

DRAFT RULES FOR MOBILE CHESS

1 Play and Control

- a. Games shall be played in accordance with the FIDE Laws of Chess where applicable.
- b. A Tournament Director shall be appointed who shall be responsible for the conduct of the tournament and progress of the games.
- c. Games shall be played by SMS text messages. If a player should lose network access and is unable, for whatever reason, to re-establish network access within time control, he will be considered to have withdrawn from the tournament.
- d. Tournaments rules may include the direct control of the player (i.d player must play under referee control)

2 Transmissions

- a. Moves shall be numbered and sent
- b. in the numeric or a mutually agreed notation
- c. by SMS text messages
- d. bearing the name and/or mobile number of the sender and
- e. a continuous record of all moves and confirmation of the time on which the opponent's latest message was sent.
- f. The sender shall record on the message or it made by Mchess system
- g. the time on which the opponent's latest message was received and
- h. The time used for the move (see Rule 6c) and accumulated time for the game shall also be recorded.
- i. The normal accepted time of a move transmission is 1 minute. If a longer transmission time is declared, it may be referred to the Tournament Director for a ruling.
- j. A continuous record of all moves and time records made by Mchess system software

3 Failure to Reply

- a. Games in which no move has been sent for time control will be scored as lost to a player

4 Moves and Continuations

- a. No legal move shall be retracted after being sent - clerical errors are binding if they are legal moves.
- b. A correct repetition of the latest move is necessary for the sender's reply move to be valid.

- c. Illegible, illegal or ambiguous moves shall be referred back by the Mchess system software to the sender for immediate correction but without any obligation to move the piece in question.
- d. A message sent without a reply move shall be treated as an illegible move.
- e. The omission or addition of chess indications (such as "check", "captures", "en passant") is without significance.

5 Records and Reports

- a. All transmissions from the opponent concerning the game and a record of the moves and dates shall be kept by the Mchess system until the end of the tournament and sent to the Tournament Director upon request.
- b. If a player does not answer enquiries from the Tournament Director, that player may be deemed to have withdrawn from the tournament.
- c. Changes of mobile telephone number shall be notified to the Tournament Director and opponents.
- d. The Tournament Director must be notified immediately of any disagreement between competitors about the game.
- e. The Tournament Director and opponents must be notified immediately if any substantial failure of hardware or software occurs.

6 Time Allowed and Penalties

- a. Each competitor is allowed 3 hours for first 30 moves and 20 minutes for every next 10 moves, unless the tournament announcement explicitly specifies otherwise.
- b. Time saved shall be carried forward.
- c. The time used for each move is the difference in seconds between the time on which the opponent's latest move was received and the sending time of the reply..
- d. A competitor who has exceeded the time allowed shall forfeit the game.

7 Time Exceeding

- a. Claims that the time limit has been exceeded shall be sent by the Mchess system to the Tournament Director with full details at the latest when replying to the 30th, 40th, etc. move.
- b. At the same time, the opponent shall be informed of the claim.
- c. Any protest shall be sent to the Tournament Director within 1 days of receiving the information otherwise the claim shall be deemed to be conceded unless the claim is clearly unfounded.
- d. The Tournament Director shall inform both players of the decision.

- e. If the Tournament Director upholds the claim, then the competitor who has exceeded the time allowed shall forfeit the game.
- f. If the Tournament Director dismisses a claim as being unfounded, he may rule that no further claim by that player during the current time control period shall be accepted.

8 Withdrawal

- a. In the event of withdrawal or death, the Tournament Director shall decide whether all the games shall be annulled or the remaining games adjudicated or scored as losses.

9 Hardware and software.

- a. The player may use any mobile phone with any software installed in it unless the tournament announcement explicitly specifies otherwise.

10 Decisions and Appeals

- a. The Tournament Director may penalise or disqualify competitors who break these rules and
- b. any matter not covered in them shall be decided by the Tournament Director according to the principles stated in the Preface of the FIDE Laws of Chess.
- c. Any competitor may appeal within 1 days of receiving a decision of the Tournament Director to the chairman of the Appeals Commission, whose ruling shall be final.

Mchess rating

The Mchess rating system is a numerical system in which the results of games convert to rating difference. It's function is to produce scientific measurement information of the best statistical quality

Mchess rating system is the modified ELO rating system with three important difference

- The penalty if player had no plays more then 30 days
- Different weights for different tournaments
- The scale of Mchess rating is approximately 10*FIDE rating

Determining The Rating change for a player

R_h and R_l are rating of two players

$R_h \geq R_l$

S is the numeric result of the game

S=1 if the player with rating R_l win

S=0 if the player with rating R_l lose

S=0.5 if drawn game

The probability of player with R_l rating win is

$LRP = 1/(2+(R_h-R_l)^2/10^6)$

The new ratings of the players

$R_{hnew} = R_h - W*(S-LRP)$

$R_{lnew} = R_l + W*(S-LRP)$

W – is the weight coefficient depending of tournament level

If the new Rating is not integer it is rounded to the nearest integer

If R_{hnew} or $R_{lnew} < 0$ it become 0

Penalty for non - players

At 00:01GMT at 1th day of each month Mchess system chek the player status/ If ht player play no games mor than 30 days before this time it's new Rating

$R_{new} = R - R^2/(1.44*10^6)$

If $R_{new} < 0$ it become 0

Initial Rating

At the first registration in Mchess system initial Rating = 0 assign to the player. If the player have rating R in the FIDE Rating List (FRL) initial Rating =10*R(FIDE Rating) assign to the player (To do this the player must send application to Mchess Administration)

Games with Mchess computers software.

If the player play with Mchess computer software the new Rating determining under the same rule.

Initial Rating of computer opponent assign 1000.

If new Rating higher then 20 000 it assign 20 000

W-coefficient

W coefficient depend of the level of tournament and assign by Mchess Administrations.

For regular game in Mchess system W=250.

For top level tournaments it's recommended W=500