shall be a pause of at least 10 minutes, unless the Chief Arbiter decides otherwise.

### 3.9. Prizes for the World Cup

#### 3.9.1. Minimum Prize list

Round 1 losers:	64 x	USD	6,000	(net 4,800)	USD 384,000
Round 2 losers:	32 x	USD	10,000	(net 8,000)	USD 320,000
Round 3 losers:	16 x	USD	16,000	(net 12,800)	USD 256,000
Round 4 losers:	8 x	USD	25,000	(net 20,000)	USD 200,000
Round 5 losers:	4 x	USD	35,000	(net 28,000)	USD 140,000
Round 6 losers:	2 x	USD	50,000	(net 40,000)	USD 100,000
Runner-up:	1 x	USD	80,000	(net 64,000)	USD 80,000
World Cup winner:	1 x	USD	120,000	(net 96,000)	USD 120,000
<u>Total:</u>					<u>USD 1,600,000</u>

3.9.2. A payment of 20% from the above total prize fund is made to FIDE.

3.9.3. If a player withdraws due to ill health or any other good reason accepted by the Appeals Committee, he shall receive the full prize money to which he was entitled at that time. The player shall make an appeal according to article 3.17.1 in order to claim the total sum of his prize.

3.9.4. If a player withdraws after the start of the first round without having a satisfactory reason for doing so, he shall receive no prize money.

### 3.10. Playing Conditions.

3.10.1. Only the players, principals and steward (-es)s shall be allowed in the actual playing area except with the permission of the Chief Arbiter.

**3. 10. 2.** During the playing session the following additional regulations shall be in force:

- a) The players are not permitted to bring into the playing area technical and other equipment extraneous to play, including mobile phones, which may in any way disturb or upset the opponent. The Chief Arbiter shall decide what constitutes extraneous equipment liable to offend the opponent.
- b) A player may talk only to an arbiter or communicate with a steward, or with his opponent as permitted by the Laws of Chess.
- c) During the playing session, players are not allowed to leave the playing area without the permission of the Chief Arbiter.

### **3. 11. Score sheets.**

**3. 11. 1.** The Organisers shall provide score sheets according to the specifications provided by the WCOC.

- a) At the end of each game the players' original score sheets shall be given to the Arbiter, who shall hand them to FIDE .
- b) Refusal of either player to sign the score sheets shall be penalised according to Article 13.4 of the Technical Regulations (annex 1). After the players have signed the score sheets, the Arbiter shall countersign to confirm the results.
- c) In tiebreak games, the players and the Arbiter shall sign a result sheet.

### **3. 12. Players' Meeting.**

**3. 12. 1.** Players are required to attend the Players' Meeting on the day of the Opening Ceremony at a time to be decided by the Chief Arbiter and the Organisers. If necessary, the Chief Arbiter may call other Players' Meetings.

**3. 12. 2.** If a player fails to appear at the Players' Meeting or conducts himself in a manner contrary to the spirit of sportsmanship or the FIDE Code of Ethics, then the following penalty may be imposed by the Chief Arbiter: 5% of his prize money shall be forfeited to the Organisers and a further 5% to FIDE for each breach. In cases of serious misconduct the player may be disqualified from the tournament and the World Chess Championship cycle.

### **3. 13 Interviews, functions and mode of dressing.**

**3. 13. 1.** The players are expected to co-operate reasonably with the media. General interviews with them can be arranged through the Press Officer.

**3. 13. 2.** The players are required to make themselves available for short interviews, of not more than 10 minutes duration, immediately after each game. This applies to the winner of each game, or both players in the event of a draw. The players are also required to be present at all official functions approved by the FIDE President or his Deputy during the Championship, including official receptions and the opening ceremony. The 2 finalists are also required to be present at the closing ceremony.

**3. 13. 3.** If a player fails to meet the requirements of 3.13.2, then the following penalty can be imposed by the Press Officer: 5% of his prize money shall be forfeited to the Organisers and a further 5% to FIDE for each breach. A player can appeal for such a penalty within 3 hours after the end of the game. In cases of serious misconduct, the player may be disqualified from the tournament and the World Chess Championship cycle.

**3. 13. 4.** Players are requested to note the requirements of FIDE Regulations C.01 (Article 8.1) in respect of their dignified appearance at all times during the World Cup.

### **3. 14. Payment of Prize Money and Stipends**

**3. 14. 1.** The prize fund shall be paid by bank transfer.

**3. 14. 2.** Upon completion of the World Chess Cup, FIDE shall pay these sums collectible in the player's home country where requested by him.

**3. 14. 3.** Although FIDE will endeavour to sign an agreement with the organiser stating that the prize funds are net and free of all tax, FIDE will not be responsible for any national or local tax deducted from the prize money. FIDE will give all necessary assistance to the players if the organiser acts to the contrary.

### **3. 15. Principals**

**3. 15. 1.** The Principals are:

- a) FIDE President and Deputy President;
- b) FIDE Treasurer and General Secretary; FIDE Observer;
- c) Three members of the Appeals Committee;
- d) Arbiters;
- e) FIDE Press Officer;
- f) Chairman of FIDE Medical Commission (or his/her nominee-member of the FIDE Medical Commission);
- g) Two WCOC members.

### **3.16. Arbiters**

**3.16.1.** There will be a Chief Arbiter, a Deputy Chief Arbiter, three Deputy Arbiters for rounds 1 to 4 plus four additional Arbiters for rounds 1 to 2, and local assistance according to the tournament needs. FIDE President, in consultation with the World Championship & Olympiads Committee (WCOC), shall appoint the arbiters who must have the title of International Arbiter.

**3.16.2.** In each match, no arbiter may belong to the same federation as either of the players. Exception: if both players are members of the same federation, an arbiter may also belong to this federation.

**3.16.3.** During play either the Chief Arbiter or the Deputy Chief Arbiter must be present in the playing area.

**3.16.4.** Immediately after the end of the World Chess Cup tournament, the Chief Arbiter shall write a report and send it without delay to the FIDE Secretariat.

**3.16.5.** The report shall be written in the English language.

**3.16.6.** The report shall contain the result of each individual game as well as the final result of each match. In addition, the report shall contain a general description of the course of the World Cup. If there were any difficulties, conflicts or incidents during the tournament, they shall be described together with the measures taken to deal with them.

**3.16.7.** The report shall be supplemented by adding two copies of the bulletins of the World Cup and the score sheets of the games.

**3.16.8.** The Chief Arbiter may, in consultation with the WCOC, and with the approval of the FIDE President, issue additional written regulations to inform the exact playing hours and take care of other details not covered by these regulations.

### **3.17. Appeals Committee.**

**3.17.1.** There shall be a Chairman and two other members, all from different Federations and by priority FIDE PB members, appointed by the FIDE President in consultation with the World Championship & Olympiads Committee. No member of the Appeals Committee shall sit in judgement in a dispute involving a player or party from his Federation except where the dispute is between two players or two parties from his Federation.

All protests must be submitted in writing to the Appeals Committee not more than two hours after the relevant playing session, or the particular infringement complained against.

The Committee may decide on the following matters:

- a) an appeal against a decision by an arbiter or a FIDE principal,
- b) a protest against a player's behaviour,
- c) a complaint alleging false interpretation of the regulations,
- d) a request for the interpretation of specific regulations,
- e) a protest or complaint against any participant, or
- f) all other matters which the Committee considers important.

If possible, the Committee shall reach a decision not more than two hours after the submission of a protest. The appeals process shall include written representations and a written decision. The Committee shall endeavour to find binding solutions that are within the true spirit of the FIDE motto, Gens Una Sumus. Each protest must be accompanied by a deposit fee of USD 500 (five hundred US Dollars) or the equivalent in local currency. If the protest is accepted, the fee shall be returned. If the protest is rejected, the fee may be forfeited to FIDE.

The written decision of the Appeals Committee arising from any dispute in respect of these regulations shall be final.

### **3.18. Arrangements for the Playing Hall**

**3.18.1.** The WCOC shall ensure the playing hall and its environs meet at least the requirements of the FIDE Regulations for the Organisation of Top Level Tournaments (FIDE Handbook C.01).

**3.18.2.** The playing venue shall be decorated with the FIDE flag, IOC flag, the flags of the host nation and the participating Federations.

**3.18.3.** After the World Championship & Olympiads Committee agrees with the Organisers on the World Chess Cup Tournament arrangements in respect of the tournament hall, facilities, accommodation and meals, transportation, telecommunication, ceremonies, no objections from the participants shall be acceptable.

**3. 18. 4.** Organisers shall provide, free of charge, coffee, tea and soft drinks for the players and principals. It is advisable that the same offer shall apply for press members.

### **3. 19. Photography and Television**

**3. 19. 1.** Only photographers and camera crew expressly authorised by the Press Officer may work in the playing venue.

- a) When more than 16 players are competing, flash may be used only during the first ten minutes.
- b) When 16 players or less are competing, flash may only be used during the first five minutes.
- c) In tiebreak games flash may only be used in the first three minutes. In case of 5 minutes and sudden death games, the use of flash is not permitted, the use of cameras without flash may only be permitted if the Arbiter in charge deems their use to be unobtrusive.
- e) Television cameras must be unobtrusive and may only be used if the Arbiter in charge deems their use to be unobtrusive.
- f) An official photographer, designated by the Organisers with the approval of the Chief Arbiter shall be allowed to take photos at any time during the round without flash.

### **3. 20. Ceremonies.**

**3. 20. 1.** The Opening Ceremony shall take place the day prior to the first round and all participants are required to take part. Exception can be made by a written permission of the FIDE President.

**3. 20. 2.** The program of the Opening Ceremony shall be supervised by FIDE. A total of 60 minutes for cultural programmes and speeches are usually welcome. FIDE Anthem and the Anthem of the hosting country shall be played.

**3. 20. 3.** The drawing of colours for round 1 shall be carried out during the opening ceremony.

**3. 20. 4.** The Closing Ceremony shall take place not later than one day after the end of the World Chess Cup Tournament. The Organisers shall provide trophies for the first two players of the tournament. FIDE Anthem and Anthem of the hosting country shall be played.

### **3. 21. FIDE Rights and Obligations of the Organisers**

#### **3. 21. 1. Finance**

**3. 21. 1. 1.** Before the end of the tournament, FIDE shall be reimbursed for its direct expenses incurred in the World Cup Organisation. This shall be a fixed sum agreed between the Organiser and the World Championship & Olympiads Committee before the start of the tournament. This sum shall include stipends, pre-expenses (inspections) and tournament expenses (travelling and boarding) for the principals. The WCOC shall advise the Organisers on the budget of protocol, infrastructure, media, commentary, bulletin and other technical problems.

**3. 21. 1. 2.** FIDE has exclusive commercial rights to the event and is free to exploit them commercially, including entering into advertisement agreements either with the Organisers or Sponsors of the tournament requiring players to wear clothes with the branding of sponsors.

**3. 21. 1. 3.** The income provided by the World Cup through admission charges, concessions and photography shall go to the Organisers. The radio and television rights, including video and film rights, shall belong to FIDE. The right as described here and in the previous paragraph can be given by FIDE to the organiser.

**3. 21. 1. 4.** FIDE shall have the exclusive rights for live games transmission on Internet and shall provide the necessary equipment such as electronic boards and clocks to cover the event. FIDE shall provide to the Organisers the signal for online game display in the different function rooms as agreed between the parties.

**3. 21. 1. 5.** The Organisers shall draw up a budget as detailed as possible, including provision for contingencies. This shall be subject to the approval of WCOC and the FIDE President.

#### **3. 21. 2. Stipends**

**3. 21. 2. 1.** The following stipends are to be paid to the Principals of the World Cup:

a) Chairman of the Appeals Committee	USD	10,000
b) Two members of the Appeals Committee	USD	14,000
c) Chief Arbiter	USD	7,000
d) Deputy Chief Arbiter	USD	5,000
e) Three Deputy Arbiters	USD	9,000
f) Four Arbiters (Rounds 1 to 2)	USD	8,000
g) FIDE Press Officer	USD	5,000
h) Representative of FIDE Medical Commission	USD	3,000

In addition, the organisers shall pay to FIDE a minimum sum of 40,000 USD for the WCOC budget.

### **3. 21. 3. Travelling and Accommodation**

**3. 21. 3. 1. Travel.** The FIDE President has the right to first class travel by air, sea or rail, at the Organisers` expense. The FIDE Deputy President has the right to business class travel by air, sea or rail, at the Organisers expense. All other Principals shall be provided with transport by air, sea or rail or, if they prefer, any other mode of transport that is not more costly to the Organisers than air travel. Any Principal making his own travel arrangements without the agreement of the Organisers does so entirely at his own risk.

**3. 21. 3. 2. Board and Lodging.** For the FIDE President a suite in a first class hotel and for the Deputy President one junior suite in the same first class hotel. For each Principal or WCOC member - a double room in the same first class hotel. Also, hospitality shall be provided for three more FIDE people (FIDE Secretariat). Extras will be covered by the Organisers only for the FIDE President.

**3. 21. 3. 3. Food and drinks.** Provision for food and drinks shall be provided for all the Principals. This shall be provided by a specified allowance in local currency per day or by the provision of all meals in the restaurant of the hotel. The nature and amount shall be agreed between the Organisers and WCOC.

**3. 21. 3. 4. Local transportation.** Transfer from and to the airport will be provided by the organisers, if necessary. For FIDE President, a chauffeur-driven car. For the other Principals, a number of cars shall be made available; their use will depend on the position of the hotels, playing hall and media centre, and on the leisure activities of the Principals. Alternatively, a daily allowance in local currency may be provided, the amount to be agreed between the Organisers and WCOC. Local transport shall also be provided for players to official functions if necessary.

**3. 21. 3. 5. Personnel** – The Organisers should provide sufficient personnel to assist: the FIDE Secretariat, in the playing hall, press room, VIP room, and at ceremonies according to the agreement made with the WCOC.

### **3. 22. Selection of the Organisers.**

**3. 22. 1.** Any federation that is a member of FIDE or any sponsor may bid for the right to administer the World Cup. FIDE shall consult the federation where the sponsor proposes to hold the Cup. If the federation refuses or is unable to co-operate, FIDE may still accept a proposal from a potential sponsor. No proposed sponsor for the World Cup shall be in conflict with the regulations of the International Olympic Committee.

**3. 22. 2.** Each applicant shall pay a non-refundable fee of 1,000 USD to obtain the obligatory bidding form and the necessary information from the FIDE Secretariat. At any time, where the bidding procedure fails, the Presidential Board shall decide, where, when and how the World Cup will be organised.

**3. 22. 3.** In the event that FIDE receives a satisfactory open offer that covers all the minimum financial requirements, then FIDE may immediately terminate any bidding procedure. At any time, where the bidding procedure fails, the Presidential Board shall decide, where, when and how the World Cup will be organised.

**3. 22. 4.** Each proposal shall contain the following particulars:

- a) the proposed dates of the event
- b) the proposed tournament venue;
- c) the proposed prize fund in U.S. Dollars.
- d) the covering of all organisational costs
- e) Special rates for hotel rooms and meals for the participants, accompanying persons and journalists.
- f) A statement that the applicant accepts all the demands made in these regulations;
- g) The applicant's name, signatures and authentication;
- h) Two bank guarantees shall be provided. One for the proposed prize fund comprising 20% of this sum and the other for the sum of 50,000 USD in respect of other obligations.

**3. 22. 5.** FIDE may exercise the right to reject any bid application if the conditions as stated in 3.22.8 below are not met or the financial offer is unsatisfactory.

**3. 22. 6.** Each proposal shall be accompanied by an invitation to at least one member of the WCOC to inspect the proposed venue and examine the other conditions, with all expenses paid by the bidder.

**3. 22. 7.** The FIDE Presidential Board shall decide which applicant shall be chosen. The decision reached shall be based on the following criteria, which are to be viewed as a whole:

- a) prize fund
- b) covering of organisational costs
- c) playing conditions



- d) providing visas to all players, trainers and officials.
- e) Security assistance for all players and officials.
- f) chess activity both actual and potential in the country hosting the World Cup.
- g) media possibilities
- h) potential development of chess worldwide.
- i) climatic conditions during the period of the tournament
- j) taxation conditions in the hosting country in respect of the prize fund.

If a Presidential Board meeting cannot be held, the FIDE President takes the decision in consultations with the WCOC.

**3. 22. 8.** After the Presidential Board (or the FIDE President) has decided who shall be selected to organize the World Cup, the Organizers shall deposit, not later than one month before the start of the event, in escrow, net and free of all taxes, with the FIDE bankers the full sums of money covering the prize fund and all costs related to FIDE as stipends, travel, full board and lodge and other administrative costs for communications etc in accordance with a budget agreed between FIDE and the Organizers.

**3. 22. 9.** In case of a failure to deposit the sums of money under 3. 22. 8, the guarantees specified in 3. 22. 4 are forfeited in favour of FIDE.

**3. 22. 10.** At any time, after the sums specified under 3. 22. 8, have been deposited in escrow, if the Organiser fails to organize the World Cup or is in breach of the agreement with FIDE for the organization of the event, FIDE shall withdraw the right to organize the event and at the same time, the Organizers shall forfeit 50% of the sums of money under 3. 22. 8. From the total amount which will be forfeited to FIDE, the qualified players who have already signed their contract will receive half of this sum as compensation.

**3. 22. 11.** The Organisers shall invite two members of the WCOC to inspect and give consultation on the preparations. The WCOC shall decide on the need for further inspections. Travelling (business class if transcontinental) and accommodation costs are to be borne by the Organizers.

#### **4. World Championship Cycle 2014-2016**

**4. 1.** The winner and the runner up of the World Cup 2015 will qualify to the Candidates stage of the World Championship cycle 2014-2016. If there is a 3<sup>rd</sup> place qualification, a match will be organized together, and with the same terms, with the final match of the World Cup to decide the 3<sup>rd</sup> place.

#### **5. Application of Regulations**

**5. 1.** These regulations are in full effect and are part of the World Championship cycle 2014-2016. At any time in the course of the application of these regulations, any grounds that are not covered or any unforeseen event shall be referred to the FIDE President for clarification or final decision.

# ANNEX 1

## WORLD CHAMPIONSHIP TECHNICAL REGULATIONS

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

**1.2** 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. 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 are not allowed. The opponent whose king has been checkmated has lost the game.













**1.3** If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2 b).

#### 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:



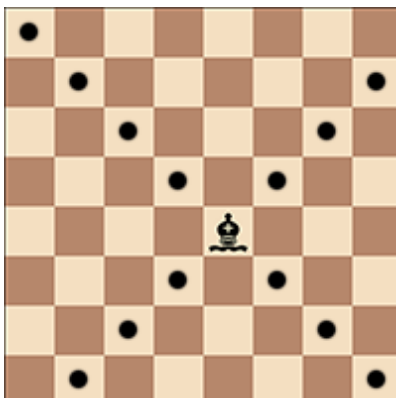
**2.4** The eight vertical columns of squares are called ‘files’. The eight horizontal rows of squares are called ‘ranks’. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a ‘diagonal’.

### Article 3: The moves of the pieces

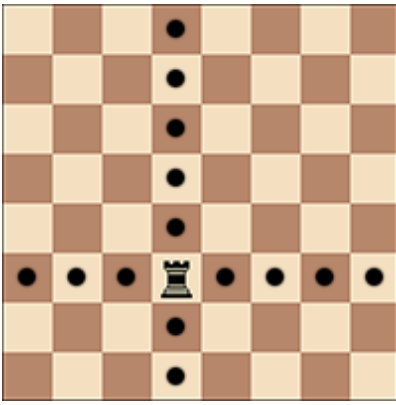
**3.1** It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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

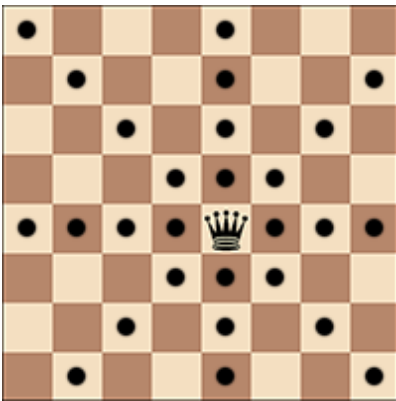
**3.2** The bishop may move to any square along a diagonal on which it stands.



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

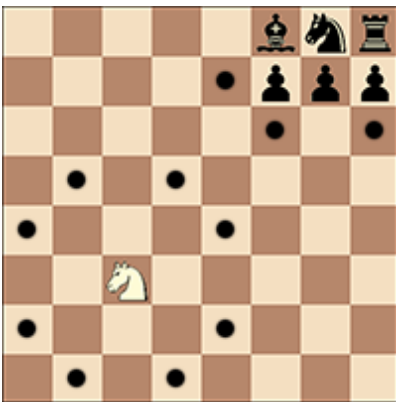


**3.4** The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

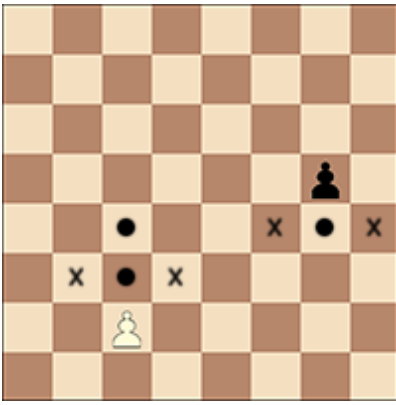
**3.6** The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



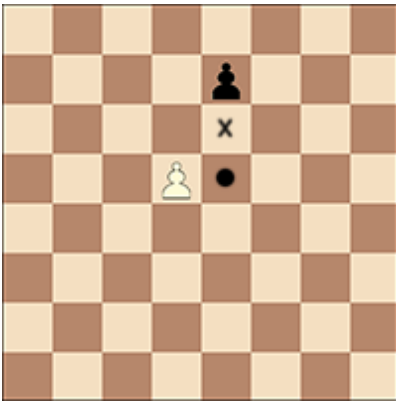
**3.7**

- a. The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or
- b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

c. 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.



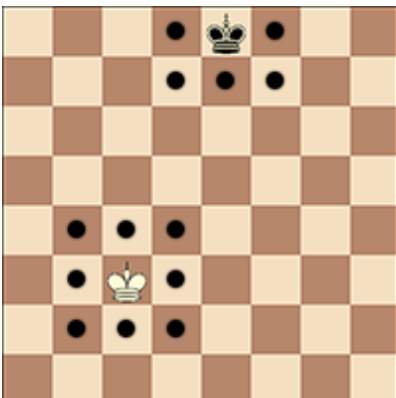
d. A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following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



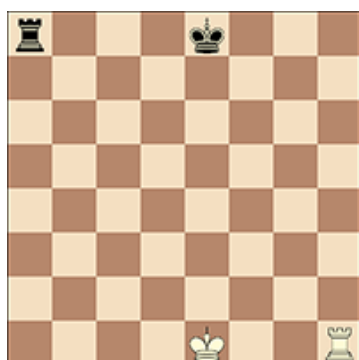
e. When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

**3.8** There are two different ways of moving the king:

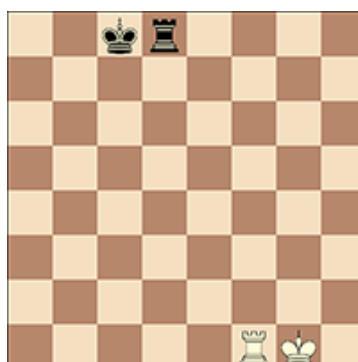
a. by moving to an adjoining square



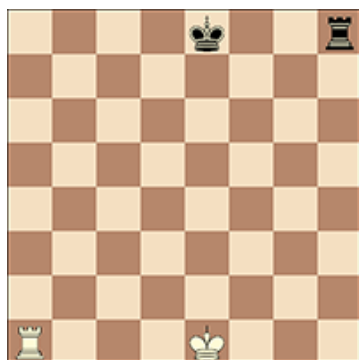
b. by ‘castling’. This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



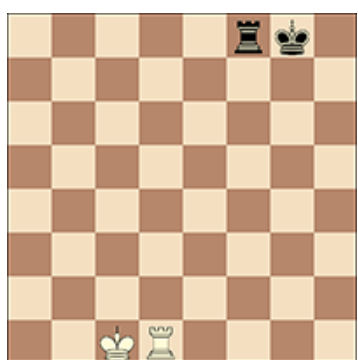
Before white kingside castling  
Before black queenside castling



After white kingside castling  
After black queenside castling



Before white queenside castling  
Before black kingside castling



After white queenside castling  
After black kingside castling

(1) The right to castle has been lost:  
[a] if the king has already moved, or  
[b] with a rook that has already moved.

(2) Castling is prevented temporarily:  
[a] 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  
[b] if there is any piece between the king and the rook with which castling is to be effected.

**3.9** 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. 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

- a. A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.
- b. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9.
- c. 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 made with one hand only.

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

**4.3** Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:

- a. one or more of his own pieces, he must move the first piece touched that can be moved
- b. one or more of his opponent’s pieces, he must capture the first piece touched that can be captured

c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

**4.4** If a player having the move:

- a. touches his king and a rook he must castle on that side if it is legal to do so
- b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
- c. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- d. promotes a pawn, the choice of the piece is finalized when the piece has touched the square of promotion.

**4.5** If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

**4.6** The act of promotion may be performed in various ways:

1. the pawn does not have to be placed on the square of arrival,
2. removing the pawn and putting the new piece on the square of promotion may occur in any order.

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:

- a. a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand.
- b. castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- c. promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

**4.8** A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

**4.9** If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

## **Article 5: The completion of the game**

### **5.1**

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

### **5.2**

- a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 - 4.7.
- b. 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.
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game.
- d. The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).
- e. The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (see Article 9.3).

## COMPETITION RULES

### Article 6: The chessclock

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

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

Each time display has a ‘flag’.

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

#### 6.2

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

- (1) the move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c, 9.6a, 9.6b and 9.7), or
- (2) the player has made his next move, in case his previous move was not completed.

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

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

c. 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 penalized in accordance with Article 12.9.

d. Only the player whose clock is running is allowed to adjust the pieces.

e. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

#### 6.3

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

b. The time saved by a player during one period is added to his time available for the next period, where applicable. In the time-delay mode both players receive an allotted ‘main thinking time’. Each player also receives a ‘fixed extra time’ with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

**6.4** Immediately after a flag falls, the requirements of Article 6.3 a. must be checked.

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

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

#### 6.7

a. The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

b. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

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



**6.9** Except where one of Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

#### **6.10**

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

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

**6.11** If both flags have fallen and it is impossible to establish which flag fell first then:

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

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

#### **6.12**

a. If the game needs to be interrupted, the arbiter shall stop the chessclock.

b. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

c. The arbiter shall decide when the game restarts.

d. If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

**6.13** 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. However, the player may not make a claim relying only on information shown in this manner.

### **Article 7: Irregularities**

**7.1** If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.

#### **7.2**

a. 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.

b. 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 begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

**7.4** If a player displaces one or more pieces, he shall re-establish the correct position in his own time. If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

#### **7.5**

a. 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.

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.

b. After the action taken under Article 7.5.a, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

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

## **Article 8: The recording of the moves**

### **8.1**

a. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the 'scoresheet' prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Appendix E.1 a.

b. 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.

c. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

d. Both players must record the offer of a draw on the scoresheet with a symbol (=).

e. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

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

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

**8.4** If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.

### **8.5**

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

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

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

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

**8.7** At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

## **Article 9: The drawn game**

### **9.1**

a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

b. However, if the rules of a competition allow a draw agreement the following shall apply:

(1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

(2) The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).

(3) A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

**9.2** 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):

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

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

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

(1) at the start of the sequence a pawn could have been captured en passant.

(2) a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

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

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

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

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

**9.5** If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). He is not allowed to withdraw his claim.

a. If the claim is found to be correct, the game is immediately drawn.

b. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

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

a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.

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

**9.7** The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2 – 4.7.

## **Article 10: Points**

**10.1** Unless the rules of a competition specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point ( $\frac{1}{2}$ ).

## **Article 11: The conduct of the players**

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

**11.2** 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 with the permission of the arbiter can:

- a. a player leave the playing venue.
- b. the player having the move be allowed to leave the playing area.
- c. a person who is neither a player nor arbiter be allowed access to the playing area.

### **11.3**

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

b. During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.

The rules of a competition may specify a different, less severe, penalty.

The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a 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.

c. Smoking is permitted only in the section of the venue designated by the arbiter.

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

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

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

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

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

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

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

## **Article 12: The role of the Arbiter (see Preface)**

**12.1** The arbiter shall see that the Laws of Chess are strictly observed.

**12.2** The arbiter shall:

- a. ensure fair play.
- b. act in the best interest of the competition.
- c. ensure that a good playing environment is maintained.
- d. ensure that the players are not disturbed.
- e. supervise the progress of the competition.
- f. take special measures in the interests of disabled players and those who need medical attention.

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

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

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

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

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

**12.8** Unless authorized by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.

**12.9** Options available to the arbiter concerning penalties:

- a. warning
- b. increasing the remaining time of the opponent
- c. reducing the remaining time of the offending player
- d. increasing the points scored in the game by the opponent to the maximum available for that game
- e. reducing the points scored in the game by the offending person
- f. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score)
- g. a fine announced in advance
- h. expulsion from the competition.

## **ANNEX 2**

### **WORLD CHAMPIONSHIP TECHNICAL REGULATIONS FOR TIE BREAKS**

All tie break games shall be played according to the following:

1. Play is governed by the Annex 1 of the World Championship Technical Regulations, which apply with the exceptions mentioned below in (2), (3), (4) and (5).
2. The players do not need to record the moves. An Arbiter shall record the moves.
3. The player who has the move may stop the clocks and consult the Arbiter's scoresheet and if his next move will produce a threefold repetition (according to the Article 9.2.a of the Annex 1 of the Technical Regulations) , or the 50 moves rule (according to the Article 9.3.a of the Annex 1 of the Technical Regulations), he himself must write the intended move on the scoresheet and claim the draw, if he wants. A player can also claim a draw according to the Articles 9.2.b and 9.3.b of the Annex 1 of the Technical Rregulations. If the claim is found to be correct. The game is immediately ended as a draw. If the claim is found to be incorrect, the Arbiter shall add two (2) minutes to the opponent's remaining time and he game continues with the intended move to be played in accordance with the Article 4 of the Annex 1 of the Technical Regulations. A maximum of two (2) incorrect claims for a draw can be made by each player. If a player makes a third (3rd) incorrect claim, the Arbiter shall declare the game lost for this player.
4. If a game has ended by resignation, checkmate, time loss, stalemate, threefold repetition or any other of the ways described in the Article 5 of the Annex 1 of the Technical Regulations, no claim for irregularities shall be accepted (irregularities include clock settings and all other described in the Article 7 of the Annex 1 of the technical Regulations).
5. For Blitz games the penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one (1) minute instead of two minutes.