

FIDE ARBITERS' COMMISSION



ARBITERS' MANUAL 2013

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A short history of the Laws of Chess

FIDE was founded in Paris on 20 July 1924 and one of its main programs was to unify the rules of the game. The first official rules for chess had been published in 1929 in French language. An update of the rules was published (once more in French language) in 1952 with the amendments of FIDE General Assembly.

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

The last major change was made in 2001 when the 'more or less' actual Laws of Chess had been written and split in three parts: the Basic Rules of Play, the Competition Rules and Appendices. The first part - articles 1 to 5 - is important for all people playing chess, while the second part – articles 6 to 14 - is mainly valid for chess tournaments. In the third part of the Laws of Chess there are some appendices and the guidelines for adjourned games.

Starting from 2001 the FIDE Rules and Tournament Regulation Commission (RTRC) makes changes of the Laws of Chess only every four years, coming into force on 1st July of the year following the decision.

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

1958

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

1974

“FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instructions concerning “how to act in such and such case”. This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in its entirety takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally

speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:

- a) they do not in any way conflict with the official FIDE rules of play;*
- b) they are limited to the territory of the federation in question; and*
- c) they are not valid for any FIDE tournament played in the territory of the federation in question.”*

FIDE LAWS of CHESS

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

The English text is the authentic version of the Laws of Chess, which was adopted at the 79th FIDE Congress in Dresden (Germany), November 2008, coming into force on 1 July 2009.

In these Laws the words 'he', 'him' and 'his' include 'she' and 'her'.

PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

FIDE appeals to all chess players and federations to accept this view.

A member federation is free to introduce more detailed rules provided they:

- a. do not conflict in any way with the official FIDE Laws of Chess;
- b. are limited to the territory of the federation concerned; and
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

The Preface of the Laws is one of the most important parts. Of course, the Laws cannot cover all possible situations arising during a game of chess. Sometimes only a small part of a situation is changed and only the arbiter knows what happened. Therefore it is necessary that an arbiter is free in his decision and in his way to solve a conflict.

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 alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been made. (see Article 6.7)
- 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 game is drawn.

This first article defines what a game of chess is, how it has to be started and what should be the goal of each chess player. Everyone understands that a player cannot make two moves in a row.

Article 1 allows a player to make his next move after his opponent had made a move and a move is made, after the piece has deliberately left the hand of a player.

The main content of Article 1 is to prevent the players of making more than one move in a row by the same player and to finish a game if it is not possible to checkmate the opponent's king.

Furthermore there is the definition of "King under attack" (check with possibility to escape) and checkmate (no way to save the king and therefore end of the game).

Checkmate is a position in which

- the piece attacking the king cannot be captured,
- there is no square available for the King and
- none of the own pieces can be placed on a square to interrupt the attack.

It is explained that it is not allowed (= it is illegal) to expose the own king to attack or leave it under attack or capture the opponent's king.

Sometimes, neither white nor black can checkmate the opponent. In such a case the game is drawn. The easiest example is when on the chessboard there are only the two kings. Other cases are King and Knight vs King, King and Bishop vs King, King and Bishop vs King and Bishop of the same colour.

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 one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king usually indicated by the symbol



A white queen usually indicated by the symbol



Two white rooks usually indicated by the symbol



Two white bishops usually indicated by the symbol



Two white knights usually indicated by the symbol



Eight white pawns usually indicated by the symbol



A black king usually indicated by the symbol



A black queen usually indicated by the symbol



Two black rooks usually indicated by the symbol



Two black bishops usually indicated by the symbol



Two black knights usually indicated by the symbol



Eight black pawns usually indicated by the symbol



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'.

A chessboard can be made of different material, but the colour of the squares (dark = brown or black and light = white or cream) must be clearly different. It is useful that it is not shiny to avoid reflects and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see FIDE Handbook C.06 FIDE Tournament Rules).

Article 2.2 states the kind and number of pieces at the beginning of a game.

Article 2.3 is the placement of these pieces before starting the game.

Article 2.4 defines a file, a rank and a diagonal.

It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. Doing this an arbiters can avoid a lot of possible claims about reversed Kings and Queens or Knights and Bishops.

Sometimes there is a disagreement between players how to place the knights. Each player has his own habit regarding this. Each player may place his own knights as he likes before the starting of the game or, if he does it during the game, only after he has informed his opponent that he is going to adjust them (See Article 4: "J'adoube" – "I adjust").

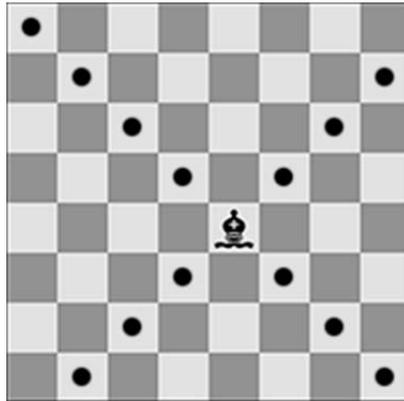
Article 3: The moves of the pieces

- 3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. 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 the Articles 3.2 to 3.8.

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

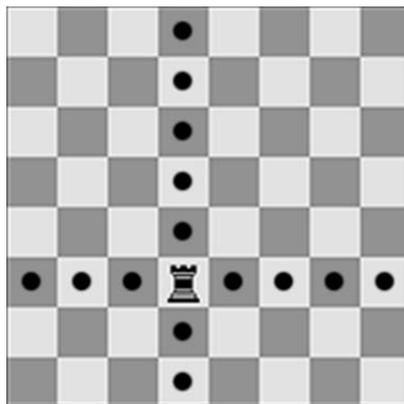
A square can be occupied by one piece only. If there is a piece of the same colour, it is not possible to leave on the same square another piece. If there is a piece of the opposite colour it will be captured and has to be removed from the chessboard. Then the square becomes empty and may be occupied by another new piece.

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

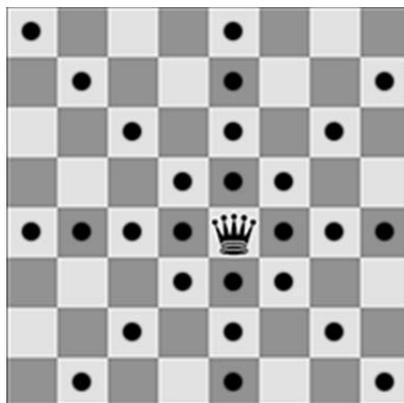


Each player has two Bishops, one of them moves on light squares, the other one on dark squares. If it happens that a player has both Bishops on squares of the same colour mostly an illegal move was played. Another possibility is that the second Bishop is the result of a promotion (See article 3.7.e)

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.

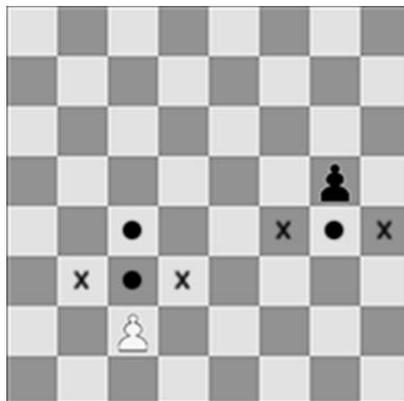
Bishop, Rook and Queen cannot overpass another piece, they must stop when they meet a piece of the same colour or they can capture the first opponent's piece they meet.

- 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.

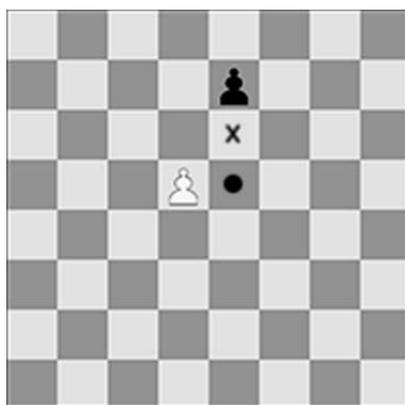


The Knight is the only piece that can move over intervening pieces, because it 'jumps'. A Knight that starts from a dark square will always end the move on a light square and vice versa.

- 3.7
- a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
 - b. on its first move the pawn may move as in 3.7.a; alternatively it may advance two squares along the same file provided both squares are unoccupied, or
 - c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.



- d. A pawn attacking a square crossed by an opponent's pawn which has 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 pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. 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.

A pawn has different possibilities to move: from its initial position it may move forward one square or two squares, if these squares are not occupied. Afterwards it moves forward only one square. A pawn may capture any pieces, but only diagonally forward.

Article 3.7.d describes the capture "en passant" in the case a pawn was moved two squares forward from its initial position. This option stays open only for the move by the opponent following the pawns move. Once the opponent has touched another piece he loses this right.

When a pawn reaches the last row opposite from its starting position, it must be immediately changed to any other pieces. The player can choose a Bishop, a Knight, a Rook or a Queen of his own colour. If the needed piece is not available, the player has the right to stop his clock and ask for the arbiters' assistance, according to Article 6.12.b of the Laws of Chess, before making his move.

The effect of this promoted piece starts as soon as it touches the promotion square on the chessboard.

The correct way to promote a pawn is:

- the pawn is moved to the eighth rank,
- the player removes the pawn from the square and puts the promoted piece on the same square, then he stops his clock and starts the opponent's clock.

It is acceptable and it is not considered as an illegal move, that a player removes a pawn from the seventh rank and places the promoted piece on the correct promotion square.

Inverted (upside down) rook does not exist as a piece.

When the player puts an inverted rook in the promotion square, it is considered as a Rook, even if he names it as "Queen", or any other piece.

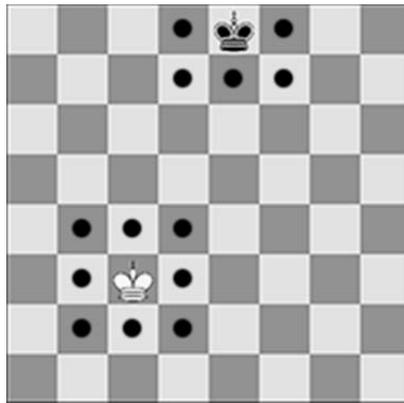
To put an inverted rook in the promotion square it is not considered as an illegal move. The Arbiter must put the Rook in its correct position on the square and may apply a penalty, according to the Article 13.4.

It is considered as an illegal move to let the pawn on the eighth rank and press the clock before replacing the pawn with another piece.

In this case the Arbiter has to act according to the Article 7.4 (Irregularities) of the Laws of Chess and impose penalties.

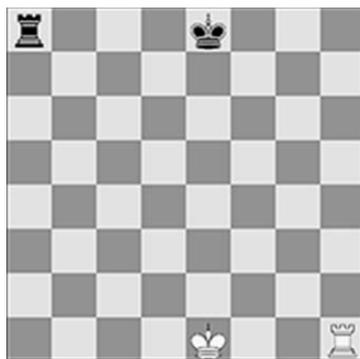
- 3.8 a. There are two different ways of moving the king,

by moving to any adjoining square not attacked by one or more of the opponent's pieces

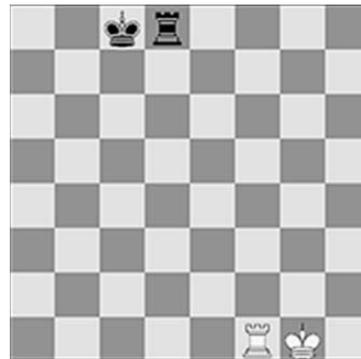


or 'castling'.

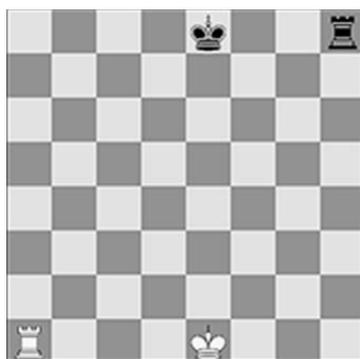
This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square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



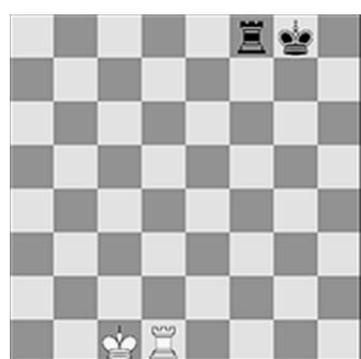
*Before white kingside castling
Before black queenside castling*



*After white kingside castling
After black queenside castling*



*Before white queenside castling
Before black kingside castling*



*After white queenside castling
After black kingside castling*

- b. (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;
- [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 that square 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.

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

It is not allowed to use two hands for moving or capturing a piece.

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

Article 4.2 may only be used to correct displaced pieces. In the case the opponent is not present at the board a player has to inform the arbiter before he starts to adjust pieces on the chessboard.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard

- a. one or more of his own pieces, he must move the first piece touched which can be moved, or
- b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured, or
- 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 which 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. deliberately touches his king and rook he must castle on that side if it is legal to do so, or
- 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., or
- c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move, or
- d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

- 4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.
- 4.6 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 then considered to have been made:
- in the case of 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;
 - in the case of 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;
 - in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.
- The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.
- 4.7 A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.

If an arbiter observes a violation of Articles 4.3 or 4.4 he always has to interfere immediately. He should not wait for a claim to be submitted by a player.

Article 5: The completion of the game

- 5.1
- 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 a legal move.
 - The game is won by the player whose opponent declares he resigns. This immediately ends the game.

There are different ways to resign a game by a player:

- stopping the clock
- knocking over the king
- reaching out his hand to the opponent
- signing a score sheet, etc

All of these possibilities are dangerous and might be misunderstood. Therefore an arbiter always has to clarify such a situation.

The only correct way to resign a game is to write down the result on the score sheet and to sign it.

If 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 (see Article 12.c of FIDE Tournament Rules).

- 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 legal.
 - 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 legal (see Article 9.6).
 - c. The game is drawn upon agreement between the two players during the game. This immediately ends the game (see Article 9.1).
 - d. The game may be drawn if any 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 consecutive moves without the movement of any pawn and without any capture (see Article 9.3).

COMPETITION RULES

Article 6: The chess clock

- 6.1 'Chess clock' 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.

Some digital clocks show “ – “ instead of a flag.

- 6.2 a. When using a chess clock, each player must make 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.

A game may have more than one period. The requirements of the allotted number of moves and the additional amount of time with each move for each period 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, except in the 'time delay' mode.
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 time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

- 1. Fischer mode: In the Fischer mode each player has a main thinking time and receives a fixed extra time (increment) for each move. This increment for his first move is added before he starts his game and immediately after he has completed a move for his following move. If a player completes his move before the remaining time of this increment expires, this remaining time will be added to the main thinking time.*
- 2. Bronstein mode: In the Bronstein mode each player receives a main thinking time. Additionally each player receives after he has completed his move an extra time (increment) which is equal to the time he has spent for this move, at most the in advance fixed extra time.*
- 3. Time delay mode: Each player receives a main thinking time. When a player has the move the clock will not start counting for a fixed period (increment). After this period expired the clock is counting down the main playing time.*

- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.

*It means that the arbiter has to check if the minimum number of moves have been completed. In games with more than one time period (i.e. 90 minutes for 40 moves and 30 minutes for the end of the game etc.) there are two possibilities at which moment the second time period is started:
(a) after the allotted number of the moves (usually 40) have been completed, or
(b) after the expiration of the allotted time (usually 90 minutes).
In case of (b) the move counter of the clock is not taken into consideration.*

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

In individual tournaments the chess clock is normally placed on the right side of the player who has the black pieces. The chess boards shall be placed in a way so that the arbiter will be able to check at once as many clocks as possible. In case of a left-handed player the arbiter may turn the chessboard. This is not possible in team competitions. Be aware that it happens quite often in team competitions that a player presses the clock of his neighbour.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

In small tournaments the arbiter starts all clocks. In tournaments with many players the arbiter announces the start of the round and requests the player who has the black pieces, to start his opponent's clock. After this announcement the arbiter checks whether all clocks are running. He then shall start all non-running chess clocks.

6.6 a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter has to declare the game lost for the absent players. Article 8.d of the FIDE Tournament Rules states that for events with more than 30 participants a large digital countdown device must be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement must be made five minutes before the start and again one minute before start of the game.

b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives; unless the rules of the competition specify or the arbiter decides otherwise.

If the default time is not 0, it is advisable that the arbiter publicly announces the time of the start of the round and that he writes down the starting time. If the default time is for example 30 minutes and the round was scheduled (it is written in the regulations of the event) to start at 15.00, but was started at 15.15, then the player who comes at 15.35 has not the right to start his game.

6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6).
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.

Sometimes the following situation occurs:

A player makes a move and before he has stopped his clock, the opponent makes a move. In this situation the player has still the right to stop his clock and to start his opponent's clock.

- b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

Sometimes the following happens:

A player displaces some pieces; in this situation the opponent keeps his finger on the clock button to avoid that the player presses his clock. This is forbidden according to this Article.

- c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

If a player handles the clock in an improper way, the arbiter must warn him at first instance.

- d. 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.

It is clear that the player himself has to provide an assistant. He has to present this assistant in time to the arbiter, not a few minutes before the round. It is usual that 10 minutes are deducted from the time of the player who needs an assistant.

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

A flag is considered to have fallen when it is noticed or claimed, not when it physically happened. Only the two players and the arbiter are involved, not witnesses.

- 6.9 Except where Article 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 the 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.

This situation occurs when the opponent has a bare king.

- 6.10 a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.

To have the possibility to determine as accurately as possible the times on the replaced chess clock, it is advisable to check the clocks during the round, for instance each 30 minutes, and to record the times and the number of moves made.

If a chess clock must be replaced it is advisable to mark this defect chess clock and to keep it separated from the other, correct working chess clocks.

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

It is advisable to write down all the known details of the two clocks.

- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then
- a. the game shall continue if it happens in any period of the game except the last period;
 - b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.

There are two types of chess clocks: analogue and digital chess clocks. If digital clocks are used, it is always clear which flag has fallen first. A problem may arise only when analogue chess clocks are used. Therefore it is advisable to use in a tournament only one type of chess clocks.

- 6.12 a. If the game needs to be interrupted, the arbiter shall stop the clocks.

If the situation requires that all chess clocks must be stopped, the arbiter shall announce that the players shall stop the chess clocks.

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

Also in cases that a player feels disturbed, for instance by his opponent or spectators he may stop the clocks. To go to toilette is not a valid reason to stop the clocks.

- c. The arbiter shall decide when the game is to be restarted in either case.

If a player without the permission of the arbiter starts his opponent's clock, he shall be penalised.

- d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.

See the list of possible penalties in Article 13.

- 6.13 If an irregularity occurs and/or 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 clocks. He shall also, if necessary, adjust the clock's move counter.

- 6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the

number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

An arbiter has to take into account that the screens, monitors or demonstration boards can produce wrong information.

Article 7: Irregularities

- 7.1 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 played.

Be aware that the incorrectness was found during and not after the game. It is not mentioned who or how the mistake was found. If a game is played on an electronic chessboard, it can happen that the computer stops to record the moves. In such cases the operator may inform the arbiter that something went wrong and the arbiter has the duty to check what happened.

- b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

- 7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

*In case the irregularity was found early enough, for example within the first five minutes, and no exchanges of pawns or pieces have been made, then the Arbiter may decide the game to start from the beginning with the right colors.
The Arbiter shall not start a new game when there is a possibility that the schedule of the tournament will be in danger.*

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

*This is a dangerous Article. Suppose player A has the move and his clock is running. Then player B displaces one of his own pieces (by accident). It is not correct that player A starts player B's clock. Of course, if player A is really disturbed, he shall summon the arbiter, after he has stopped both clocks.
This Article should be applied with flexibility.*

- 7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

First of all, it is very important that the irregularity must be discovered during the game. After the players have signed the score sheets or in another way it is clear that the game is over, corrections are not possible. The result stands. Furthermore in case the irregularity is discovered during the game, it is important, that the game continues with the piece the irregular move was played or that the piece which was taken will be taken with another piece, if possible.

- b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third 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.

- 7.5 If during a game it is found that pieces have been displaced from their squares, 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 clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

It is advisable that the investigation to determine from which position the game shall be continued, will take place under supervision of the arbiter.

Article 8: The recording of the moves

- 8.1 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 score sheet 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 the Guidelines of Adjourned Games point 1.a..
- 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.
- Both players must record the offer of a draw on the score sheet. (Appendix C.13)
- 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.

Notice that it is forbidden to record the move in advance. Only in case of a draw claim (Article 9.2. and 9.3) and adjourning it is allowed.

It is permitted to record the moves as a pair (his opponent's move and his own move), but the score sheet has to be up to date before making the next move.

- 8.2 The score sheet shall be visible to the arbiter throughout the game.

Nowadays there are generally no problems with this Article. In the past, when recording the move before making it was allowed, some players had the habit to cover the next move by their pen. This happens now only when the opponent is in time trouble and does not record the moves. But still the arbiter has full right to remove the pen from the score sheet.

8.3 The score sheets are the property of the organisers of the event.

A player is not allowed to keep his score sheet, he has to deliver it to the arbiter when the game is finished.

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. Immediately after one flag has fallen the player must update his score sheet completely before moving a piece on the chessboard.

8.5 A. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their score sheets, using the arbiter's or the opponent's score sheet.

It happens quite often that in this time trouble phase the player asks the arbiter how many moves are left until the time control. The arbiter shall never give any information about the number of made moves, even not after a player or both players have completed the required number of moves. Only after a flag fall the arbiter shall come into action: he stops both clocks and orders the players to update the score sheets.

Only after both players have updated their score sheets the arbiter shall start the clock of the player who has the move.

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

Notice that, in this situation, after a flag fall, the arbiter does not stop the clocks.

c. If no complete score sheet 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 and the number of moves made, if this information is available, before reconstruction takes place.

It is clear that the reconstruction takes place after the clocks have been stopped.

8.6 If the score sheets 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.

Illustration with an example. Suppose the required number of moves until the time control is 40. If only 37 moves can be found, then the next move on the score sheet will be move 41; if only 42 can be found and it is sure that more moves were completed, but not exactly how many moves, then the next move will be counted as move number 43.

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

At the moment the arbiter sees that a game has been finished, he should rush to that board and request the players to write the result of the game and to sign the score sheets. The arbiter should immediately check that both score sheets show the identical results.

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.

If a competition applies this rule, the mentioned number of moves or no agreement at all, should be communicated with the players in the invitation to the tournament. It is advisable before the start of the tournament to repeat the rule of the tournament. Be aware the rule applies only for a draw agreement. The Articles 9.2, 9.3 and 9.6 still apply during the whole game.

- b. If the rules of a competition allow a draw agreement the following apply:
- (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 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 a symbol (See Appendix C.13).
 - (3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

The correct sequence of a draw offer is clear:

1. *making a move*
2. *offering of a draw*
3. *pressing the clock.*

If a player deviates from this order, the offer still stands and is in fact incorrect. The arbiter has in this case to penalise the player.

No conditions can be attached. Some examples: The player forces the opponent to accept the offer within 2 minutes. In a team competition: a draw is offered under the condition that another game in the match shall be resigned or shall be drawn as well. In both cases the offer of a draw is valid, but not the attached condition.

Regarding (3): If a player claims a draw, the opponent has the possibility to agree immediately to the draw. In this case the arbiter does not need to check the correctness of the claim. But be careful. If there is a draw restriction (for example: no draw offers are allowed before 30 moves have been completed by both players) and the claim has been submitted before that move (i.e.

after 28 moves), then the claim has to be checked by the Arbiter in any case, even if the opponent would agree to a draw.

- 9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)
- is about to appear, if he first writes his move on his score sheet and declares to the arbiter his intention to make this move, or
 - has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, 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.

Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

It is advisable to check the correctness of a claim in the presence of both players. It is also advisable to replay the game and not to decide by only using the score sheets. If electronic boards are used it is possible to check it on the computer.

- 9.3 The game is drawn, upon a correct claim by the player having the move, if
- he writes his move on his score sheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
 - the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

See comment to article 9.2.

- 9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

To avoid any misunderstanding: the player loses his right to claim a draw only at that move. He has always the possibility to make a new claim in the game based on the actual position.

- 9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks (see Article 6.12.b). He is not allowed to withdraw his claim.

Until 2009 the player who wanted to claim a draw, had to stop the clocks. The rule states now that he may stop the clocks.

- If the claim is found to be correct, the game is immediately drawn.
- If the claim is found to be incorrect, the arbiter shall add three 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 as according to Article 4.

It is mentioned that the intended move must be played, but if the intended move is illegal, another move with this piece must be made. All the other details of Article 4 are also valid.

- 9.6 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 legal.

These are the positions: K vs. K, K + B vs. K, K + N vs. K, K + B vs. K + B (with Bishops of the same colour).

Article 10: Quick play Finish

- 10.1 A 'quick play finish' is the phase of a game, when all the (remaining) moves must be made in a limited time.

In games with a time control with increment this Article is not applicable.

- 10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks (see Article 6.12.b).
- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

It is quite difficult to describe what means: making no effort to win by normal means.

An example: the position is wKe1, wQf1 and bKa8.

Suppose the continuation is::1.Qa6+ Kb8 2.Qb6+ Kc8 3.Qc6+ Kd8 4.Qd6+ Ke8 5.Qe6+ Kf8 6.Qf6+ Kg8 7.Qg6+ Kh8 8.Qh6+ Kg8 9.Qg6+ and after 9 Qg6 black claims a draw. It is clear that White has a winning position, but the arbiter declares the game drawn, because White did not make any effort to win the game by normal means, i.e. by checkmating the black king.

- b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.
- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.

Notice that in 10.2.a the arbiter must award two extra minutes time to the opponent, in 10.2.b he may award two minutes extra time to the opponent.

- d. The decision of the arbiter shall be final relating to 10.2.a, b or c.

Appeals against a decision of the arbiter in relation to Article 10 are not possible.

Article 11: Points

- 11.1 Unless announced otherwise in advance, a player who wins his game or wins by forfeit, scores one point (1), a player who loses his game or loses by forfeit scores no points (0) and a player who draws his game scores a half point ($\frac{1}{2}$).

Another scoring system from time to time used is for a win 3 points, for a draw 1 point and for a lost game 0 points.

Article 12: The conduct of the players

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

This is an Article which can be used for all infringements not mentioned in the Laws of Chess

- 12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.

If possible, spectators should not enter the playing area. It is advisable to have all other rooms always under control of assistants.

- 12.3 a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard.

The Laws of Chess must be always available in the playing area. Players have the right to read the Laws during their game.

It is written that a player may not analyse on another board. The meaning is that he may not analyse his own game, if it is still in progress, on another board.

- b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

If a mobile rings the game is lost for the player. His opponent shall win, but if cannot win by any series of legal moves, his score shall be draw. It means that the result of the game is $\frac{1}{2}$ -0 or 0- $\frac{1}{2}$. Suppose the following situation occurs: There is no zero-tolerance. Player A is in the playing hall at the start of the round. His opponent, Player B is absent. Immediately after player A made his first move his mobile rings. The arbiter declares the game lost for Player A. Some minutes later, but still on time, Player B arrives. The score is "-/+"; it is not a "played" game and it cannot be rated.

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

If possible, this smoking area should be close to the playing area.

- 12.4 The score sheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.

It is also forbidden to comment the moves by adding “?” and “!”.

- 12.5 Players who have finished their games shall be considered to be spectators.

It means that the players, who finished their games, have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards.

- 12.6 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.

Probably the draw offers or claims are quite reasonable, but repeating them too often can annoy the opponent.

- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.

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

It is very difficult to give a general guideline for application of this Article, but if an arbiter for the third or fourth time has to warn the player, there is a good reason to declare the game lost. It is advisable to inform the player, that Article 12.8 shall be applied at the next infringement.

- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter.
Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

The details of appeals should be part of the regulations of the event.

Article 13: The role of the Arbiter (see Preface)

- 13.1 The arbiter shall see that the Laws of Chess are strictly observed.

It means that, in case the arbiter observes an infringement, he may interfere. He has not to wait for a claim from the opponent. Example: A player touches a piece and plays with another one. The arbiter shall force the player to play the touched piece.

- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

The Arbiter must be present and control the games.

- 13.3 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.

- 13.4 The arbiter can apply one or more of the following penalties:
- a. warning,
 - b. increasing the remaining time of the opponent,
 - c. reducing the remaining time of the offending player,
 - d. declaring the game to be lost,
 - e. reducing the points scored in the game by the offending party,
 - f. increasing the points scored in the game by the opponent to the maximum available for that game,
 - g. expulsion from the event.

Article 13.3.g may be applied in cooperation with the organizer of the event.

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

- 13.6 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 made, 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.

This Article includes also that the arbiter shall not inform a (walking) player that he has the move.

- 13.7 a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.

This Article includes also calling of a flag fall.

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

This Article applies also to organisers and arbiters.

Article 14: FIDE

- 14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

Only federations and not individuals May ask for an official decision about problems related to the Laws of Chess.

APPENDICES

A. Rapidplay

- A.1 A 'Rapidplay' game is one where either all the moves must be made in a fixed time of at least 15 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is at least 15 minutes, but less than 60 minutes for each player.

Example: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move.

That is: for 60 moves we would get $30' + (30'' \times 60) = 30' + 30' = 60'$.

So as according to the Article A1 "A Rapidplay" is a game where all moves must be made in less than 60 minutes for each player, then such a game is considered to be normal chess.

Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move.

That is: for 60 moves we would get $10' + (5'' \times 60) = 10' + 5' = 15'$. So as according to the Article A.1 "A Rapidplay" is a game where all moves must be made at least 15 minutes for each player, then such a game is considered to be Rapidplay chess.

- A.2 Players do not need to record the moves.

Players are allowed to record the moves, but they may stop recording any time they wish.

- A.3 Where there is adequate supervision of play, (for example one arbiter for at most three games) the Competition Rules shall apply.

Laws of Rapidplay apply only in those cases where the playing conditions do not provide adequate supervision, it means we don't have at least one Arbiter per three games. In case we have adequate supervision, then the Competition Rules shall apply. It means the Arbiter has to interfere in any case of irregularities, he calls the flag fall etc.

- A.4 Where supervision is inadequate the Competition Rules shall apply, except where they are overridden by the following Laws of Rapidplay:

- a. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.
In case of reverse king and queen placement castling with this king is not allowed.

Example: If a player made his third move on the board, took his hand from the piece, but before he presses the clock he realises that the pieces in the initial position had been placed incorrectly and claimed to the Arbiter, the Arbiter must accept the claim and the game must be replayed.

If after the game has been started and the arbiter realises that the pieces in the initial position had been placed incorrectly, he has no right to intervene unless a claim is made by one of the players.

- b. The arbiter shall make a ruling according to Article 4 (The act of moving the pieces), only if requested to do so by one or both players.

If during the game the arbiter notices that one of the players made an illegal move, he has no right to intervene unless a claim is made by one of the players.

- c. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.

Example: White moves a pawn on the 8-th rank without replacing it by another piece (or replaces it with a rook upside down, announcing that it is a Queen) and starts the opponent's clock. If the opponent doesn't react and the arbiter observes it, he must stop the clock, punish White for an illegal move and force him to complete his move.

- d. 1. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall, but he may do so if both flags have fallen.

If we have inadequate supervision, the arbiter may not call a fallen flag in a game. Only after both flags are down he shall stop the game.

2. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.
3. If both flags have fallen as described in (1) and (2), the arbiter shall declare the game drawn.

If a player claims that his opponent overstepped the allotted time and he did not stop the clocks, and then his flag fell down before the arbiter fixed the result, the game shall be declared a draw.

B. Blitz

- B.1 A 'blitz' game' is one where all the moves must be made in a fixed time of less than 15 minutes for each player; or the allotted time + 60 times any increment is less than 15 minutes.

According to the Tournament Regulations of an event the time control is 10 minutes for the whole game and 5 seconds increment for each move.

That is: for 60 moves we would get $10' + (5' \times 60) = 10' + 5' = 15'$. So as according to the Article B1 in "Blitz" all the moves must be made in a time less than 15 minutes, then such a game is considered to be Rapidplay chess.

- B.2 Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules and Article A.2 shall apply.

Laws of Blitz apply only to those cases where the playing conditions do not provide adequate supervision, it means we don't have at least one Arbiter per game. In case we have adequate supervision, then the Competition Rules shall apply. In such cases the Arbiter has to interfere in any case of irregularities, calls the flag fall etc.

- B.3 Where supervision is inadequate the following shall apply:
- a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.
 - b. The Articles 10.2 and A.4.c do not apply.
 - c. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves, then the claimant is entitled to claim a draw before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.

A Player makes a move on the board, takes his hand from the piece, but before stopping his clock he notices that the opponent has made an illegal move. He calls the arbiter to declare the game lost for the opponent. The arbiter has to decide, that the game has to be continued, because the claimant has already made a move on the board and lost the right to claim.

C. Algebraic notation

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

Description of the Algebraic System

- C.1 In this description, 'piece' means a piece other than a pawn
- C.2 Each piece is indicated by the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (In the case of the knight, for the sake of convenience, N is used.)
- C.3 For the first letter of the name of the pieces, each player is free to use the first letter of the name which is commonly used in his country. Examples: F=fou (French for bishop), L=loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- C.4 Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e5, d4, a5.
- C.5 The eight files (from the left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g, and h, respectively.
- C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

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

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

- C.8 Each move of a piece is indicated by a) the first letter of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

- C.9 When a piece makes a capture, an x is inserted between a) the first letter of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1. When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, the square of arrival is given as the square on which the capturing pawn finally rests and 'e.p.' is appended to the notation. Example: exd6 e.p.

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

1. If both pieces are on the same rank: by a) the first letter of the name of the piece, b) the file of departure, and c) the square of arrival.
2. If both pieces are on the same file: by a) the first letter of the name of the piece, b) the rank of the square of departure, and c) the square of arrival.

If the pieces are on different ranks and files method 1) is preferred.

In the case of capture, an x may be inserted between b) and c).

Examples:

1. There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
2. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.
3. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

- C.11 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by a) the letter of the file of departure, b) an x, c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.

- C.12 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

C.13 The offer of a draw shall be marked as (=).

Essential abbreviations

0 - 0	= castling with rook h1 or rook h8 (kingside castling)
0 - 0 - 0	= castling with rook a1 or rook a8 (queenside castling)
x	= captures
+	= check
++or#	= checkmate
e.p.	= captures 'en passant'

It is not mandatory to record the check, the checkmate and capturing on the scoresheet.

Sample game

1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6e.p. Nxd6 7. Bg5 Nc6 8. Qe3+3 Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

D. Quick play finishes where no arbiter is present in the venue

D.1 Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.

He may claim on the basis

- a. that his opponent cannot win by normal means, and/or
- b. that his opponent has been making no effort to win by normal means.

In a) the player must write down the final position and his opponent verify it.

In b) the player must write down the final position and submit an up to date score sheet. The opponent shall verify both the score sheet and the final position.

The claim shall be referred to an arbiter whose decision shall be final.

E. Rules for play with Blind and Visually Handicapped

E.1 Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two boards, the sighted player using a normal board, the visually handicapped player using one specially constructed. The specially constructed board must meet the following requirements:

- a. at least 20 by 20 centimetres;
- b. the black squares slightly raised;
- c. a securing aperture in each square;
- d. every piece provided with a peg that fits into the securing aperture;
- e. pieces of Staunton design, the black pieces being specially marked.

E.2 The following regulations shall govern play:

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

A - Anna
B - Bella
C - Cesar
D - David
E - Eva
F - Felix
G - Gustav
H - Hector

Ranks from white to black shall receive the German numbers:

1 - eins
2 - zwei
3 - drei
4 - vier
5 - fuenf
6 - sechs
7 - sieben
8 - acht

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

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

2. On the visually handicapped player's board a piece shall be considered 'touched' when it has been taken out of the securing aperture.
3. A move shall be considered 'executed' when:
 - a. in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move;
 - b. a piece is placed into a different securing aperture;
 - c. the move has been announced.Only then the opponent's clock shall be started.
As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.
4. A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:
 - a. A dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots.
 - b. A flag which can be easily felt. Care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.
5. The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder.
6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
7. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the controller and by consulting both players' game

scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores.

8. If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clocks accordingly.
9. The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:
 - a. Make either player's move on the board of the opponent.
 - b. Announce the moves of both players.
 - c. Keep the game score of the visually handicapped player and start his opponent's clock, (keeping rule 3.c in mind).
 - d. Inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players.
 - e. Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
 - f. Carry out the necessary formalities in case the game is adjourned.
10. If the visually handicapped player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under point 9.a and b.

F. Chess960 Rules

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

F.2 Starting position requirements

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

- a. The king is placed somewhere between the two rooks.
- b. The bishops are placed on opposite-colour squares.
- c. The black pieces are placed equal-and-opposite to the white pieces.

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

F.3 Chess960 Castling Rules

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

b. How to castle

In Chess960, depending on the pre-castling position on the castling king and rook, the castling manoeuvre is performed by one of these four methods:

1. Double-move castling: By on one turn making a move with the king and a move with the rook.
2. Transposition castling: By transposing the position of the king and the rook.
3. King-move-only castling: By making only a move with the king.
4. Rook-move-only castling: By making only a move with the rook.

Recommendation

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting to ending position, and then the king be placed on his final square.
2. After castling, the rook and king's final positions are exactly the same positions as they would be in standard chess.

Clarification

Thus, after c-side castling (notated as O-O-O and known as queen-side castling in orthodox chess), the King is on the c-square (c1 for White and c8 for Black) and the Rook is on the d-square (d1 for White and d8 for Black). After g-side castling (notated as O-O and known as king-side castling in orthodox chess), the King is on the g-square (g1 for White and g8 for Black) and the Rook is on the f-square (f1 for White and f8 for Black).

Notes

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

Guidelines in case a game needs to be adjourned

In accordance with Article 1.1 of the Rules of Chess, chess game is played between two players. In the meantime, due to FIDE Tournament Regulation it is forbidden for players to leave the playing area during the game. Considering the above-mentioned, game adjournment cannot be as a normal phase of the game. But there may be situations where because of various unusual situations or for technical reasons the Arbiter had to interrupt the game for an indefinite period (e.g. due to power failure). This section of the Law defines the actions of both the Arbiter and the players in such situations.

1. a. If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his score sheet, put his score sheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting his opponent's clock. Until he has stopped the clocks, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his score sheet as his sealed move.

If the game had to be stopped immediately and the player has no opportunity to think on his sealed move, the game should be adjourned without recording the sealed move after the position on the board, clock indications and the moving turn are fixed.

- b. A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.
2. The following shall be indicated upon the envelope:
 - a. the names of the players
 - b. the position immediately before the sealed move
 - c. the time used by each player
 - d. the name of the player who has sealed the move
 - e. the number of the sealed move
 - f. the offer of a draw, if the proposal is current
 - g. the date, time and venue of resumption of play.
3. The arbiter shall check the accuracy of the information on the envelope and is responsible for the safe-keeping of it.
4. If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.
5. Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.
6. If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

7. The envelope shall be opened only when the player who must reply to the sealed move is present.
8. Except in the cases mentioned in the Articles 5, 6.9 and 9.6, the game is lost by a player whose recording of his sealed move
 - a. is ambiguous; or
 - b. is recorded such that its true significance is impossible to establish; or
 - c. is illegal.
9. If, at the agreed resumption time
 - a. the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
 - b. the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
 - c. the player who sealed the move is not present, his opponent has the right to record his reply on the score sheet, seal his score sheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the absent player's arrival.
10. The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition specify or the arbiter decides otherwise).

However, if the player who made the sealed move is the late player, the game is decided otherwise, if:

 - a. the absent player has won the game by virtue of the fact that the sealed move is checkmate; or
 - b. the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard; or
 - c. the player present at the chessboard has lost the game according to Article 6.9.
11.
 - a. If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move makes the move he states he sealed on the chessboard.
 - b. If it is impossible to re-establish the position, the game is annulled and a new game must be played.
12. If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.
13. The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time and finishing time shall be announced in advance.

TYPES of TOURNAMENTS

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

1. Round Robin System

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

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

4 players

1	2	3
1 - 4	4 - 3	2 - 4
2 - 3	1 - 2	3 - 1

6 players

1	2	3	4	5
1 - 6	6 - 4	2 - 6	6 - 5	3 - 6
2 - 5	5 - 3	3 - 1	1 - 4	4 - 2
3 - 4	1 - 2	4 - 5	2 - 3	5 - 1

8 players

1	2	3	4	5	6	7
1 - 8	8 - 5	2 - 8	8 - 6	3 - 8	8 - 7	4 - 8
2 - 7	6 - 4	3 - 1	7 - 5	4 - 2	1 - 6	5 - 3
3 - 6	7 - 3	4 - 7	1 - 4	5 - 1	2 - 5	6 - 2
4 - 5	1 - 2	5 - 6	2 - 3	6 - 7	3 - 4	7 - 1

10 players

1	2	3	4	5	6	7	8	9
1 - 10	10 - 6	2 - 10	10 - 7	3 - 10	10 - 8	4 - 10	10 - 9	5 - 10
2 - 9	7 - 5	3 - 1	8 - 6	4 - 2	9 - 7	5 - 3	1 - 8	6 - 4
3 - 8	8 - 4	4 - 9	9 - 5	5 - 1	1 - 6	6 - 2	2 - 7	7 - 3
4 - 7	9 - 3	5 - 8	1 - 4	6 - 9	2 - 5	7 - 1	3 - 6	8 - 2
5 - 6	1 - 2	6 - 7	2 - 3	7 - 8	3 - 4	8 - 9	4 - 5	9 - 1

12 players

1	2	3	4	5	6	7	8	9	10	11
1 - 12	12 - 7	2 - 12	12 - 8	3 - 12	12 - 9	4 - 12	12 - 10	5 - 12	12 - 11	6 - 12
2 - 11	8 - 6	3 - 1	9 - 7	4 - 2	10 - 8	5 - 3	11 - 9	6 - 4	1 - 10	7 - 5
3 - 10	9 - 5	4 - 11	10 - 6	5 - 1	11 - 7	6 - 2	1 - 8	7 - 3	2 - 9	8 - 4
4 - 9	10 - 4	5 - 10	11 - 5	6 - 11	1 - 6	7 - 1	2 - 7	8 - 2	3 - 8	9 - 3
5 - 8	11 - 3	6 - 9	1 - 4	7 - 10	2 - 5	8 - 11	3 - 6	9 - 1	4 - 7	10 - 2
6 - 7	1 - 2	7 - 8	2 - 3	8 - 9	3 - 4	9 - 10	4 - 5	10 - 11	5 - 6	11 - 1

14 players

1	2	3	4	5	6	7	8	9	10	11	12	13
1 - 14	14 - 8	2 - 14	14 - 9	3 - 14	14 - 10	4 - 14	14 - 11	5 - 14	14 - 12	6 - 14	14 - 13	7 - 14
2 - 13	9 - 7	3 - 1	10 - 8	4 - 2	11 - 9	5 - 3	12 - 10	6 - 4	13 - 11	7 - 5	1 - 12	8 - 6
3 - 12	10 - 6	4 - 13	11 - 7	5 - 1	12 - 8	6 - 2	13 - 9	7 - 3	1 - 10	8 - 4	2 - 11	9 - 5
4 - 11	11 - 5	5 - 12	12 - 6	6 - 13	13 - 7	7 - 1	1 - 8	8 - 2	2 - 9	9 - 3	3 - 10	10 - 4
5 - 10	12 - 4	6 - 11	13 - 5	7 - 12	1 - 6	8 - 13	2 - 7	9 - 1	3 - 8	10 - 2	4 - 9	11 - 3
6 - 9	13 - 3	7 - 10	1 - 4	8 - 11	2 - 5	9 - 12	3 - 6	10 - 13	4 - 7	11 - 1	5 - 8	12 - 2
7 - 8	1 - 2	8 - 9	2 - 3	9 - 10	3 - 4	10 - 11	4 - 5	11 - 12	5 - 6	12 - 13	6 - 7	13 - 1

16 players

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1 - 16	16 - 9	2 - 16	16 - 10	3 - 16	16 - 11	4 - 16	16 - 12	5 - 16	16 - 13	6 - 16	16 - 14	7 - 16	16 - 15	8 - 16
2 - 15	10 - 8	3 - 1	11 - 9	4 - 2	12 - 10	5 - 3	13 - 11	6 - 4	14 - 12	7 - 5	15 - 13	8 - 6	1 - 14	9 - 7
3 - 14	11 - 7	4 - 15	12 - 8	5 - 1	13 - 9	6 - 2	14 - 10	7 - 3	15 - 11	8 - 4	1 - 12	9 - 5	2 - 13	10 - 6
4 - 13	12 - 6	5 - 14	13 - 7	6 - 15	14 - 8	7 - 1	15 - 9	8 - 2	1 - 10	9 - 3	2 - 11	10 - 4	3 - 12	11 - 5
5 - 12	13 - 5	6 - 13	14 - 6	7 - 14	15 - 7	8 - 15	1 - 8	9 - 1	2 - 9	10 - 2	3 - 10	11 - 3	4 - 11	12 - 4
6 - 11	14 - 4	7 - 12	15 - 5	8 - 13	1 - 6	9 - 14	2 - 7	10 - 15	3 - 8	11 - 1	4 - 9	12 - 2	5 - 10	13 - 3
7 - 10	15 - 3	8 - 11	1 - 4	9 - 12	2 - 5	10 - 13	3 - 6	11 - 14	4 - 7	12 - 15	5 - 8	13 - 1	6 - 9	14 - 2
8 - 9	1 - 2	9 - 10	2 - 3	10 - 11	3 - 4	11 - 12	4 - 5	12 - 13	5 - 6	13 - 14	6 - 7	14 - 15	7 - 8	15 - 1

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

For Tie-Break systems to be used for Round Robin Tournaments (see chapter „Tie-break Systems“):

2. Swiss Systems

In FIDE we have five different Swiss systems to be used for pairings:

- the Dutch System, which is the usual swiss system for open tournaments well known by players and organizers, and will be described in detail below.
- the Lim System
pairings are made from to top score group down before the middle group, then from the bottom score group to the middle group and finally the middle score group;
- the Dubov System
the white players are sorted according to their performance, the black players according to their rating. The player with the highest performance in a score group is paired against the black player with the lowest rating;
- the Burstein System, which was used for Olympiad before 2006
in a score group the teams are ranked according their Buchholz points (or extended Buchholz points) and then the top ranked team is paired against the last ranked team, the second ranked team against the last but one, and so on;
- the Olympiad Pairing System used in Olympiad since 2006
this system is similar to the Dutch system for individual tournaments with only small amendments for team pairings.

Using of the Dutch System, step by step

2.1 Score groups

There are two types of score groups:

homogeneous score groups – all players have equal scores

heterogeneous score groups – one or more players have higher scores.

A heterogeneous score group of which at least half of the players come down from a higher score group is also treated as though it will be a homogeneous group.

The score groups are sorted according

- scores
- ratings
- title: GM - IM - WGM – FM - WIM - CM - WFM – WCM - no title
- alphabetically

The criteria b, c and d correspond to the starting numbers of the players.

2.2 Colour preferences

The colour preference of a player is the difference of colours he has had before the round to be paired (number of played games with white – number of played games with black).

After this calculation we have three kinds of colour preference:

- absolute preference = colour difference is greater than 1 or less than -1, or a player played with the same colour in the two last rounds;
- strong preference = colour difference is unequal to 0; if it is +1 the player should have black, if it is -1 he should have white;
- mild preference = colour difference is 0; the preference being to alternate the colour with respect to the previous round.

2.3 Subgroups

Each score group then is divided into two subgroups, called S1 and S2.

In case of a heterogeneous score group

all players coming from higher score groups are in S1

all the other players are in S2.

After pairings are made for all players in S1, then the pairing of the remaining homogeneous group is restarted.

In case of a homogeneous score group

the higher half of the score group, rounded downwards, are in S1

all other players of the score group are in S2.

2.4 Pairing Principles and definitions

There are some pairing criteria to be followed:

Absolute pairing criteria - these may not be violated, if necessary players will be moved down to a lower score group.

1a. Two players shall not meet more than once

1b. A player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye

2a. No player's colour difference will become $>+2$ or <-2

2b. No player will receive the same colour three times in row.

Relative pairing criteria - these are in descending priority; they should be fulfilled as much as possible and to comply with these criteria, transpositions or even exchanges may be applied, but no player should be moved down to a lower score group.

3. The difference of the scores of two players paired against each other should be as small as possible and ideally zero

4. As many players as possible receive their colour preference

5. No player shall receive an identical float in two consecutive rounds

6. No player shall have an identical float as two rounds before.

The rules 2a, 2.b, 5 and 6 do not apply when pairing players with a score of over 50% in the last round, if this is helpful to avoid additional floaters.

Floaters are players without a suitable opponent in their score group. These players are moved down to the next score group and marked that they received a down float (↓), their opponents are marked to receive an up float (↑).

2.5 Colour allocation

After the pairings are made the colours are allocated to all players according to the following criteria:

- a. grant both colour preferences
- b. grant the stronger colour preference
- c. alternate the colours to the most recent round in which they played with different colours = colour history
- d. grant the colour preference of the higher ranked player.

A player is higher ranked if he has a higher score or if he has a better starting number.

2.6 Pairing attempts

The following description is made just to demonstrate the formal algorithm. An arbiter doing the pairings manually will either find many shortcuts using his human view over the small number of players in a small score group or will not have many conflicts in a large score group which enforce many iterations.

The highest player of S1 is paired versus the highest one of S2, the second highest one of S1 versus the second highest one of S2, and so on, following the absolute criteria. The pairing of the whole score group will be analyzed according to the absolute and relative criteria.

The goal is to have a pairing which has the maximum possible number of pairs fulfilling the colour preference of all players, while additionally all relative criteria are met.

If this goal is achieved the pairing of the score group is perfect.

As long as the pairing is not perfect the ranking of the players in S2 will be changed by transpositions due to special rules and the pairing will be repeated. If a solution meets the goal better than the solutions before the new solution will be candidate for the final solution.

This phase will be continued until the possibilities of transposition are exhausted.

As long as the pairing is not perfect players of S1 will be exchanged with players of S2 due to special rules and the full pairing procedure will be repeated from the very beginning.

This phase will be continued until the possibilities of the exchanges are exhausted.

As long as the pairing is not perfect the full procedure will be repeated from the very beginning

Ignoring criteria 6, then again ignoring criteria 5, then 4 and then 3.

The best pairing found during all these attempts will be the final pairing for the tournament.

2.7 Special rules

If finally in an odd-numbered score group one player is left, this one is the Floater to the next score group.

If for more than one player a suitable pairing cannot be found, then

- ⇒ in case of a homogeneous score group the remaining players are moved down to the next score group; with this score group the procedure will be restarted.

- ⇒ in case of a heterogeneous score group only players moved down from a higher score group are paired. After that the pairing of the homogeneous remaining group pairings will be started..
- ⇒ If it is not possible to find a suitable pairing for a player in the score group without violating the absolute pairing criteria in a homogeneous score group, then this player will be floated down;
- ⇒ in case of the lowest score group and if any exchange of a floater from a higher score group gives not suitable result, then the pairing of the penultimate score group is undone. It will be tried to find another pairing in the penultimate score group which will allow a pairing in the lowest score group. If in the penultimate score group no pairing can be found which will allow a correct pairing for the lowest score group, then the two lowest score groups are joined into a new lowest score group. Because now another score group is the penultimate one this may be repeated until an acceptable pairing for all players is obtained.

Bye: Should the total number of players or teams in a tournament be (or become) odd, one player or one team ends up unpaired and receives a bye.

In an individual tournament this player is counted to have no opponent, no colour and 1 point.

In a team tournament this team is counted to have no opponent, no colour, 1 matchpoint and gamepoints equal to 50% of the number of boards in a match. If the number of participating teams is less than twice the number of rounds the team having a bye should be credited with 2 gamepoints instead of only 1 game point.

A bye is considered to be a down float.

2.8 Publication of pairings

After a pairing is complete sort the pairing before making them public:

- the score of the higher ranked player of the pairing involved
- the sum of the scores of both players of the pairing involved
- the rank according to criteria for sorting of the higher player of the pairing involved.

2.9 Handling of unplayed games

For handling of unplayed games there are two different points of view

a. for the player himself:

for the calculation of Buchholz score or Sonneborn-Berger score in Swiss Tournaments a virtual opponent is used. The tie-break points from this virtual opponent are calculated as follows:

- at the start of the round this virtual opponent has the same number of points as the real player,
- then the result of the round is added,
- finally the virtual opponent is added half a point for each subsequent round.

For examples see chapter „Tie-break Systems“.

b. for the opponents of a player:

to reducing the consequence for the opponents when calculating Buchholz, each result by default of a player is counted as a half point (draw) for the Buchholz of the player's opponents.

2.10 Final remarks

Byes and pairing not actually played, or lost by one of the players due to arriving late or not at all, will not be taken into account with respect to colours. Such a pairing is not considered to be illegal in future rounds.

Players who withdraw from the tournament will no longer be paired. Players known in advance not to play in a particular round are not paired in that round and score 0.

A pairing officially made public shall not be changed unless it violates the absolute pairing criteria.

If either

- result was written down incorrectly, or
- a game was played with the wrong colours, or
- a player's rating has to be corrected

then this will only affect pairing yet to be made.

Players who are absent during a round without notification to the arbiter will be considered to have withdrawn themselves, unless the rules of the tournament state otherwise.

2.11 Manual checking of computer pairings

See an example in chapter 7.

3. Scheveningen System

The Scheveningen system is mainly used for teams.

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

In a Semi-Scheveningen system the first half of the player of one team meets each player of the first half of the opposing team, the second half of one team play versus the second half of the other team. Example:

Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8. Finally four rounds are necessary.

4. Skalitzka System

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

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

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

Then the pairings are:

round 1	round 2
A - a	1 - A
b - 1	a - 2
2 - B	B - b
C - c	3 - C
d - 3	c - 4

4 - D
E - e
f - 5
6 - F

D - d
5 - E
e - 6
F - f

5. Other systems.

5.1 Matches

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

5.2 Knock-out

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

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

6. Computer Pairing Programs endorsed by FIDE:

Swiss Master (Nederlandse Schaakbond, NED)

Swiss Manager (Heinz Herzog, AUT)

WinSwiss (Franz-Josef Weber, GER)

VEGA (Luigi Forlano, ITA)

Turnering Service (Harald Heggelung, NOR)

Tournament Director (Neil Hayward, ENG).

7. Manual checking of computer pairings

Using the data from the 11th European Individual Chess Championship 2010
in Rijeka, Croatia
Check list for pairings of round 9
The pairing program used is Swiss Manager

Explanations of the columns used for checking:

Rk = rank

Colour = colours in previous rounds,
w = white, - = black

C = colour in upcoming round

D = expected colour

p = floater direction in penultimate round

l = floater direction in last round

Cd = colour difference

Sc = same colour in a row

Rk.	SNo.	ti	Name	Rtg.	Pts	Colour	C	D	p	l	Cd	Sc	Opponents acc. Rk
5	12	GM	Akopian Vladimir	2688	6	w-w-w-w-	w	W		+	0	-1	(11), 3,16,81,91,94,125,177,251
6	19	GM	Fressinet Laurent	2670	6	-w-w-w-w	-	-			0	1	(13), 42,51,78,98,128,172,193,304
7	30	GM	Berkes Ferenc	2659	6	w-w-w-w-	w	W			0	-1	(12), 16,54,83,87,91,136,152,259
8	34	GM	Khismatullin Denis	2657	6	w-w-w-w-	w	W			0	-1	(16), 10,54,85,105,154,190,260,262
9	36	GM	Timofeev Artyom	2655	6	w-w-ww--	w	W			0	-2	(17), 1,21,52,85,105,136,145,263
10	49	GM	Mamedov Rauf	2639	6	-w-w-w-w	-	-	-		0	1	(14), 8,19,60,100,142,158,197,231
11	58	GM	Vuckovic Bojan	2630	6	w-w-w-w-	-	W	+	-	0	-1	(5), 3,21,26,104,196,226,235,236
12	62	GM	Macieja Bartlomiej	2625	6	w-w-ww-w	-	-			2	1	(7), 23,89,91,201,207,227,237,311
13	79	GM	Lysyj Igor	2615	6	-w-ww-w-	w	W			0	-1	(6), 19,58,59,108,166,170,206,312
14	87	GM	Rodshtein Maxim	2609	6	-w-ww-w-	w	W			0	-1	(10), 26,61,107,161,162,178,214,284
15	89	GM	Potkin Vladimir	2606	6	-ww-w-w-	w	W			0	-1	(↓), 23,25,27,57,63,164,218,285
16	107	GM	Popov Valerij	2585	6	-w-w-w-w	-	-			0	1	(8), 5,7,68,71,72,223,291,321
17	110	GM	Melkumyan Hrant	2582	6	w-w-w-ww	-	-			2	2	(9), 2,28,32,57,70,117,212,294

We have 13 players in this score group, therefore one player will remain unpaired and floated down.

It is not possible to give white pieces to the players ranked 12 and 17 (Cd = 2) and not to players ranked 9 and 17 (Sc = -2 for 9 and 2 for 17).

In S1 are the players ranked 5 to 10, in S2 are the players ranked 11 to 17.

The opponent decided by the pairing program is in the last column within brackets.

The expected colours are 8 white and 5 black, therefore one pairing must be made not fulfilling both colour preferences and this is the first pairing 5 vs 11.

TIE-BREAK SYSTEMS

In case two or more players finish a tournament with equal points an organizer may
 - either declare all these players to be tied at the same rank and to share their prizes equally
 - or to use one of the following tie-break systems to establish the final ranking.

If there are prizes which cannot be divided in some parts, or if the final ranking decides any qualification, then it is necessary to break the tie.

All Tie-break systems need "played games" to give a fair ranking between the players finishing with equal points. If there are unplayed games they have a result of "+", "-" or "=", and mainly no opponent and no colour. Therefore the first decision is how to handle these unplayed games.

0. Handling of unplayed games for tie-break calculation

0.1 Tie-break points for the opponents of a player

If a player achieved a point coming from a bye or if he had a score "+" or "-", then all these scores will be counted to be ½ point for calculation of tie-break points for his opponents.

0.2 Tie-break points for the player himself

For Round Robin Tournaments any unplayed game should be counted to be a draw against the player himself.

0.2.1 For the calculation of Buchholz score or Sonneborn-Berger score in Swiss tournaments the recommendation of FIDE Tournament Rules since 2009 is to use a virtual opponent. The tie-break points from this virtual opponent are calculated as follows:

- at the start of the round this virtual opponent has the same number of points as the real player,
- then the result of the round is added,
- finally the virtual opponent is added half a point for each subsequent round.

Examples to explain the system - we are in round 5 of a 11 round tournament

	player "A"	virtual opponent
(a) in case of a bye		
points before the round	2	2
result of the round	1	0
points after the round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

	player "A"	virtual opponent
(b) in case of a "+ / - "		
points before the round	2	2
result of the round	1	0
points after the round	3	2
points for the subsequent rounds	?	3
points at the end of the tournament	?	5

	player "A"	virtual opponent
(c) in case of a “ - / + “		
points before the round	2	2
result of the round	0	1
points after the round	2	3
points for the subsequent rounds	?	3
points at the end of the tournament	?	6

0.2.2 Other possibilities to handle unplayed games in Swiss tournaments, used by FIDE before 2009, are

a. unplayed games are counted to be a draw against the player himself.

There is one problem when using this system:

if one of the top players in the first rounds is involved he should have played a weaker opponent, but for the unplayed game he is awarded his much higher final score; and

if one of the bottom ranked players in the first rounds is involved he should have played a higher ranked opponent, but finally his Buchholz score is only equal to his own final score.

b. unplayed games are counted to be won or lost against the paired opponent.

If the tie-break system is not fixed in existing tournament regulations it is up to the organizer to decide the system. It has to be taken in account the type of the tournament (Round Robin, Swiss System, Team Tournament, etc.) and the structure of the expected participants (youth players, rated or unrated players).

Some recommendations for different types of tournaments are in chapter 6.

Whatever system used, it has to be announced by the organizer in advance (invitation or tournament regulations) or by the Chief Arbiter before start of the first round.

1. Tie-break systems using the players own results

1.1 The Koya system for Round Robin tournaments

This is the number of points achieved against all opponents who finally had 50% or more of the possible points.

If the tie is still unbroken the Koya system may be extended step by step to include score groups with less than 50%, or reduced step by step to exclude players who scored 50% and then higher scores.

1.2 The number of games won

1.3 The greater number of games played with black pieces

When applying this system all unplayed games will be counted as played with White.

1.4 Direct encounter

It can be used only if all tied players have met each other and then the sum of points only from these encounters is calculated.

1.5 Sum of Progressive Scores

The score of a player after each round are added and give the Sum of Progressive Scores. If there is still a tie the tournament score of one or more rounds will be reduced, starting from round 1, and gives then the „Sum of Progressive Scores Cut“.

This system was deleted from the official list of tie-break systems for FIDE tournaments after FIDE Congress 2009 in Kallithea, Greece. The main reasons are:

- *if two players play the same opponents and achieve exactly the same results they don't have equal tie-break score*
- *it is not so easy to understand why there should be a difference in tie-break score if one player has a win in round 5 and a draw in round 6, the other one a draw in round 5 and a win in round 6.*

2. Tie-break systems using teams own results

2.1 Game points in team competitions decided by match points

The tie is broken by determining the total number of game points scored by all players of the team.

2.2 Match points in team competitions decided by game points

2 points for a won match - a team has won the match if it scored more points than the opposing team.

1 point for a drawn match - if a team has scored the same number of points as the opposing team.

0 points for a lost match.

2.3 Combined match and game points

The sum of match points and game points may be used to break the tie.

2.4 Direct encounter

It can be used only if all tied teams have met each other and then the sum of points only from these encounters is calculated.

3. Tie-break systems using the results of opponents

Note: *all these scores are determined in each case after the application of the rule concerning unplayed games.*

3.1 The Buchholz system

The Buchholz Score is the sum of the score of each opponent of a player.

Median Buchholz 1 is the Buchholz Score reduced by the highest and the lowest score of the opponents

Median Buchholz 2 is the Buchholz Score reduced by the two highest and the two lowest scores of the opponents

Buchholz Cut 1 is the Buchholz Score reduced by the lowest score of the opponents

Buchholz Cut 2 is the Buchholz Score reduced by the two lowest scores of the opponents

Sum of Buchholz is the sum of all Buchholz Scores of the opponents.

When using Median Buchholz or Buchholz Cut a minimum of 7 games should be left for counting the tie-break value.

3.2 The Sonneborn-Berger system for individual tournaments

The Sonneborn-Berger score is the sum of the scores of all opponents a player has defeated + half of the scores of all opponents he has drawn with.

3.3 The Sonneborn-Berger system for team tournaments

The Sonneborn-Berger score for teams is the score made by each opposing team multiplied by the score made against that team.

Then add all these sums together.

Example:

Team A won 5 : 3 against team B, the final result of team B was 11 matchpoints.

The SB score for A is: $11 \times 5 = 55$.

4. Tie-break systems using ratings

When counting the Average Rating or Tournament Performance Rating the FIDE Rating floor is used for unrated opponents.

4.1 The Average Rating

This is the sum of ratings of all opponents of a player divided by the number of played games. Unplayed games are not counted.

4.2 The Average Rating Cut

This is the Average Rating reduced by one or more ratings of the opponents, starting with the lowest rated opponent.

4.3 The Tournament Performance Rating

The Tournament Performance Rating (TPR or R_p) is calculated with the formula $R_p = R_a + d_p$

R_a = average rating of the opponents (see 4.1)

d_p = rating difference from table 8.1a of FIDE Rating Regulations B.02.

Unplayed games are not counted.

Where a player has not played more than two games in a tournament, no matter for which reason, his TPR shall be considered lower than that of any player who has completed the schedule.

8.1a - The table of conversion from percentage score into rating differences d_p

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

.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

5. Playoff

Fundamentally the fairest way to decide the final ranking of players having equal scores at the end of a tournament will be a playoff tournament. The only problem is that there is not time enough to organize tie-break matches with similar playing time as in the main tournament. Therefore tie-break matches with very short playing times, mainly rapid or blitz matches, are organized, and then we have a different kind of tournament. That's one of the reasons why some players are not happy with playoff tournaments.

Playoff matches should be organized only to decide a champion, medal winners or qualifications. In all the other cases it is recommended to use one of the tie-break systems for ranking and to share money prizes equally or by applying the „Hort System“, see in chapter 7.

Guidelines for Playoff matches:

- 5.1 The pairing system and the rate of play must be determined in advance of the start of the tournament.
- 5.2 Each match shall be controlled by an arbiter.
- 5.3 Only for players involved in the final stage of playoff matches the relevant matches will decide the final ranking and the money prizes connected with these places. For all the other players the relevant playoff matches shall not influence the final ranking, and the money prizes shall be shared equally.
- 5.4 Appeals against decision of the Arbiter have to be submitted immediately after the game.
- 5.5 In each round of playoff matches an even number of games shall be played. The player having the white pieces in the odd-numbered games is decided by drawing of lots. If there is no decision after these games a final sudden death match shall be played. The winner of the drawing of lots for colours may decide to play with white or black pieces. The playing time should be 5 minutes for White and 4 minutes for Black, or a similar playing time. White has to win the game, for Black a draw is sufficient to win the match.
- 5.6 The playing schedule should be made in such a way that in the last playoff round the number of matches will be equal to the number of places to be determined. In the case the number of players is not a multiple number of this number of places, a preliminary round will be played among the players with the lowest tie-break scores in the final ranking, with the result that the number of players in round 1 is equal to the number of qualifiers multiplied by 2, 4, 8, 16 ...

Example 1:

14 players are in a score group and 3 places to decide.

The 1st round has to be played with 12 players (3 places multiplied by 4), therefore a preliminary round among the 4 players with the lowest tie-break score in the final ranking list will be played. 10 players go directly to the 1st round.

Example 2:

8 players are in a score group and 6 places to decide.

As the number of players is lower than 12 (6 places multiplied by 2) a preliminary round will be played among the 4 lowest ranked players in the final ranking list.

- 5.7 In each playoff round the first ranked player of the final ranking list will play versus the last ranked, the second ranked versus the last but one ranked, and so on. This schedule will be valid to the end for the winners and losers.
- 5.8 After each two-game playoff match there shall be a rest of at least 10 minutes.

6. Tie-break systems to be used for different types of tournaments

- 6.1 Round Robin tournaments for individuals
- direct encounter
 - Sonneborn-Berger system
 - greater number of wins or wins with black pieces
 - Koya system

Remark: Don't use Buchholz systems for Round Robin tournaments!

- 6.2 Round Robin tournaments for teams
- game points, if the first ranking is match points
match points, if the first ranking is game points
 - direct encounter
 - Sonneborn-Berger system for team tournaments
- 6.3 Swiss tournaments for individuals
- Buchholz system
 - median Buchholz or Buchholz cut
 - Tournament Performance Rating (TPR) or average rating of opponents
 - greater number of wins or wins with black pieces

Remark: TPR or average rating should not be used for youth tournaments or if more than 20% of the participants don't have a consistent rating.

- 6.4 Swiss tournaments for teams
- game points, if the first ranking is match points
match points if the first ranking is game points
 - direct encounter
 - Buchholz system, based on the same value as the first ranking
 - Sonneborn-Berger system for team tournaments

7. Awarding of money prizes

If two or more players finish a tournament with equal points the organizers have three possibilities to award money prizes:

- Money prizes will be shared equally.
- money prizes will be given according to the tie-break results.
- money prizes will be calculated by using the Hort system, which is a combination of „a“ and „b“.

In Hort system 50% of the prize money is given according the tie-break ranking. The second half of the prize money of all the players having finally the same number of points is added and shared equally.

Example:

The prizes in the tournament are:

1. place	10.000 Euro
2. place	5.000 Euro
3. place	3.000 Euro
4. place	2.000 Euro

Players A, B, C and D finish a tournament with 8 points each.

The Buchholz points are: A has 58 Buchholz points

B has 57 Buchholz points

C has 56 Buchholz points

D has 54 Buchholz points.

The money prizes for A, B, C and D - depending on the system used - will be:

	<i>system a)</i>	<i>system b)</i>	<i>system c)</i>
<i>A -</i>	<i>5.000 €</i>	<i>10.000 €</i>	<i>5.000 + 2.500 = 7.500 €</i>
<i>B -</i>	<i>5.000 €</i>	<i>5.000 €</i>	<i>2.500 + 2.500 = 5.000 €</i>
<i>C -</i>	<i>5.000 €</i>	<i>3.000 €</i>	<i>1.500 + 2.500 = 4.000 €</i>
<i>D -</i>	<i>5.000 €</i>	<i>2.000 €</i>	<i>1.000 + 2.500 = 3.500 €</i>

Organizers have to decide in advance and to inform the players before start of the tournament which system will be used for calculation of money prizes.

Additionally in systems a) and c) the organizers have to decide and to inform the participants how many players will have the right to be awarded with money prizes in case of equal points after the last round.

If it is announced to give 10 money prizes and the final ranking is:

players ranked 1 to 4 have 8 points

players ranked 5 to 9 have 7.5 points

players ranked 10 to 20 have 7 points.

In such a case it is not wise to share the money for rank 10 between 11 players.

To avoid such a problem it should be announced in advance that money prizes are equally shared or given by Hort system to the players ranked on place 1 to 10.

Comparison of several tie-break criteria in an artificial round robin tournament:

name	Rtg	1	2	3	4	5	6	7	8	9	10	11	12	points	SB	Koya	Rp
Alexander	2269	*	1	1	½	0	1	1	½	1	½	½	1	8	42,00	3½	2414
Joseph	2171	0	*	½	1	1	0	½	1	1	1	1	0	7	36,75	2½	2350
Robert	2276	0	½	*	½	0	1	0	1	1	1	½	1	6½	31,75	2	2304
Walter	2290	½	0	½	*	1	1	½	½	½	½	½	½	6	32,50	3	2273
Peter	2273	1	0	1	0	*	½	½	0	1	½	½	1	6	32,00	2½	2275
Olaf	2299	0	1	0	0	½	*	1	1	0	1	1	½	6	30,25	1½	2273
Mark	2281	0	½	1	½	½	0	*	½	½	0	½	1	5	25,75	2½	2202
Ivan	2333	½	0	0	½	1	0	½	*	½	0	1	1	5	25,00	2	2198
Sandor	2233	0	0	0	½	0	1	½	½	*	½	1	1	5	23,25	1½	2207
Martin	2227	½	0	0	½	½	0	1	1	½	*	0	½	4½	23,75	1½	2178
Frederik	2340	½	0	½	½	½	0	½	0	0	1	*	1	4½	22,75	2	2168
Valery	1910	0	1	0	½	0	½	0	0	0	½	0	*	2½	15,25	2	2061

Comparison of several tie-break criteria in a swiss tournament

using the final results of the European Individual Championship 2011 in Aix-les-Bains, France:

Rk	ti	name	Rtg	fed	pt	Rp-2	Rp	BH	m BH	SB
1	GM	Potkin Vladimir	2653	RUS	8½	2849	2822	78	63½	59,25
2	GM	Wojtaszek Radoslaw	2711	POL	8½	2826	2812	77	63	58,50
3	GM	Polgar Judit	2686	HUN	8½	2799	2781	77	63½	58,25
4	GM	Moiseenko Alexander	2673	UKR	8½	2755	2790	74½	62	56,50
5	GM	Vallejo Pons Francisco	2707	ESP	8	2819	2764	80	66½	57,75
6	GM	Ragger Markus	2614	AUT	8	2783	2768	76	62½	54,25
7	GM	Feller Sebastien	2657	FRA	8	2766	2763	70½	58½	49,00
8	GM	Svidler Peter	2730	RUS	8	2751	2757	76½	62½	54,75
9	GM	Mamedov Rauf	2667	AZE	8	2751	2754	74	61	52,25
10	GM	Vitiugov Nikita	2720	RUS	8	2741	2744	76½	63	54,50
11	GM	Zhigalko Sergei	2680	BLR	8	2732	2731	72	59½	50,00
12	GM	Jakovenko Dmitry	2718	RUS	8	2719	2704	72½	60	53,00
13	GM	Korobov Anton	2647	UKR	8	2697	2740	75	61½	53,50
14	GM	Inarkiev Ernesto	2674	RUS	8	2695	2735	72½	60	51,50
15	GM	Postny Evgeny	2585	ISR	8	2633	2676	64	52	44,75
16	GM	Azarov Sergei	2615	BLR	7½	2776	2723	75	62½	47,50
17	GM	Khairullin Ildar	2634	RUS	7½	2771	2720	74½	61½	49,00
18	GM	Kobalia Mikhail	2672	RUS	7½	2754	2716	70½	57	45,50
19	GM	Zherebukh Yaroslav	2560	UKR	7½	2739	2712	71½	59	45,50
20	GM	Guliyev Namig	2522	AZE	7½	2739	2652	71	59½	45,50
21	GM	Riazantsev Alexander	2679	RUS	7½	2728	2687	72½	60	48,75
22	GM	Iordachescu Viorel	2626	MDA	7½	2725	2716	76	62	50,25
23	GM	Lupulescu Constantin	2626	ROU	7½	2722	2677	71	58	46,00
24	GM	Mcshane Luke J	2683	ENG	7½	2718	2684	72½	59	47,00
25	GM	Fridman Daniel	2661	GER	7½	2717	2684	69	56½	45,25
26	GM	Motylev Alexander	2677	RUS	7½	2716	2710	71	59	47,50
27	GM	Ivanisevic Ivan	2617	SRB	7½	2712	2704	71	58½	47,00
28	GM	Jobava Baadur	2707	GEO	7½	2711	2656	71½	58	47,50
29	GM	Parligras Mircea-Emilian	2598	ROU	7½	2709	2735	78½	65	50,75
30	GM	Romanov Evgeny	2624	RUS	7½	2709	2668	68½	55½	43,75
31	GM	Esen Baris	2528	TUR	7½	2707	2669	73	61	47,25
32	GM	Nielsen Peter Heine	2670	DEN	7½	2703	2707	67½	55	45,50
33	GM	Cheparinov Ivan	2664	BUL	7½	2698	2693	75	62	49,75
34	GM	Gustafsson Jan	2647	GER	7½	2687	2687	67	55	45,00
35	GM	Kulaots Kaido	2601	EST	7½	2669	2633	67½	54½	44,00
36	GM	Smirin Ilia	2658	ISR	7½	2668	2675	69	56½	47,25
37	GM	Saric Ivan	2626	CRO	7½	2651	2692	72½	58½	47,00
38	GM	Pashikian Arman	2642	ARM	7½	2649	2640	68	55½	46,00
39	GM	Edouard Romain	2600	FRA	7½	2634	2602	66	52½	42,50
40	GM	Bologan Viktor	2671	MDA	7½	2629	2673	68½	56	45,75

FIDE TOURNAMENT RULES

Approved by the 1986 General Assembly, 2007 PB Meeting.

Amended by the 1989, 1992, 1993, 1994, 1998, 2006 and 2010 General Assemblies.

Preface

The event shall be played according to the FIDE Laws of Chess. The FIDE Tournament Rules shall be used in conjunction with the Laws of Chess. They apply to all official FIDE competitions. It is recommended they also be applied to all FIDE-rated tournaments, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these regulations before the start of the competition.

In these Rules the words 'he', 'him' and 'his' include 'she' and 'her'.

Tournament rules are the basis of the good running of a tournament. They should be as complete as possible in order to ensure the smooth running of an event. In order to fulfil this condition it is advisable that they are written by the chief organizer in close cooperation with the chief arbiter of the event.

1. General remark

Where an event has a problem not covered by internal rules, it is recommended these rules be accepted as the definitive regulations.

2. The Chief Organiser (CO)

The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to an Organiser. He, together with the federation, in consultation with FIDE where appropriate, shall appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

3. Invitation, Registration and Functions

- (a) Invitations to a FIDE competition shall be issued as soon as feasible.
- (b) The CO must send, through the respective national federations, invitations to all participants qualified for that competition. The invitation letter shall first be approved by the President of FIDE for World competitions and by the Continental President for Continental Championships.
- (c) The invitation should be as complete as possible, at the earliest opportunity, 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 tournament.
 - (2) The hotel(s) where the players are to stay (including e-mail, fax and telephone numbers)
 - (3) The tournament schedule: dates, times of play and places of: arrival, the opening ceremony, drawing of lots, play, special events, the closing ceremony, departure.
 - (4) The rate of play and the kind of clocks to be used in the tournament.
 - (5) The pairing system to be used for the event and the tie-break system.
 - (6)
 - (a) For official FIDE events the default time shall be the start of the round
 - (b) For other events whether Article 6.6.a or 6.6.b of the Laws of Chess applies.
 - (7) The specific rules for draw agreements if there is any restriction.

- (8) The financial arrangements: 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; start money; pocket money; entry fee; full details of the prize fund, including special prizes; point money; the currency in which money shall be disbursed; tax liability; visas and how to obtain them.
- (9) The means of reaching the playing venue and arrangements for transportation.
- (10) The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).
- (11) The website of the event, contact details with the organisers including the name of the CO.
- (12) The players` responsibility towards the media, general public, sponsors, government representatives and other similar considerations.
- (13) The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time. In his reply a player may, if he wishes, mention pre-existing medical conditions and special dietary and/or religious requirements
- (14) Security arrangements.
- (15) Special medical considerations such as vaccinations recommended or required in advance.
- (16) Arrangements for: tourism, special events, internet access, etc.

Article 3 of the FIDE Tournament Rules mainly is dealing with high level tournaments of FIDE. The main items for "normal" tournaments, which always should be addressed in the Regulations for a specific tournament are:

- *the dates and the site of the tournament*
- *the entry fee, which may depend on the quality of a player (for example free for GM and IM; reduced fee for FM and an increased fee for players with a rating below a given floor).*
- *the complete tournament schedule (it is preferable to start all rounds at the same hour of a day*
- *place and time of the opening and closing ceremony*
- *place and time of the drawing of lots for a round-robin tournament or place and time when the pairing of round 1 in a Swiss tournament will be published*
- *The rate of play - the rate should fulfil the conditions for a tournament to be rated or to be valid for title norms*
- *if nothing is announced in advance the tournament will be played with "zero tolerance"*
- *information about any restriction for offering a draw to the opponent*
- *the type of clocks used*
- *the tie-break system to be used for the final ranking and the system used for awarding money prizes*

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.
5. The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials of a FIDE competition and shall insure them against accidents and the need for medical services, including medicine, surgical procedures, etc., but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.

6. Other regulations hereunder may apply also to the role of the CO. He and the CA must work closely together in order to ensure the smooth running of an event.

7. The Chief Arbiter (CA)

- (a) The CA of a World competition shall be nominated by the President of FIDE and of a Continent competition by the Continental President, each in consultation with the CO. He shall have the title of International Arbiter classified "A" or "B" and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations. FIDE and/or the Organising Committee may nominate the arbiters and other staff.
- (b) The duties of the CA are as specified by the Laws of Chess, the regulations of the competition and other FIDE Rules. 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 and players' comfort during play, and to supervise the work of the technical staff of the competition. Prior to the start of the competition: he may make additional regulations in consultation with the CO; must check all the conditions for play including the playing venue, playing hall, lighting, heating, air conditioning, ventilation, noise, etc.; secure through the CO all the necessary equipment; ensure a sufficient number of deputies and auxiliary technical staff are engaged. He shall ensure that conditions for the arbiters are satisfactory. Whether all the playing conditions meet the requirements of these FIDE regulations, is his final decision.
- (c) At the event's conclusion the CA shall send a report(s) as appropriate.

For the duties of the Chief Arbiter see the chapter "The role of the Arbiters and their responsibilities".

8. Pairings

- (a) The drawing of lots for the first round of a round robin tournament shall be arranged by the CO, if possible, to be open to players, visitors and media. Responsibility for the actual pairings, including drawing of lots, rests with the CA.
- (b) The drawing of lots shall take place at least 12 hours (one night) before the start of the first round. All participants should 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.
- (c) If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round or there are additional entries, then 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 which have already been announced.
- (d) The pairings for a round robin shall be according to the Berger tables (Annex 1), adjusted where necessary for double-round events.
- (e) If the pairings are to be restricted in any way, e.g. players of the same federation, shall, if possible, not meet in the last three rounds; then this shall be communicated to the players as soon as possible, but not later than the start of the first round.
- (f) For round robins this restricted drawing of lots may be done by using the Varma tables (see Annex to Tournament Rules), which can be modified for tournaments of from 10 to 24 players
- (g) For the pairings of a Swiss-system Tournament the pre-announced pairing system and program shall apply.

The pairing system to be used and the programme applying this system always should be announced to the players.

A remark can be given here how the initial ranking shall be made for players having only a national rating. Taking into account that the floor for a FIDE rating dropped to 1000 it is advisable to put FIDE and national ratings in descending order. In case there are two players with the same FIDE and national rating the FIDE rated player shall be considered as the highest ranked. Analogous the treatment of unrated players can be indicated: for example in alphabetical (or inverted) order or according to the order they have subscribed for the event.

9. Preparation of the Playing Hall

- (a) Lighting of a standard similar to that used for examinations should be used. Approximately 800 lumens is satisfactory. Lighting should not throw shadows or cause pinpoints of light to be reflected from the pieces. Beware of direct sunlight, especially if this varies during the game.
- (b) If possible the hall should be carpeted. If this is impossible, it may be necessary to request players not to wear hard-soled shoes.
- (c) The toilet facilities should be inspected very carefully.
- (d) 4.5 square metres should be available for each player in a high-level event. For lower levels 2 square metres may be adequate. Games should not be placed too close to doors. There should be a minimum of 2.5 metres between rows of players. It is best not to have long, unbroken rows. Where possible players should play on individual tables.
- (e) The size of a chess table should have a minimum length of twice the length of the chessboard and a width of 15 – 20 cm more than the chessboard. The recommended size of the table is 100/120 x 80/83 cm. The height of a table should be 74 cm and the chairs should be comfortable for the players. Special regard must be given for children's events. Any noise when moving the chairs must be avoided.
- (f) The conditions for both players in a game must be identical. If possible the condition for all the players should be identical.

10. Chess equipment

- (a) For World or Continental Championships wooden boards shall be used where possible. For other FIDE registered tournaments boards made of wood, plastic or card are recommended. In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours. Referring to article 2.2 of the FIDE Standards of Chess Equipment the size of a square should be twice the diameter of a pawn's base. It is recommended that a side of the square should measure 5.5 cm. A comfortable table of suitable height may be fitted in with a chessboard. If the table and the board are separate from one another, the latter must be fastened and thus prevented from moving during play.
- (b) If mechanical chess clocks are used, they should have a device signalling precisely when the hour hand indicates full hours. They should have the "flag" fixed so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not shine as

that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

- (c) If electronic chess clocks are used, they must function in full accordance with the FIDE Laws.
 - (1) The display at all times should show the time available to complete a player's next move.
 - (2) The displays must be legible from a distance of at least 3 meters.
 - (3) From at least a distance of 10 meter a player must have a clearly visible indication which clock is running.
 - (4) In case of passing a time control, a sign on the display must give clear signal which player passed the time limit first.
 - (5) For battery powered clocks, a low-battery indication is required.
 - (6) In case of a low-battery indication the clock must continue to function flawlessly for at least 10 hours.
 - (7) Special attention should be given to the correct announcement of passing time controls.
 - (8) In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.
 - (9) In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.
 - (10) It must be impossible to erase or change the data in display with a simple manipulation.
 - (11) Clocks must contain a short user manual on the clock. Electronic chess clocks used for FIDE events must be endorsed by FIDE Technical Commission..
- (d) The same type of clocks should be used throughout the tournament.

11. The play

- (a) All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA.
- (b) A separate area outside the playing area must be provided where smoking is permitted. This should be easily accessible from the playing hall. If local ordinances totally prohibit smoking on the premises, the players and officials must be provided with easy access to the outside.
- (c) If mechanical clocks are used, they shall be set so that each unit registers six o'clock at the first time control.
- (d) For FIDE events with more than 30 participants, a large digital countdown must be installed in the playing hall. For FIDE events with less than 30 players an announcement by microphone must be made 5 minutes before the game is due to start and again one minute before the start of the game.
- (e) After the finish of the game the arbiter or the players shall place the king(s) in the middle of the board to indicate the result of the game and then set up the pieces.
- (f) Where it is clear games have been pre-arranged, the CA shall impose suitable penalties.
- (g) A glossary of common relevant terms in several languages should be available to the arbiters.

12. Where not all games are played

- (a) If a player has lost one game by default for reasons that are not valid, the player shall be expelled, unless the CA decides otherwise.

- (b) When a player withdraws or is expelled from a round-robin tournament, the effect shall be as follows:
 - (1) If a player has completed less than 50% of his games, his score remains in the tournament table (for rating and historical purposes), but the points scored by him or against him are not 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, his score shall remain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as indicated as above.
- (c) If a player withdraws from a Swiss-system tournament the points scored by him and by his opponents shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated.
- (d) Articles 12(b) and (c) also apply to team events. Both unplayed matches and unplayed games must be clearly indicated as such.

13. Penalties, appeals

- (a) 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 fail and the dispute is such that penalties are appropriate, but not specifically defined by the Laws or the regulations, then the CA or CO shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.
- (b) In all events there shall be an Appeals Committee. The CO shall ensure that the Appeals Committee is elected or appointed before the start of the first round, usually at the drawing of lots. It is recommended the Appeals Committee (AC) consists of a Chairman, at least two members and two reserve members. The Chairman, the two members and the two reserve members shall, if possible, be from different federations. 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 Appeals Committee should not be younger than 21 years old.
- (c) A player may appeal against any ruling made by the CA or CO or one of their assistants, provided the appeal is 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 Appeals Committee shall be final. The fee is returnable if the appeal is successful. It may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

14. TV, filming, photographs

- (a) Only noiseless and unobtrusive television cameras 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.
- (b) Only authorised photographers may take photographs in the playing venue. Permission to do so in the playing hall 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.

15. The conduct of the players

- (a) Once a player has formally accepted an invitation, he must play except in cases of force majeure, such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or withdrawing.
- (b) All the participants should be dressed in a suitable manner.
- (c) 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.
- (d) A player may speak only as permitted by the Laws of Chess and Tournament Regulations. A player may not speak about his game while it is in progress.
- (e) All complaints concerning the behaviour of players or captains must be made to the arbiter. A player is not permitted to complain directly to his opponent.

16. Team Captain`s Role in Team Tournaments

- (a) The role of a team captain is basically an administrative one during play. Depending on the regulations of the specific competition, the captain shall be required to deliver, at a specific time, a written list naming the players in his team who will participate in each round, communicate to his players their pairing, sign the protocol indicating the results in the match at the end of the play, etc.
- (b) Whenever the team captain speaks to one of his players, he should do so only through or in the presence of an arbiter using a language the arbiter can understand.
- (c) A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself only to brief information, based solely on the circumstances pertaining to the match. He may say to a player, "offer a draw", "accept the draw", or "resign the game". For example, if asked by a player whether he should accept an offer of a draw, the captain should answer "yes", "no", or delegate the decision to the player himself. He shall give no information to a player concerning the position on the chess board and/or the clock times, nor consult any other person and/or computer as to the state of the game.

The captain shall abstain from any intervention during play.

- (d) Players are subject to the same prohibitions. Even though in a team competition there is a certain team loyalty, which goes beyond a player`s individual game, a game of chess is basically a contest between two players. Therefore, a player must have the final say over the conduct of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to accept that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player.
- (e) A team captain should encourage his team always to follow both the letter and the spirit of Article 12 of the FIDE Laws of Chess concerning the conduct of the players. Team championships, in particular, should be conducted in the spirit of the highest sportsmanship.

* * * * *

Varma Tables

Directions for “restricted” drawing of tournament numbers:

1. The arbiter should prepare beforehand, unmarked envelopes each containing one of the sets of numbers A, B, C and D as indicated below in point 5. These envelopes are then respectively placed in larger envelopes, on each of which the quantity of player-numbers contained in the small envelopes is indicated.
2. The order in which players draw lots is listed beforehand as follows: The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names
3. For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.
4. The players of the next contingent then choose an envelope, and the procedure is repeated until all players have drawn their numbers.
5. The following Varma Tables can be used for 9 to 24 players.

9/10 players

A: (3, 4, 8)

B: (5, 7, 9)

C: (1, 6)

D: (2, 10)

11/12 players

A: (4, 5, 9, 10)

B: (1, 2, 7)

C: (6, 8, 12)

D: (3, 11)

13/14 players

A: (4, 5, 6, 11, 12)

B: (1, 2, 8, 9)

C: (7, 10, 13)

D: (3, 14)

15/16 players

A: (5, 6, 7, 12, 13, 14)

B: (1, 2, 3, 9, 10)

C: (8, 11, 15)

D: (4, 16)

17/18 players

A: (5, 6, 7, 8, 14, 15, 16)

B: (1, 2, 3, 10, 11, 12)

C: (9, 13, 17)

D: (4, 18)

19/20 players

A: (6, 7, 8, 9, 15, 16, 17, 18)

B: (1, 2, 3, 11, 12, 13, 14)

C: (5, 10, 19)

D: (4, 20)

21/22 players

A: (6, 7, 8, 9, 10, 17, 18, 19, 20)

B: (1, 2, 3, 4, 12, 13, 14, 15)

C: (11, 16, 21)

D: (5, 22)

23/24 players

A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22)

B: (1, 2, 3, 4, 13, 14, 15, 16, 17)

C: (12, 18, 23)

D: (5, 24)

Additional Tournament Rules for specific tournaments

Tournament rules are the basis of the good running of a tournament. They should be as complete as possible in order to ensure the smooth running of an event. In order to fulfil this condition it is advisable that they are written by the chief organizer in close cooperation with the chief arbiter of the event.

The tournament rules should always address the following items:

- The entry fees which may depend on the quality of a player (for example free for GM and IM; reduced fee for FM and an increased fee for players with a rating below a given floor).
- The complete tournament schedule:
 1. Arrival date
 2. Place and time of the opening ceremony
 3. Place and time of the drawing of lots
 4. Dates and times of play: it is preferable to start all rounds at the same hour of a day.
 5. Place and time of the closing ceremony
 6. Departure date
- The rate of play: the rate should fulfil the conditions for a tournament to be rated or to be valid for title norms. In the case where no increments are used, it should be indicated whether a quick play finish or a knock-out system will be applied in the last time period.
- The type of clocks used
- Any minor deviation from the FIDE Laws of Chess: for example the replacement of the “zero tolerance” rule by a certain time period; a score system which gives more points to the combination of one won and one lost game than to two draws; less possibilities for agreeing a draw between the players; etc.
- The pairing system to be used and the programme applying this system. A remark can be given here how the initial ranking shall be made for players having only a national rating. Taking into account that the floor for a FIDE rating dropped to 1000 it is advisable to put FIDE and national ratings in descending order. In case there are two players with the same FIDE and national rating the FIDE rated player shall be considered as the highest ranked. Analogous the treatment of unrated players can be indicated: for example in alphabetical (or inverted) order or according to the order they have subscribed for the event.
- Time and means of announcing the pairings.
- The tie-break system. This part may include that additional games should be played (rapid or blitz) for awarding a trophy or medals.
- The prize fund. Here it should be indicated whether money prizes are shared, or awarded according to a tie-break system (for example the Hort system). The prize fund should also indicate special prizes, point money, the currency in which money shall be disbursed, tax liability.
- Any financial arrangement such as 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, start money, pocket money. These costs can be refunded by the organizer, the federation of a player or the player himself.
- Details about visa and how to obtain them. In this respect organizers should indicate the deadline at which they should have received all passport details of the participants in order to send out the invitations to the respective embassies.
- In the case that the playing venue is different from the accommodation: the means of reaching and arrangements for transportation. Organizers should bear in mind that the situation of transport between playing venue and accommodation depends on the type of tournament:

youth tournaments as well as senior events should be dealt with in another way than for example a Swiss Open.

- The likely number of participants. In the case of a round robin tournament the names of the invited players. In the case of a Swiss Open the maximum number of players.
- The deadline for registration at the start of the tournament. Players who did not register in time shall not be paired for the first round.
- The name of the Chief Arbiter
- The website of the event. In the case that this website is used for online subscription the organizers should bear in mind that players do not always have all details – for example arrival date or flight numbers – when subscribing for the event; an update should be possible in a later stage.
- Full contact details of the organizers
- The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations. This also includes the players' presence at the opening and closing ceremony. In case of absence the organizer can foresee a clausal that part of the start or prize money will not be distributed.
- Special medical considerations such as vaccinations recommended or required in advance.
- Arrangements for: tourism, special events, internet access, etc.
- Full details for making an appeal against a decision of the (chief) arbiter: maximum period of time allowed after the end of a round, fee (indicating the currency) which should be paid. It is preferable to indicate that only written appeals will be taken into consideration.
- Appeals committee: will the members be invited by the organizers or will they be elected among the participants.
- If the tournament is played with adjourned games the time table for the resumption of the games should be indicated.
- Indication whether the tournament results will also be taken into account for the national rating system.
- Media equipment allowed in the playing venue: television cameras, video, cameras or other equipment. The use of such equipment may be subject to an authorisation of the organizers which should be requested in advance. Here it should be indicated whether "zon" or flash light is allowed. Also the maximum time after the start of the round when media equipment is allowed to be used, must be indicated; in such case there might be a longer period for the first round than for subsequent rounds.

For certain tournaments it may be necessary to also add one or more of the following items:

- For example in round robin tournaments, invited players in Open Swiss tournament or official championships: the hotel where the players are to stay. Depending on the situation a different range (3, 4 or 5* quality) of hotels might be offered. The organizer might also foresee a lump sum for a player wishing to arrange his own accommodation. For each hotel contact details such as e-mail, fax and telephone numbers and website shall be given.
- The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time.
- A minimal dress code during the game.
- Security arrangements.

International Title Regulations of FIDE

As approved by the 1982 General Assembly and amended by the General Assemblies of 1984 to 2012.

0. Introduction

- 0.1 Only the titles as in 0.3 are acknowledged by FIDE.
- 0.2 The following regulations can only be altered by the General Assembly following recommendation by the Qualification Commission (QC).
 - 0.2.1 Any such changes shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).
 - 0.2.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly. For tournaments, such changes shall apply to those starting on or after that date.
- 0.3 The International FIDE titles shall be under the umbrella of the Qualification Commission, which is the final judging unit. The titles are:
 - 0.3.1 Titles for over-the-board standard chess (as defined in 1.1.4), the judging unit being the QC:
Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM), Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).
- 0.4 The titles are valid for life from the date confirmed.
 - 0.4.1 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of his title upon recommendation by the Qualification and Ethics Commissions and final action by the General Assembly.
 - 0.4.2 A title is officially valid from the date all the requirements are met. In order for a title to be confirmed where it is based on an application, it must be published on the FIDE website and in other relevant FIDE documents for at least 60 days. For registered automatic titles see below, 0.5.
 - 0.4.3 The title can be used for results of opponents only in tournaments starting after the confirmation (exception see 1.1.5).
 - 0.4.4 In terms of, for example, the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.
- 0.5 Definitions
In the following text some special terms are used.
Rating performance is based on the player's result and average rating of opponents (see 1.4.8).
Title performance (for example, GM performance) is a result that gives a performance rating as defined in 1.4.8 and 1.4.9 against the minimum average of the opponents, taking into account article 1.4.6, for that title. For example, for GM performance, average rating of the opponents ≥ 2380 , and performance ≥ 2600 , this might be achieved, for example, by a result of 7 points out of 9 games.
GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380 .

IM performance is ≥ 2450 performance against opponents with average rating ≥ 2230 .
WGM performance is ≥ 2400 performance against opponents with average rating ≥ 2180 .

WIM performance is ≥ 2250 performance against opponents with average rating ≥ 2030 .

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.4.2 to 1.4.7.

Direct title (automatic title) is a title gained by achieving certain place or result in a tournament. For example, winning, or achieving a result ≥ 50 percent in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

0.6 The Award of Titles

0.6.1 Titles may be awarded for specific results in specific Championship events, or are awarded on achieving a rating as laid down in these regulations. Such titles are confirmed by the QC Chairman on advice from the FIDE Office. They are then awarded by FIDE.

0.6.2 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the General Assembly on recommendation by the QC that the candidate meets the requirements. The Presidential Board or Executive Board may award titles in clear cases only, after consultation with the QC.

1.0 Requirements for titles designated in 0.3.1

1.1 Administration

1.1.1 Play shall be governed by the FIDE Laws of Chess and FIDE Tournament Rules. Tournaments where the composition is changed (without QC approval) during the tournament or those where players have different conditions in terms of rounds and pairing are not valid.

Unless with prior approval of the QC Chairman, the tournament must be registered at least 30 days in advance on the FIDE server.

1.1.2 There must be no more than twelve hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

1.1.3 No more than 2 rounds shall be played on any one day. Without increment the minimum time is 2 hours followed by 30 minutes for the rest of the game. With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the entire game, apart from the increment.

1.1.3.a In the application for the GM title based on norms, at least one norm shall be achieved in a tournament with only one round per day for a minimum of 3 days.

1.1.3.b In any title tournament the time controls and clock settings for all players must be the same (e.g. if the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay). There can be no mixed use of clock settings (increment, delay, none at all).

1.1.4 Leagues and national team championships may last longer than 90 days, but not more than one year. Normally for individual tournaments, a period of at most 90

days is permitted but the QC Chairman may give prior approval to tournaments of a longer duration.

- 1.1.5 In tournaments which last longer than 90 days, the opponents' ratings and titles used shall be those applying when the games were played.
- 1.1.6 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). He may appoint a temporary deputy. An IA or FA must always be in the playing venue.
- 1.1.7 No arbiter may play in a title tournament even just as filler.

1.2 Titles achieved from International Championships:

- 1.2.1 As indicated below, a player may gain
 - (a) a title from such an event, or
 - (b) a single title norm. Then the requirements in 1.4.2 - 1.4.9 shall apply.
 - (c) a single performance. Then the requirements in 1.4.2, 1.4.6 - 1.4.8 shall apply.
- 1.2.2 The minimum score is 35 % for all titles. The result shown is the minimum required.
- 1.2.3 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or three of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight.
 - 1.2.3.a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 3 federations) in 1.2.2 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 5 participants from at least 2 federations and the player scores a minimum of 50% in a minimum of 9 games.
 - 1.2.3.b For Olympiad, a title norm counts as 20 games; a title performance counts as 13 games.
- 1.2.4 Terms used in Tables 1.2.4.a and 1.2.4.b:
 - Gold – first after tiebreak;
 - 1st equal – best 3 players after tiebreak;
 - norm – 9 games (unless otherwise specified);
 - Sub-Continental – include Zonals, Subzonals, Arab, ASEAN and regional youth/school events;
 - Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles.

1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a):

- 1.3.1 FIDE Master ≥ 2300
- 1.3.2 Candidate Master ≥ 2200
- 1.3.3 Women FIDE Master ≥ 2100
- 1.3.4 Women Candidate Master ≥ 2000

1.4 The GM, IM, WGM, WIM titles can also be gained by achieving norms in internationally rated tournaments played according to the following regulations.

1.4.1 The number of games

- 1.4.1a The player must play at least 9 games, however

- 1.4.1b only 7 games are required for 7 round World Team and Continental Team Championships,
only 7 games are required for 8 or 9 round World Team and Continental Team Championships,
only 8 games are required for the World Cup or Women`s World Championship Tournament, where these 8 game norms count as 9 games.
- 1.4.1.c For a 9 round tournament, if a player has just 8 games because of a forfeit or Bye, but he has met the correct mix of opponents in those games, then if he has a title result in 8 games, it counts as an 8 game norm.
- 1.4.1d Where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

1.4.2 The following are not included:

- 1.4.2.a Games against opponents who do not belong to FIDE federations.
- 1.4.2.b Games against computers.
- 1.4.2.c Games against unrated players who score zero against rated opponents in round robin tournaments.
- 1.4.2.d Games which are decided by forfeit, adjudication or any means other than over the board play. Other games once started, which are forfeited for whatever reason, shall however be included.
In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.
- 1.4.2.e A player who has achieved a title result before the last round may ignore all games played subsequently, provided
 - (a) he has met the required mix of opponents,
 - (b) this leaves him with at least the minimum number of games as in 1.4.1,
 - (c) in the case of a tournament with pre-determined pairings, the full requirements, other than score, must be met for the complete tournament.
- 1.4.2.f A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted. In the case of a tournament with pre-determined pairings, the full requirements, other than score, must be met for the complete tournament.
- 1.4.2g Tournaments that make changes to favour one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event), shall be excluded.

1.4.3 Federations of opponents

At least two federations other than that of the title applicant must be included, except 1.4.3.a - 1.4.3.e shall be exempt. Nevertheless, 1.4.3.f shall apply.

- 1.4.3.a The final stage of the national men`s (or open) championship and also national women`s championships. In the year when the Subzonal

tournament of a single federation is held, then the national championship is not exempt for that federation.

- 1.4.3.b National team championships.
- 1.4.3.c Zonal and Subzonal tournaments.
- 1.4.3.d Tournaments of other types may also be included with the prior approval of the QC Chairman.
- 1.4.3.e Swiss System tournaments in which the competitors include at least 20 FIDE rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. Otherwise 1.4.4 applies.
- 1.4.3.f At least one of the norms has to be achieved under normal foreigner requirement. (See 1.4.3 and 1.4.4)

- 1.4.4 Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).
A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the table in 1.7.2.

1.4.5 Titles of opponents

- 1.4.5.a At least 50% of the opponents shall be title-holders (TH) as in 0.3.1, excluding CM and WCM.
- 1.4.5.b For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs.
- 1.4.5.c For an IM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be IMs or GMs.
- 1.4.5.d For a WGM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WGMs, IMs or GMs.
- 1.4.5.e For a WIM norm, at least 1/3 with a minimum 3 of the opponents (MO) must be WIMs, WGMs, IMs or GMs.
- 1.4.5.f Double round-robin tournaments need a minimum of 6 players. An opponent's title as in 1.4.5.b-e shall be counted only once.

1.4.6 Rating of opponents

- 1.4.6.a The Rating List in effect at the start of the tournament shall be used, see exception 1.1.5.
The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.
- 1.4.6.b For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster	2200
International Master	2050
Woman Grandmaster	2000
Woman International Master	1850
- 1.4.6.c No more than one opponent shall have his rating raised to this adjusted rating floor. Where more than one opponent are below the floor, the rating of the lowest opponents shall be raised.
- 1.4.6.d Unrated opponents not covered by 1.4.6.c shall be considered to be rated 1000.

Minimum number of rated opponents, see table in 1.72. It can be calculated also so that maximum number of unrated opponents is 20 percent of (number of opponents+1).

1.4.7 Rating average of opponents

1.4.7.a This is the total of the opponents' ratings divided by the number of opponents taking 1.4.6.c into account.

1.4.7.b Rounding of the rating average is made to the nearest whole number. The fraction 0.5 is rounded upward.

1.4.8 Performance Rating (R_p)

In order to achieve a norm, a player must perform at a level at least of that shown below:

	Minimum level prior to rounding	Minimum level after rounding
GM	2599.5	2600
IM	2449.5	2450
WGM	2399.5	2400
WIM	2249.5	2250

Calculation of a Performance Rating (R_p):

$R_p = R_a + d_p$ (see the table below)

R_a = Average rating of opponents + rating difference „ d_p “ from table 8.1.a of FIDE Rating Regulations B.02 (conversion from percentage score „ p “ into rating differences „ d_p “).

1.4.8.a The minimum average ratings R_a of the opponents are as follows:

GM	2380
WGM	2180
IM	2230
WIM	2030.

1.4.9

Table 8.1.a:

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

.86	309	.69	141	.52	14	.35	-110	.18	-262	.01	-677
.85	296	.68	133	.51	7	.34	-117	.17	-273	.00	-800
.84	284	.67	125	.50	0	.33	-125	.16	-284		

1.5 Requirements for award of the title, having achieved norms

1.5.1 Two or more norms in events covering at least 27 games.

1.5.2 If a norm is sufficient for more than one title, then it may be used as part of the application for both.

1.5.3 To have achieved at some time or other a rating as follows:

GM ≥ 2500

IM ≥ 2400

WGM ≥ 2300

WIM ≥ 2200

1.5.3.a Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However the burden of proof then rests with the federation of the title applicant. It is recommended that players receive a certificate from the Chief Arbiter where they achieve the rating level during an event. Such a certificate should include a note of the date each game was played. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

1.5.4 A title result shall be valid if it was obtained in accordance with the FIDE Title Regulations prevailing at the time of the tournament when the norm was obtained.

1.5.5 Title norms gained before 1.7.2005 must be registered with FIDE before 1.7.2013 or they will be considered to have expired.

1.6 Summary of Title Tournaments Requirements

		Notes
Number of games per day	not more than 2	1.1.3
rate of play	minimum requirements	1.1.3
period for the whole tournament	within 90 days, with exceptions	1.1.4
administrator in charge	International Arbiter or FIDE Arbiter	1.1.6
number of games	minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.4.1.a-d
type of tournament	No individual single matches	1.1
games not Included	- against computers - adjudicated games - forfeited before play starts - against opponents who do not belong to FIDE federations	1.4.2

1.6.1 For the numbers below, see the formula calculating titles in 1.4.5.

		Notes
Number of GMs, for GM MO	1/3 of opponents, minimum 3 GMs	1.4.5.b
Number of IMs, for IM MO	1/3 of opponents, minimum 3 IMs	1.4.5.c
Number of WGMs, for WGM MO	1/3 of opponents, minimum 3 WGMs	1.4.5.d
Number of WIMs, for WIM MO	1/3 of opponents, minimum 3 WIMs	1.4.5.e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.4.8
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.7
Minimum score	35%	1.7

1.7 Summary of Requirements for the Number of Opponents

1.71 Determining whether a result is adequate for a norm, dependent on the average rating of the opponents. Tables 1.72 show the range for tournaments up to 19 rounds. Norms achieved in a tournament with more than 13 rounds count only as 13 games.

1.72 Tables

Available only for 7 to 9 round Continental and World Team Championships

7 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
5½	2380-2441	2230-2291	2180-2241	2030-2091
5	2442-2497	2292-2347	2242-2297	2092-2147
4½	2498-2549	2348-2399	2298-2349	2148-2199
4	2550-2599	2400-2449	2350-2399	2200-2249
3½	2600-2649	2450-2499	2400-2449	2250-2299
3	2650-2701	2500-2551	2450-2501	2300-2351
2½	≥2702	≥2552	≥2502	≥2352

Available only for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

8 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
Rating floor for 1 player	2200	2050	2000	1850
Different TH	4	4	4	4
Max. number unrated	1	1	1	1
Max. from 1 fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Max. from own fed.	Irrelevant	Irrelevant	Irrelevant	Irrelevant
Min. other feds	Irrelevant	Irrelevant	Irrelevant	Irrelevant
6½	2380-2406	2230-2256	2180-2206	2030-2056
6	2407-2458	2257-2308	2207-2258	2057-2108
5½	2459-2504	2309-2354	2259-2304	2109-2154
5	2505-2556	2355-2406	2305-2356	2155-2206
4½	2557-2599	2407-2449	2357-2399	2207-2249
4	2600-2642	2450-2492	2400-2442	2250-2292
3½	2643-2686	2493-2536	2443-2486	2293-2336
3	≥2687	≥2537	≥2487	≥2337

The material following refers to 9-19 rounds:

- * The regulations regarding mix of federations as in the boxes marked * are waived if the event is a Swiss System tournament in which the competitors include at least 20 FIDE Rated players, not from the host federation, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. See 1.4.6.c concerning the rating floor of the lowest rated opponent.

9 rounds	GM	IM	WGM	WIM
Different MO	3 GM	3 IM	3 WGM	3 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	5	5	5	5
Max. number unrated	2	2	2	2
*Max. from 1 fed.	6	6	6	6
*Max. from own fed.	5	5	5	5
7	2380-2433	2230-2283	2180-2233	2030-2083
6½	2434-2474	2284-2324	2234-2274	2084-2124
6	2475-2519	2325-2369	2275-2319	2125-2169
5½	2520-2556	2370-2406	2320-2356	2170-2206
5	2557-2599	2407-2449	2357-2399	2207-2249
4½	2600-2642	2450-2492	2400-2442	2250-2292
4	2643-2679	2493-2529	2443-2479	2293-2329
3½	≥2680	≥2530	≥2480	≥2330

For 10 rounds or more it is possible that deleting a game that has been won could be advantageous.

SR refers to single round and DR to double round events.

10 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	5	3	5	3	5	3	5	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. from 1 fed.	6	3	6	3	6	3	6	3
*Max. from own fed.	6	3#	6	3#	6	3#	6	3#
8	2380-2406		2230-2256		2180-2206		2030-2056	
7½	2407-2450		2257-2300		2207-2250		2057-2100	
7	2451-2489		2301-2339		2251-2289		2101-2139	
6½	2490-2527		2340-2377		2290-2327		2140-2177	
6	2528-2563		2378-2413		2328-2363		2178-2213	
5½	2564-2599		2414-2449		2364-2399		2214-2249	
5	2600-2635		2450-2485		2400-2435		2250-2285	
4½	2636-2671		2486-2521		2436-2471		2286-2321	
4	2672-2709		2522-2559		2472-2509		2322-2359	
3½	≥2710		≥2560		≥2510		≥2360	

If there were 4 players from 1 federation out of the 6 contestants, neither of the other 2 players would be able to gain a title norm. This would be satisfactory if, for example, both were GMs.

11 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	6		6		6		6	
Max. number unrated	2		2		2		2	
*Max. from 1 fed.	7		7		7		7	
*Max. from own fed.	6		6		6		6	
9	2380-2388		2230-2238		2180-2188		2030-2038	
8½	2389-2424		2239-2274		2189-2224		2039-2074	
8	2425-2466		2275-2316		2225-2266		2075-2116	
7½	2467-2497		2317-2347		2267-2297		2117-2147	
7	2498-2534		2348-2384		2298-2334		2148-2184	
6½	2535-2563		2385-2413		2335-2363		2185-2213	
6	2564-2599		2414-2449		2364-2399		2214-2249	
5½	2600-2635		2450-2485		2400-2435		2250-2285	
5	2636-2664		2486-2514		2436-2464		2286-2314	
4½	2665-2701		2515-2551		2465-2501		2315-2351	
4	≥2702		≥2552		≥2502		≥2352	

SR refers to single round and **DR** to double round events.

12 rounds	GM		IM		WGM		WIM	
Different MO	4 GM		4 IM		4 WGM		4 WIM	
*Min. Other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	6	3	6	3	6	3	6	3
Max. number unrated	2	1	2	1	2	1	2	1
*Max. from 1 fed.	8	4	8	4	8	4	8	4
*Max. from own fed.	7	3#	7	3#	7	3#	7	3#
9½	2380-2406		2230-2256		2180-2206		2030-2056	
9	2407-2441		2257-2291		2207-2241		2057-2091	
8½	2442-2474		2292-2324		2242-2274		2092-2124	
8	2475-2504		2325-2354		2275-2304		2125-2154	
7½	2505-2542		2355-2392		2305-2342		2155-2192	
7	2543-2570		2393-2420		2343-2370		2193-2220	
6½	2571-2599		2421-2449		2371-2399		2221-2249	
6	2600-2628		2450-2478		2400-2428		2250-2278	
5½	2629-2656		2479-2506		2429-2456		2279-2306	
5	2657-2686		2507-2536		2457-2486		2307-2336	
4½	≥2687		≥2537		≥2487		≥2337	

If there were 4 players from 1 federation out of the 7 contestants, none of the other 3 players would be able to gain a title norm. This would be satisfactory if, for example, all were GMs.

13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM		5 IM		5 WGM		5 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	7		7		7		7	
Max. number unrated	2		2		2		2	
*Max. from 1 fed.	8		8		8		8	
*Max. from own fed.	7		7		7		7	
10½	2380-2388		2230-2238		2180-2188		2030-2038	
10	2389-2424		2239-2274		2189-2224		2039-2074	
9½	2425-2458		2275-2308		2225-2258		2075-2108	
9	2459-2489		2309-2339		2259-2289		2109-2139	
8½	2490-2512		2340-2362		2290-2312		2140-2162	
8	2513-2542		2363-2392		2313-2342		2163-2192	
7½	2543-2570		2393-2420		2343-2370		2193-2220	
7	2571-2599		2421-2449		2371-2399		2221-2249	
6½	2600-2628		2450-2478		2400-2428		2250-2278	
6	2629-2656		2479-2506		2429-2456		2279-2306	
5½	2657-2686		2507-2536		2457-2486		2307-2336	
5	≥2687		≥2537		≥2487		≥2337	

14 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM 3GM if DR		5 IM		5 WGM		5 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	7	4	7	4	7	4	7	4
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	9	4	9	4	9	4	9	4
*Max. from own fed.	8	4#	8	4#	8	4#	8	4#
11	2380-2406		2230-2256		2180-2206		2030-2056	
10½	2407-2441		2257-2291		2207-2241		2057-2091	
10	2442-2466		2292-2316		2242-2266		2092-2116	
9½	2467-2497		2317-2347		2267-2297		2117-2147	
9	2498-2519		2348-2369		2298-2319		2148-2169	
8½	2520-2549		2370-2399		2320-2349		2170-2199	
8	2550-2570		2400-2420		2350-2370		2200-2220	
7½	2571-2599		2421-2449		2371-2399		2221-2249	
7	2600-2628		2450-2478		2400-2428		2250-2278	
6½	2629-2649		2479-2499		2429-2449		2279-2299	
6	2650-2679		2500-2529		2450-2479		2300-2329	
5½	2680-2701		2530-2551		2480-2501		2330-2351	
5	≥2702		≥2552		≥2502		≥2352	

If there were 5 players from 1 federation out of the 8 contestants, none of the other 3 players would be able to gain a title norm. This would be fine if, for example, all were GMs.

15 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	5 GM		5 IM		5 WGM		5 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	8		8		8		8	
max unrated	3		3		3		3	
Max. from 1 fed.	10		10		10		10	
Max. from own fed.	9		9		9		9	
12	2380-2388		2230-2238		2180-2188		2030-2038	
11½	2389-2424		2239-2274		2189-2224		2039-2074	
11	2425-2450		2275-2300		2225-2250		2075-2100	
10½	2451-2474		2301-2324		2251-2274		2101-2124	
10	2475-2504		2325-2354		2275-2304		2125-2154	
9½	2505-2527		2355-2377		2305-2327		2155-2177	
9	2528-2549		2378-2399		2328-2349		2178-2199	
8½	2550-2578		2400-2428		2350-2378		2200-2228	
8	2579-2599		2429-2449		2379-2399		2229-2249	

7½	2600-2620	2450-2470	2400-2420	2250-2270
7	2621-2649	2471-2499	2421-2449	2271-2299
6½	2650-2671	2500-2521	2450-2471	2300-2321
6	2672-2694	2522-2544	2472-2494	2322-2344
5½	≥2695	≥2545	≥2495	≥2345

16 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM 3 GM if DR		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	8	4	8	4	8	4	8	4
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	10	5	10	5	10	5	10	5
*Max. from own fed.	9	4	9	4	9	4	9	4
12½	2380-2406		2230-2256		2180-2206		2030-2056	
12	2407-2433		2257-2283		2207-2233		2057-2083	
11½	2434-2458		2284-2308		2234-2258		2084-2108	
11	2459-2482		2309-2332		2259-2282		2109-2132	
10½	2483-2504		2333-2354		2283-2304		2133-2154	
10	2505-2534		2355-2384		2305-2334		2155-2184	
9½	2535-2556		2385-2406		2335-2356		2185-2206	
9	2557-2578		2407-2428		2357-2378		2207-2228	
8½	2579-2599		2429-2449		2379-2399		2229-2249	
8	2600-2620		2450-2470		2400-2420		2250-2270	
7½	2621-2642		2471-2492		2421-2442		2271-2292	
7	2643-2664		2493-2514		2443-2464		2293-2314	
6½	2665-2686		2515-2536		2465-2486		2315-2336	
6	≥2687		≥2537		≥2487		≥2337	

17 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM		6 IM		6 WGM		6 WIM	
*Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
Different TH	9		9		9		9	
Max unrated	3		3		3		3	
Max. from 1 fed.	11		11		11		11	
Max. from own fed.	10		10		10		10	
13½	2380-2397		2230-2247		2180-2197		2030-2047	

13	2398-2415	2248-2265	2198-2215	2048-2065
12½	2416-2441	2266-2291	2216-2241	2066-2091
12	2442-2466	2292-2316	2242-2266	2092-2116
11½	2467-2489	2317-2339	2267-2289	2117-2139
11	2490-2512	2340-2362	2290-2312	2140-2162
10½	2513-2534	2363-2384	2313-2334	2163-2184
10	2535-2556	2385-2406	2335-2356	2185-2206
9½	2557-2578	2407-2428	2357-2378	2207-2228
9	2579-2599	2429-2449	2379-2399	2229-2249
8½	2600-2620	2450-2470	2400-2420	2250-2270
8	2621-2642	2471-2492	2421-2442	2271-2292
7½	2643-2664	2493-2514	2443-2464	2293-2314
7	2665-2686	2515-2536	2465-2486	2315-2336
6½	≥2687	≥2537	≥2487	≥2337

18 rounds counts as 13 rounds	GM		IM		WGM		WIM	
Different MO	6 GM 3 GM if DR		6 IM		6 WGM		6 WIM	
Min. other feds.	2		2		2		2	
Rating floor for 1 player	2200		2050		2000		1850	
	SR	DR	SR	DR	SR	DR	SR	DR
Different TH	9	5	9	5	9	5	9	5
*Max unrated	3	1	3	1	3	1	3	1
*Max. from 1 fed.	12	6	12	6	12	6	12	6
*Max. from own fed.	10	5	10	5	10	5	10	5
14	2380-2406		2230-2256		2180-2206		2030-2056	
13½	2407-2433		2257-2283		2207-2233		2057-2083	
13	2434-2458		2284-2308		2234-2258		2084-2108	
12½	2459-2474		2309-2324		2259-2274		2109-2124	
12	2475-2497		2325-2347		2275-2297		2125-2147	
11½	2498-2519		2348-2369		2298-2319		2148-2169	
11	2520-2542		2370-2392		2320-2342		2170-2192	
10½	2543-2556		2393-2406		2343-2356		2193-2206	
10	2557-2578		2407-2428		2357-2378		2207-2228	
9½	2579-2599		2429-2449		2379-2399		2229-2249	
9	2600-2620		2450-2470		2400-2420		2250-2270	
8½	2621-2642		2471-2492		2421-2442		2271-2292	
8	2643-2656		2493-2506		2443-2456		2293-2306	
7½	2657-2679		2507-2529		2457-2479		2307-2329	
7	2680-2701		2530-2551		2480-2501		2330-2351	
6½	≥2702		≥2552		≥2502		≥2352	

19 rounds counts as 13 rounds	GM	IM	WGM	WIM
Different MO	7 GM	7 IM	7 WGM	7 WIM
*Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different TH	10	10	10	10
Max unrated	4	4	4	4
Max. from 1 fed.	12	12	12	12
Max. from own fed.	11	11	11	11
15	2380-2397	2230-2247	2180-2197	2030-2047
14½	2398-2415	2248-2265	2198-2215	2048-2065
14	2416-2441	2266-2291	2216-2241	2066-2091
13½	2442-2466	2292-2316	2242-2266	2092-2116
13	2467-2482	2317-2332	2267-2282	2117-2132
12½	2483-2504	2333-2354	2283-2304	2133-2154
12	2505-2519	2355-2369	2305-2319	2155-2169
11½	2520-2542	2370-2392	2320-2342	2170-2192
11	2543-2563	2393-2413	2343-2363	2193-2213
10½	2564-2578	2414-2428	2364-2378	2214-2228
10	2579-2599	2429-2449	2379-2399	2229-2249
9½	2600-2620	2450-2470	2400-2420	2250-2270
9	2621-2635	2471-2485	2421-2435	2271-2285
8½	2636-2656	2486-2506	2436-2456	2286-2306
8	2657-2679	2507-2529	2457-2479	2307-2329
7½	2680-2694	2530-2544	2480-2494	2330-2344
7	≥2695	≥2545	≥2495	≥2345

1.8 Title Tournament Certificates

The Chief Arbiter must prepare in quadruplicate certificates of title results achieved. These copies must be provided to the player, the player's federation, the organizing federation and the FIDE Office. The player is recommended to ask the Chief Arbiter for the certificate before leaving the tournament.

The Chief Arbiter is responsible for that TRF file must be submitted to FIDE.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in 1.1.1.

1.9.1 The end of a tournament is the date of the last round and the deadline for submitting the tournament shall be calculated from that date.

1.9.2 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.

1.9.3 Reports sent in more than 90 days late will not be accepted for rating or title purposes.

Table for Penalties for Late Submission of Tournament Reports

Type/Level of Tournament	within 30 days	within 60 days	within 90 days	no submission within 90 days
Swiss System – Individual and Team; other formats of average rating <2300	1 Euro per player			300% surcharge and subject to investigation and
other formats of average rating <2400	60 Euro	100% surcharge	200% surcharge	recommend-
other formats of average rating <2500	90 Euro			dation of
other formats of average rating <2600	120 Euro			additional
other formats of average rating 2600 and >	150 Euro			penalties by QC

1.9.4 Reports shall include a database of at least those games played by players who achieved title results.

1.10 Application Procedure for Players' Titles

1.10.a Registration of Direct Titles

The Chief Arbiter sends the results to the FIDE Office. The FIDE Office together with the QC Chairman creates a list of possible titles. The federations concerned are

informed by the FIDE Office. If the federation agrees to apply for the title, then the title is confirmed.

1.10.b Titles by application

The application must be sent and signed by the player's federation. If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title himself.

All the certificates have to be signed by the chief arbiter of the tournament and by the federation responsible for the tournament.

2. **Application Forms** for titles are annexed hereto. They are:

Title	Norm Forms	Application Forms
Certificate of Title Result	IT1	IT2
Tournament Report Form	IT3	

2.1 Applications for these titles must be prepared on these forms and all the information required supplied together with the application: GM; IM; WGM; WIM - IT2, IT1s, each with cross-tables

2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee.

2.3 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.

Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.

2.4 All applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalization. This is in order for any objections to be lodged.

07/2013

DIRECT TITLES : Gold = first after tiebreak; 1st equal = best 3 players after tiebreak; norm = 9 games (unless otherwise specified)
Continental & Regional = Continental & maximum 3 regional events per continent.
Sub-Continental Individual = include Arab, ASEAN, Zonals & Sub-zonals

Table 1.24a

EVENT	WGM	WIM	WFM	WCM
Women's World Olympiad	Reaching last 8 - title Min 9 games WGM norm – 20 game norm; Min 9 games WGM performance – 13 game norm	Qualifying through play - title Min 9 games WIM norm – 20 game norm; Min 9 games WIM performance – 13 game norm	65% in min 9 games - title	50% in min 7 games - title
World Team			65% in min 7 games - title	50% in min 7 games – title
World Amateur			Gold - title	1 st equal, Silver & Bronze - title
World >65; >50	Gold – title;	1 st equal – title;		
World U20	1 st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1 st equal – title;	Silver & Bronze - title	
World U16		Silver & Bronze – norm		
World U14		Gold – title;	Silver & Bronze - title	
World U12		1 st equal – norm	1 st equal – title	Silver & Bronze – title
World Schools U17; U15; U13		Gold – norm	1 st equal – title	Silver & Bronze – title
World U10; U8				1 st equal, Silver & Bronze - title
World Schools U11; U9; U7				
Continental Team			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title;	1 st equal – title;		
Continental >65; >50	1 st equal - norm	Silver & Bronze - title		
Continental & Regional U20	Gold – norm	1 st equal – title;	Silver & Bronze – title	
Continental & Regional U18		Silver & Bronze – norm		
Continental & Regional U16		Gold – title;	Silver & Bronze – title	
Cont. & Regional U14; U12		1 st equal – norm	1 st equal – title	Silver & Bronze – title
Cont. Schools U17; U15; U13		Gold – norm	Gold – title	Silver & Bronze – title
Continental Amateur				1 st equal, Silver & Bronze - title
Cont. & Regional U10; U8				
Cont. Schools U11; U9; U7				
Sub-Continental Individual		1 st equal – title;	65% in min 9 games - title	50% in min 9 games - title
Commonwealth Individual		Silver & Bronze – title		
		1 st equal – title;	Silver & Bronze - title	
		Silver & Bronze – norm		

Table 1.24b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title		
Women's World	Winner – title; Finalist - norm	Finalist - title		
Olympiad	Min 9 games GM norm – 20 game norm; Min 9 games GM performance – 13 game norm	Min 9 games IM norm – 20 game norm; Min 9 games IM performance – 13 game norm	65% in min 9 games - title	50% in min 7 games - title
World Team			65% in min 7 games - title	50% in min 7 games – title
World Amateur			Gold - title	1 st equal, Silver & Bronze - title
World >65; >50	Gold – title;	1 st equal – title;		
World U20	1 st equal – norm	Silver & Bronze - title		
World U18	Gold – norm	1 st equal – title;	Silver & Bronze - title	
World U16		Silver & Bronze – norm		
World U14		Gold – title;	Silver & Bronze - title	
World U12		1 st equal – norm	1 st equal – title	Silver & Bronze – title
World Schools U17; U15; U13		Gold – norm	1 st equal – title	Silver & Bronze – title
World U10; U8				1 st equal, Silver & Bronze - title
World Schools U11; U9; U7				
Continental Team			65% in min 7 games - title	50% in min 7 games – title
Continental Individual	Gold – title;	1 st equal – title;		
Continental >65; >50	1 st equal - norm	Silver & Bronze - title		
Continental & Regional U20	Gold – norm	1 st equal – title;	Silver & Bronze – title	
Continental & Regional U18		Silver & Bronze – norm		
Continental & Regional U16		Gold – title;	Silver & Bronze – title	
Cont. & Regional U14; U12		1 st equal – norm	1 st equal – title	Silver & Bronze – title
Cont. Schools U17; U15; U13		Gold – norm	Gold – title	Silver & Bronze – title
Continental Amateur				1 st equal, Silver & Bronze - title
Cont. & Regional U10; U8				
Cont. Schools U11; U9; U7				
Sub-Continental Individual		1 st equal – title;	65% in min 9 games - title	50% in min 9 games - title
Commonwealth Individual		Silver & Bronze – title		
		1 st equal – title;	Silver & Bronze - title	
		Silver & Bronze – norm		

Guideline for checking if a player's result is a valid title norm:

In a 13 round tournament a player from Hungary played the following opponents and is looking for a GM norm:

1. CM Alfred	GER	2383	1
2. GM Bernhard	ENG	2508	0,5
3. Christian	GER	2573	0
4. David	AUT	2180	1
5. GM Evgeny	RUS	2598	1
6. GM Friedrich	GER	2568	0
7. Georg	GER	2070	1
8. IM Herbert	GER	2483	1
9. Igor	RUS	2497	1
10. Konrad	GER	2561	0,5
11. FM Ludwig	GER	2440	1
12. IM Manfred	GER	2479	0,5
13. GM Norbert	GER	2492	0,5

1. Calculate the performance ' R_p ' of the player

$$R_p = R_a + d_p \text{ (see the table in art. 1.4.8)}$$

R_a = Average rating of opponents + rating difference „ d_p “

The average rating of his opponents is 2449. There are two low rated players, David in round 4 and Georg in round 7. According to article 1.4.6.c for one player, the lowest rated one, the adjusted rating floor may be used for calculation. For a GM norm it is 2200. If we raise the rating of George from 2070 to 2200 it gives an average rating 2459.

The player scored 9 points from 13 games, 69%, which gives $d_p = 141$.

$2459 + 141 = 2600$. The players' performance is sufficient for a GM norm.

2. Check the titles of the opponents – see art. 1.4.5.

At least 50% of the opponents shall be title-holders, CM and WCM are not counted.

There are 4 GM, 2 IM and 1 FM, 7 title holders are more than 50 %.

For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs. This criteria is not fulfilled, he should have 5 GMs.

3. Check the federations of the opponents – see art. 1.4.3 and 1.4.4.

At least two federations other than that of the title applicant must be included and there are four such federations, GER, ENG, AUT and RUS.

A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation.

9 opponents are coming from GER, but only 2/3 may come from one federation. Therefore the foreigner condition is not fulfilled.

4. Check if some exceptions are valid – see art. 1.4.2.e and 1.4.3.e.

1.4.3.e : The foreigner rule is not valid for Swiss System tournaments in which at least 20 FIDE rated players, not from the host federation, are included, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles. When applying for the title at least one of the norms has to be achieved under normal foreigner requirement.

1.4.2.e: A player may ignore his game(s) against any opponents he has defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.4.1, against the required mix of opponents.

If the win against George is deleted we remain with 8 points from 12 games, average rating is 2480. As for a 67% result $d_p = 125$ we have a performance of 2605, sufficient for a GM norm.

Furthermore the player had 4 GMs and enough title holders. The title criteria are fulfilled. Out of 12 opponents only 8 are coming from Germany, this criterion is fulfilled as well. Now we have a valid GM title norm.

Some more examples of title norms:

In an 11 round tournament a player finished with the following result

9 points

average of opponents is 2376

he played 4 GM and 2 FM

his lowest rated opponents had 2140 (a win) and 2160 (a draw)

9 points, 4 GM and 6 title holders from 11 opponents are sufficient for a GM norm.

For a GM norm the average rating of opponents is too low. It should be 2180 – see 1.4.9

Following the article 1.4.6.c the rating of one player may be raised to the adjusted rating floor for a GM norm, which is 2200. Using this adjustment the average rating of opponents now is 2381 and the GM norm is valid.

Another possibility gives article 1.4.2.e:

The player may ignore a game against any opponent he had defeated, provided he has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.4.1, against the required mix of opponents.

If we delete the game against the player with the rating of 2140 the player had 8 points from 10 games and an average rating of 2400. The GM norm is fulfilled.

Now we have to check the federations of the opponents – see article 1.4.3. Only 6 opponents may come from the players federation, only 7 opponents may come from one federation.

In a women tournament, scheduled for 9 rounds, a player from Russia has after 8 rounds the following result

6 points

average rating of opponents is 2165

she played 2 WGM, 1 WIM and 2 WFM

6 of her opponents came from Germany and 2 from England

For a WGM norm she needs 7 points, and average rating of her opponents of 2180 or more and 3 WGMs. The number of title holders is already sufficient. Up to now she had 6 opponents from Germany, which is the maximum number coming from one federation.

In order to achieve this WGM norm for the last round she needs a third WGM having a rating of at least 2311, which is not from Germany, and she has to win.

FIDE Rating Regulations

Effective from 1 July 2013

Approved by the 1982 General Assembly, amended by the General Assemblies of 1984 through 2012

0. Introduction

A game played over the board will be rated by FIDE when it takes place in a FIDE registered tournament and meets all the following requirements.

- 0.1 The following regulations shall be altered by the General Assembly upon recommendation of the Qualification Commission (QC).
Any such changes shall come into effect on 1st July of the year following the decision by the General Assembly. For tournaments, such changes will apply to those starting on or after that date.
- 0.2 The tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The tournament and its playing schedule must be registered one week before the tournament starts. The QC Chairman may refuse to register a tournament. He may also allow a tournament to be rated even though it has been registered less than one week before the tournament starts. Tournaments where norms will be available must be registered 30 days in advance.
- 0.3 All arbiters of a FIDE rated tournament shall be licensed otherwise the tournament shall not be rated.
- 0.4 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for the results submitted.
- 0.5 FIDE reserves the right not to rate a specific tournament. The organizer of the tournament has the right to appeal to the QC. Such an appeal must be made within seven days of communicating the decision.
- 0.6 Rating floor referred to in the following text is the minimum rating to be published. From 1.7.2012 the floor is 1000.

1. Rate of Play

- 1.1 For a game to be rated each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.
Where at least one of the players in the tournament has a rating 2200 or higher, each player must have a minimum of 120 minutes.
Where at least one of the players in the tournament has a rating 1600 or higher, each player must have a minimum of 90 minutes.
Where all the players in the tournament are rated below 1600, each player must have a minimum of 60 minutes.
- 1.2 Games played with all the moves at a rate faster than the above are excluded from the list.
- 1.3 Where a certain number of moves is specified in the first time control, it shall be 40 moves.

2. Laws to be followed

2.1 Play must take place according to the FIDE Laws of Chess.

3. Playing Time per Day

3.1 There must be no more than 12 hours play in one day. This is calculated based on games that last 60 moves, although games played using increments may last longer.

4. Duration of the Tournament:

4.1 For tournaments, a period not greater than 90 days, except:

4.1.1 Leagues may be rated which last for a period greater than 90 days.

4.1.2 The QC may approve the rating of tournaments lasting more than 90 days.

4.1.3 For tournaments lasting more than 90 days, interim results must be reported on a monthly basis. It will be a one-time charge on the registration fee.

5. Unplayed Games

5.1 Whether these occur because of forfeiture or any other reason, they are not counted. Any game where both players have made at least one move will be rated.

6. Composition of the Tournament

6.1 If an unrated player scores zero or half in his first tournament, his score and that of his opponents against him are disregarded. But if the unrated player has played rated games, then this result is included in computing his overall rating.

6.2 The results in tournaments involving preliminaries and finals or play-offs may be pooled.

6.3 In a round robin tournament at least one-third of the players must be rated.

6.3.1 If the tournament has less than 10 players, at least 4 must be rated.

6.3.2 In a double round-robin tournament with unrated participants, there must be at least 6 players, 4 of whom must be rated.

6.3.3 National Championships played as round-robin shall be rated if at least 3 players (or 2 women in events exclusively for women) had official FIDE Ratings before the start of the tournament.

6.4 In a Swiss or team event:

6.4.1 For an unrated player's first performance to count, he must play at least 3 games against rated opponents; score at least 1 point; and the rating based on the tournament result at its conclusion must be at least 1000.

6.4.2 For rated players, only games against rated opponents are counted.

6.4.3 In the case of a round robin tournament where one or more games are unplayed, the results of the tournament must be reported for rating as if for a Swiss system tournament.

6.5 Where a match is over a specific number of games, those played after one player has won shall not be rated.

6.6 Matches in which one or both of the players are unrated shall not be rated.

7. Official FIDE Rating List

- 7.1 On the first day of each month, the QC shall prepare a list which incorporates the rated play during the rating period into the previous list. This shall be done using the rating system formula.
- 7.1.1 The rating period (for new players see 7.1.4) is the period where a certain rating list is valid.
- 7.1.2 The following data will be kept concerning each player whose rating is at least 1000 as of the current list:
FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Date of Birth, Gender and the current value of K for the player.
- 7.1.3 The closing date for tournaments for a list is 3 days before the date of the list; the tournaments ending before or on that day are rated on the list.
Official FIDE events are rated on the list even if they end on the last day before the list date.
- 7.1.4 A rating for a player new to the list shall be published only if it meets the following criteria:
- 7.1.4a If based on results obtained under 6.3., a minimum of 9 games.
- 7.1.4b If based on results obtained under 6.4., a minimum of 9 games played against rated opponents.
- 7.1.4c The condition of a minimum of 9 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 month, are pooled to obtain the initial rating.
- 7.1.4d The rating is at least 1000.
- 7.1.4e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least 9 games) by using all the rating data available.
- 7.2 Players who are not to be included on the list:
- 7.2.1 Players whose ratings drop below 1000 are listed on the next list as 'delisted'. Thereafter they are treated in the same manner as any other unrated player.
- 7.2.2 Titled players who are unrated are published in a separate list concurrently with the list of rated players.
- 7.2.3 Inactive players are considered rated at their most recent published rating for purposes of rating and title results.
- 7.2.3a A player is considered to commence inactivity if he plays no rated games in a one year period.
- 7.2.3b A player regains his activity if he plays at least one rated games in a period and he is then listed on the next list.

8. The working of the FIDE Rating System

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

- 8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'd_p'. For a zero or

1.0 score d_p is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'P_D' for the higher 'H' and the lower 'L' rated player respectively. Thus the two tables are effectively mirror-images.

(a) The table of conversion from fractional score, p, into rating differences, d_p

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

(b) Table of conversion of difference in rating, D, into scoring probability P_D, for the higher, H, and the lower, L, rated player respectively.

D	P _D										
Rtg Dif	H	L									
0-3	.50	.50	92-98	.63	.37	198-206	.76	.24	345-357	.89	.11
4-10	.51	.49	99-106	.64	.36	207-215	.77	.23	358-374	.90	.10
11-17	.52	.48	107-113	.65	.35	216-225	.78	.22	375-391	.91	.09
18-25	.53	.47	114-121	.66	.34	226-235	.79	.21	392-411	.92	.08
26-320	.54	.46	122-129	.67	.33	236-245	.80	.20	412-432	.93	.07
33-39	.55	.45	130-137	.68	.32	246-256	.81	.19	433-456	.94	.06
40-46	.56	.44	138-145	.69	.31	257-267	.82	.18	457-484	.95	.05
47-53	.57	.43	146-153	.70	.30	268-278	.83	.17	485-517	.96	.04
54-61	.58	.42	154-162	.71	.29	279-290	.84	.16	518-559	.97	.03
62-68	.59	.41	163-170	.72	.28	291-302	.85	.15	560-619	.98	.02
69-76	.60	.40	171-179	.73	.27	303-315	.86	.14	620-735	.99	.01
77-83	.61	.39	180-188	.74	.26	316-328	.87	.13	> 735	1.0	.00
84-91	.62	.38	189-197	.75	.25	329-344	.88	.12			

- 8.2 Determining the Rating 'R_u' in a given event of a previously unrated player.
- 8.2.1 If an unrated player scores less than 1 point in his first event, or he plays fewer than 3 rated opponents in any event, his score is disregarded.

First determine the average rating of his competition 'R_c'.

- (a) In a Swiss or Team tournament: this is simply the average rating of his opponents.
- (b) The results of both rated and unrated players in a round-robin tournament are taken into account. For unrated players, the average rating of the competition 'R_c' is also the tournament average 'R_a' determined as follows:
- (i) Determine the average rating of the rated players 'R_{ar}'.
- (ii) Determine p for each of the rated players against all their opponents. Then determine d_p for each of these players. Then determine the average of these d_p = 'd_{pa}'.
- (iii) 'n' is the number of opponents.

$$R_a = R_{ar} - d_{pa} \times n / (n+1)$$

- 8.2.2 If he scores 50%, then R_u = R_a
- 8.2.3 If he scores more than 50%, then R_u = R_a + 15 for each half point scored over 50%
- 8.2.4 If he scores less than 50% in a Swiss or team tournament: R_u = R_a + dp
- 8.2.5 If he scores less than 50% in a round-robin: R_u = R_a + dp x n/(n+1).
- 8.3 The Rating R_n which is to be published for a previously unrated player is then determined as if the new player had played all his games so far in one tournament. The initial rating is calculated using the total score against all opponents.
- 8.3.1 Where a player's first result(s) is less than the FIDE rating floor at the time of the event, the result(s) is ignored.
- 8.3.2 R_n for the FIDE Rating list (FRL) is rounded off to the nearest 1 or zero. 0.5 is rounded up.
- 8.3.3 Only R_n ≥ 1000 is considered.
- 8.3.4 Example: An unrated player has played 3 games in a tournament against rated players with average rating of 2220, score 1/3, then in another tournament 5 games against rated players with the average of 2150, score 3/5, and then in a third tournament 4 games against rated players with average rating 2200, score 2½/4.
- The player's initial rating is calculated as if he had played 12 games with a score 6½/12.
- The average rating of all opponents is
 $(3 \times 2220 + 5 \times 2150 + 4 \times 2200) / 12 = 2184$
- The result is 6½/12, it is half a point over 50 percent.
- The new player's first published rating is 2184 + 15 = 2199
- 8.4 If an unrated player receives a published rating before a particular tournament in which he has played is rated, then he is rated as a rated player with his current rating, but in the rating of his opponents he is counted as an unrated player.
- 8.5 Determining the rating change for a rated player
- 8.5.1 For each game played against a rated player, determine the difference in rating between the player and his opponent, D.

- 8.5.2 If the opponent is unrated, then the rating is determined at the end of the event. This applies only to round-robin tournaments. In the Swiss tournaments the games against unrated opponents are not rated.
- 8.5.3 The provisional ratings of unrated players obtained from earlier tournaments are ignored.
- 8.5.4 A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.
- 8.5.5 (a) Use table 8.1 (b) to determine the player's score probability P_D
 (b) $\Delta R = \text{score} - P_D$. For each game, the score is 1, 0.5 or 0.
 (c) $\Sigma \Delta R \times K =$ the Rating Change for a given tournament, or Rating period.
- 8.5.6 K is the development coefficient.
 $K = 30$ for a player new to the rating list until he has completed events with at least 30 games.
 $K = 15$ as long as a player's rating remains under 2400.
 $K = 10$ once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.
- 8.5.7 R_n is rounded off to the nearest 1 or 0, 0.5 is rounded to 1.
- 8.5.8 Determining the Ratings in a round-robin tournament.
 Where unrated players take part, their ratings are determined by a process of iteration. These new ratings are then used to determine the rating change for the rated players.
 Then the ΔR for each of the rated players for each game is determined using $R_u(\text{new})$ as if an established rating.

9. Reporting Procedures

- 9.1 The Chief Arbiter of a FIDE registered tournament has to provide the tournament report (TRF file) within 7 days after the end of the tournament to the Rating Officer of the federation where the tournament took place. The Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server not later than 30 days after the end of the tournament.
- 9.2 Results of all international competitions must be submitted for rating unless the original invitations have made it clear the event was not to be FIDE rated. The chief arbiter must also announce this to the players before the tournament starts.
- 9.3 Each national federation shall designate an official to coordinate and expedite qualification and rating matters. His name and details must be given to the FIDE Secretariat.

10. Monitoring the Operation of the Rating System

- 10.1 One of the functions of Congress is to establish the policies under which FIDE titles and ratings are awarded. The function of the rating system is to produce scientific measurement information of the best statistical quality to enable Congress to award equal titles for equal proficiencies of players. Thus the rating system must be properly scientifically maintained and adjusted on both a short and long term basis.
- 10.2 The rating scale is arbitrary and open ended. Thus only differences in ratings have any statistical significance in terms of probability. Thus if the composition of the FIDE Rating pool were to change, the rating scale could drift with respect to the true proficiency of

the players. It is a major objective to ensure the integrity of the system so that ratings of the same value from year to year represent the same proficiency of play.

- 10.3 Part of the responsibilities of the Rating System Administrator is to detect any drift in the rating scale.

11. The requirements for the FIDE Rating System Administrator

- 11.1 A sufficient knowledge of statistical probability theory as it applies to measurements in the physical and behavioural sciences.
- 11.2 Ability to design the surveys described under 12.3; to interpret the results of the surveys; and to recommend the Qualification Commission whatever measures are needed to preserve the integrity of the rating system.
- 11.3 To be able to advise and assist any FIDE member federation in the establishment of a national rating system
- 11.4 To display a level of objectivity comparable to that of an FIDE Arbiter.

12. Some comments on the Rating system

- 12.1 The following formula gives a close approximation to tables 8.1a and 8.1b.
 $P = 1/(1 + 10^{-D/400})$. However the tables are used as shown.
- 12.2 Tables 8.1a and 8.1b are used precisely as shown, no extrapolations are made to establish a third significant figure.
- 12.3 K is used as a stabilising influence in the system. When $K = 10$, the rating turns over in approximately 75 games; $K = 15$, 50 games; $K = 30$, it is 30 games
- 12.4 The system has been devised to enable players to verify their ratings readily.

13. Inclusion in the Rating list

- 13.1 To be included in the FRL or FIDE Rapid/Blitz Rating Lists, a player must be a member of a national chess federation which is a member of FIDE. The Federation must not be temporarily or permanently excluded from membership.
- 13.2 It is the responsibility of national Federations to inform FIDE if players should not be included in the FRL.
- 13.3 Any player excluded from the rating list because he is unable to obtain membership of a national federation, may apply to FIDE for special dispensation to be included in the list.

EXAMPLE FOR THE RATINGS REGULATIONS

(1). In a 9 round Swiss System Tournament a player with a FIDE Rating 2212 and less than 30 games played in his chess career, played against the following opponents with the relevant ratings and had the following results :

1.	(1926)	1
2.	(2011)	1
3.	(2318)	0
4.	(2067)	0.5
5.	(2219)	0.5
6.	(2585)	0
7.	(2659)	1
8.	(2464)	0.5
9.	(2652)	0.5

What is his new rating after the end of the tournament?

For calculating the new rating of a rated player we use table 8.1 (b).
We calculate the rating difference for every opponent.

1. $2212-1926=286$, result 1, $p(H)=0.84$, $dR=1-0.84 = +0.16$
2. $2212-2011=201$, result 1, $p(H)=0.76$, $dR=1-0.76 = +0.24$
3. $2318-2212=106$, result 0, $p(L)= 0.36$, $dR=0-0.36 = -0.36$
4. $2212-2067=145$, result 0.5, $p(H)=0.69$, $dR=0.5-0.69 = -0.19$
5. $2219-2212=7$, result 0.5, $p(L)= 0.49$, $dR=0.5-0.49 = +0.01$
6. $2585-2212=373$, result 0, $p(L)=0.10$, $dR=0-0.10 = -0.10$
7. $2659-2212=447$ we consider max. 400, result 1, $p(L)=0.08$, $dR =1-0.08= +0.92$
8. $2464-2212=252$, result 0.5, $p(L)=0.19$, $dR=0.5-0.19= +0.31$
9. $2652-2212=440$, we consider max. 400, result 0.5, $p(L)=0.08$, $dR=0.5-0.08= +0.42$

$$\Sigma dR= 0.16+0.24-0.36-0.19+0.01-0.10+0.92+0.31+0.42 = +1.41$$

He has played less than 30 games, so $K=30$.

$$\text{So his Rating Change will be: } K \times \Sigma dR=30 \times 1.41 = +42.3$$

$$\text{His New Rating will be } 2212 + 42.3 = 2254.3 \text{ ----- } 2254$$

Regulations for the Titles of Arbiters

As approved by GA 1982, amended by GA 1984 to 2012

1. Introduction

- 1.1 The following regulations can only be altered by the General Assembly following recommendation by the Arbiters' Commission.
 - 1.1.1 Changes to the regulations shall only be made every fourth year, commencing from 2004 (unless the Commission agrees urgent action is required).
 - 1.1.2 Any such changes shall take effect from 1 July of the year following the decision by the General Assembly.
 - 1.1.3 The titles for award are International Arbitrer (IA) and FIDE Arbitrer (FA).
 - 1.1.4 The titles are valid for life from the date awarded or registered.
 - 1.1.5 The judging unit is the FIDE Arbiters' Commission.
 - 1.1.6 The Arbiters' Commission is appointed by the General Assembly for the same period of office as the FIDE President. The Commission shall include a chairman, appointed by the FIDE President, a Secretary, appointed by the Chairman in consultation with the FIDE President and not more than 13 experts, who shall have voting rights in the Commission. No Federation shall have more than one representative in the Commission.
 - 1.1.7 The Presidential Board or Executive Board may confirm the titles under 1.1.3 in clear cases only, after consultation with the Arbiters' Commission chairman.
 - 1.1.8 The Commission usually makes its decisions in the sessions immediately preceding the opening of the General Assembly.
 - 1.1.9 In exceptional circumstances, the Commission may recommend a title by correspondence voting.

Before every FIDE Presidential Board or FIDE Congress (Executive Board or General Assembly) the Federations shall submit to FIDE Office (in both Athens and Elista Offices) the IA and FA title applications for their Arbiters, before the deadline determined by FIDE. Submissions of title applications after the deadline are accepted only with a charge in fees of 50%. Submissions of title applications during the Congress are accepted with a surcharge of 100%.

2. General Regulations for Arbitrer norms

- 2.1.1 Format - Swiss, Round Robin or other
- Level - World, Continental, National championship
- Type - Individual or Team
- Certificates - number of norm certificates to be issued
- Norms - number of norms that can be used in application

Format	Level of Event	Type	Certificates	Norms
All kind	World	any kind	no limit	no limit

All kind	Continental	any kind	no limit	no limit
Swiss	International	any kind	1 per 50 players	no limit
Round Robin	International	any kind	maximum 2	no limit
Swiss	National Championships	Individual / Team (adult)	1 per 50 players	maximum 2
Round Robin	National Championships	Individual / Team (adult)	maximum 2	maximum 2
Rapid Chess	World / Continental	any kind	no limit	maximum 1

Any kind of tournament (World, Continental, International or National) of any format (Swiss, Round Robin) and any type (Individual, Team) may be used as an Arbiter's title norm. For International Open tournaments played under Swiss system, one (1) Certificate (Norm) shall be issued for every fifty (50) players. The applicant shall use maximum two (2) norms from National Championships (Individual or Team).

2.1.2 An arbiter in the highest division of the National Team Championship; whereby the following requirements are met:

1. a minimum of four boards per team;
2. a minimum of ten teams;
3. at least 60% of the players are FIDE rated;
4. at least five rounds.

2.1.3 Two (2) different formats of tournaments shall be included as norms for the applications for both FA and IA title (i.e. Swiss or Round Robin or Team Tournaments). Only Swiss System Tournaments may be accepted in case that at least one (1) of them is an international FIDE rated chess event with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds.

2.1.4 Applicants for the title of IA/FA must be at least 21 years old.

3. Requirements for the title of FIDE Arbiter.

All of the following:

- 3.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions and the Swiss Pairing Systems.
- 3.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 3.3 Sufficient knowledge of at least one official FIDE language.
- 3.4 Skills to operate electronic clocks of different types and for different systems.
- 3.5 Experience as chief or deputy arbiter in at least three (3) FIDE rated events (these can be either national or international) and attendance of at least one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) an examination test set up by the Arbiters Commission.

FIDE rated event valid for a norm is considered any tournament with minimum 10 players in case that it is played with Round Robin system, with minimum 6 players in case that it

- is played with Double Round Robin system and with minimum 20 players in case that it is played with Swiss system.
- 3.6 The title of the FIDE Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one FA norm.
 - 3.7 For a candidate, being a match arbiter in an Olympiad is equivalent to one FA norm. No more than one such norm will be considered for the title.
 - 3.8 Being Chief or Deputy Arbiter in any FIDE rated Rapid or Blitz events, with minimum thirty (30) players and nine (9) rounds, shall be equivalent to one (1) FA norm. No more than one such norm from Rapid or Blitz tournaments will be considered for the title.
 - 3.9 Attendance of one (1) FIDE Arbiters Seminar and successful passing (at least 80%) an examination test set by the Arbiters Commission, shall be equivalent to one (1) FA norm. Not more than one (1) such norm will be considered for the title.
 - 3.10 Applicants from federations which are unable to organize any tournaments valid for titles or rating, may be awarded the title on passing an examination set by the Arbiters' Commission.

The requirements of the paragraphs 3.1, 3.2, 3.3 and 3.4 are confirmed by the applicant's Federation.

The attendance of one (1) FIDE Arbiters' Seminar and successful passing (at least 80%) of the examination test is counting as one norm and it is obligatory for obtaining the FA title.

Applicants from Federations belonging to paragraph 3.10 may be awarded directly the title, in case they successfully pass (at least 80%) an examination test set by the Arbiters' Commission in any approved FIDE Arbiters' Seminar.

4. Requirements for the title of International Arbiter.

All of the following:

- 4.1 Thorough knowledge of the Laws of Chess, the FIDE Regulations for chess competitions, the Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.
- 4.2 Absolute objectivity, demonstrated at all times during his activity as an arbiter.
- 4.3 Obligatory knowledge of English language, minimum at conversation level; and of chess terms in other official FIDE languages.
- 4.4 Minimum skills at user level to work on a personal computer. Knowledge of pairing programs endorsed by the FIDE, Word, Excel and E-mail.
- 4.5 Skills to operate electronic clocks of different types and for different systems.
- 4.6 Experience as chief or deputy arbiter in at least four FIDE rated events such as the following:
 - a) The final of the National Individual (adult) Championship (maximum two norms).
 - b) All official FIDE tournaments and matches.
 - c) International tournaments where FIDE title norms for players are possible.
 - d) International FIDE rated chess events with at least 100 players, at least 30% FIDE rated players, and at least seven rounds (maximum one norm).
 - e) All official World and Continental Rapid and Blitz Championships for adult and juniors (maximum one (1) norm).
- 4.7 The title of the International Arbiter for each of the IBCA, ICSC, IPCA shall each be equivalent to one IA norm.
- 4.8 Being a match arbiter in an Olympiad is equivalent to one IA norm. No more than one such norm will be considered for the title.

- 4.9 The title of International Arbiter can be awarded only to applicants who have already been awarded the title of FIDE Arbiter.
- 4.10 All the norms for the IA title must be different from the norms already used for the FA title and must have been achieved after the FA title has been awarded.
- 4.11 At least two (2) of the submitted norms shall be signed by different Chief Arbiters.

The requirements of the paragraphs 4.1, 4.2, 4.3, 4.4 and 4.5 are confirmed by the applicant's Federation.

Official FIDE tournaments and matches are considered the tournaments and matches that are included in the FIDE Calendar.

An International tournament (played in Swiss system) is valid for an IA norm only if it can give norms for players (GM, IM, WGM, WIM).

A seven (7) round FIDE rated event is valid for IA norm only if it has at least 100 participants, with 30% FIDE rated players.

Before getting the IA title the applicant must have the FA title.

All the norms an applicant may use for the title of the IA shall be different from the norms that he/she already used for the FA title and must have been achieved after he/she have been awarded the FA title.

5. Application Procedure.

5.1 Application forms for the titles listed in 1.1.3 are annexed hereto. They are:
Tournament Report Form with cross-table and decisions on appeals – IT3 (one for each norm)
Arbiter Norm Report Form – IA1 or FA1 (one for each norm)
ArbiterTitle Application Form – IA2 or FA2.

5.2 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee.
All the certificates have to be signed by the Chief Arbiter and the federation responsible for the tournament.

In case the applicant is the Chief Arbiter of the event, then the Organizer or the Federation Official may sign the certificate.

5.3 Applications must be submitted to the FIDE Secretariat by the federation of the applicant. The national federation is responsible for the fee. If the applicant's federation refuses to apply, the applicant can bring his case to the Arbiters' Commission, who will investigate it. If it is found that there is no sufficient reason for the refusal, the applicant can appeal to FIDE and apply (and pay) for the title himself.

5.4 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.

Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.

5.5 All applications together with full details must be posted on the FIDE website for a minimum of 60 days prior to finalization. This is in order for any objections to be lodged.

All necessary forms (IT3, IA1, IA2, FA1, FA2) that will be submitted for the application shall be stamped by the applicant's Federation and shall be signed by the Federation's Official.

The submitted norms (tournaments) shall be of two different types of events (Round Robin, Swiss system or Team Tournament). Exception may be allowed in the case where all tournaments are played in Swiss system and at least one of them has more than 100 participants, with 30% of them FIDE rated and has at least 7 rounds.

The submitted norms shall have been achieved in a period of six (6) years.

The norm from a FIDE Arbiters' Seminar is valid for a period of four (4) years.

The title application shall be submitted not later than the second FIDE Congress after the date of the latest tournament used as a norm has been finished.

The fees for the title applications are: for FA 50 euros
for IA 100 euros

6. Arbiters' Licence.

- 6.1 A titled active Arbiter (International Arbiter or FIDE Arbiter) and a National Arbiter working in a FIDE rated tournament shall be charged with a "licence fee".
- 6.2.1 The licence will be valid for life, on the condition the arbiter remains an active arbiter, and will be in effect from the day after FIDE has received the fee.
- 6.2.2 The licence fee for National Arbiters is valid for life.
- 6.2.3 If a National Arbiter is awarded the title of "FIDE Arbiter" the licence fee for this title has to be paid to FIDE.
- 6.2.4 If an arbiter upgrades his/her category only the difference between the category fee has to be paid to FIDE.
- 6.2.5 If a "FIDE Arbiter" achieves the title of "International Arbiter", the fee for the new title has to be paid to FIDE.
- 6.3 The licence fee will be:
- | | |
|--|-----------|
| a) for A-Category Arbiters (only IAs): | 300 € |
| b) for B-Category Arbiters (only IAs): | 200 € |
| c) for C-Category Arbiters: | IAs 160 € |
| | FAs 120 € |
| d) for D-Category Arbiters: | IAs 100 € |
| | FAs 80 € |
| e) for Arbiters of "National levels": | NA 20 € |
- 6.4 Failure to pay the licence fee will lead to exclusion from the FIDE Arbiters' list.
- 6.5 The Arbiters' licence will come into effect from 01. 01. 2013.
- 6.6 From 01. 01. 2013 all arbiters of FIDE rated tournaments shall be licensed.
- 6.7.1 An arbiter who has become inactive (see annex 2, articles 1.3 and 1.4) is considered not to be licensed any more.
- 6.7.2 In order to be active again the arbiter has to pay for a new licence, according to 6.3.
- 6.8 If the article 6.6 is not fulfilled, the tournaments shall not be rated.
- 6.9 From 01. 01. 2013 the licence fee will be charged together with the application fee for all awarded arbiter titles.

All the Arbiters of a FIDE rated event (mentioned in the IT3 form and in the Tournament Report File) shall be licensed.

If there even one non licensed Arbiter acting in an event, this event shall not be rated by FIDE.

An inactive Arbiter, in order to become active, has to pay for the license and act as an Arbiter in at least two (2) FIDE rated events.

The license is paid once, supposing that the Arbiter remains active.

If an Arbiter becomes inactive (if in a period of two years he has not acted as an Arbiter in any FIDE rated event), then to regain his activity he shall pay again for a license.

7. List of Application Forms.

1. Tournament report form IT3.
2. International Arbiter norm report form IA1.
3. Application for award of the title of International Arbiter IA2.
4. FIDE Arbiter norm report form FA1.
5. Application for award of the title of FIDE Arbiter FA2.

The Role of the Arbiters and their duties

The Arbiters are the connecting link between the organizer and the players of a tournament.

They have to deal not only with the games, but also to ensure the best conditions for the players, so that they will not be disturbed and will be able to play without any problem. Additionally they have to take care about the playing area, the equipment, the environment and the whole playing venue.

The general duties of the Arbiters in a competition are described in the Laws of Chess (art. 13.1, 13.2, 13.3) and are:

- a. They shall see that the Laws of Chess are strictly observed
- b. They shall act in the best interest of the competition. They should ensure that a good playing environment is maintained and that the players are not disturbed. They shall supervise the progress of the competition
- c. They shall observe the games, especially when the players are short of time, enforce decisions they have made and impose penalties on players where appropriate.

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

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

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

Additionally we can consider the following requirements as very important for the Arbiters in a competition:

1. To show proper behavior to the players and spectators and to be respectful and dignified. They shall avoid any dispute during the games and take care of the good image of the tournament.
2. To observe of as many games as possible during every round of the competition. They have to take care of the games they are responsible, to observe and to check the games' progress (especially when there is time trouble). It is not acceptable for the Arbiters to leave the playing area every 10 or 15 minutes for smoking or for any discussions with friends, spectators, officials or other persons, or to leave their sector unattended in order to go and watch other games in another part of the playing hall. It is not acceptable for the Arbiters to stay seated in their chairs reading newspapers or books (even chess books!), or to sit in front of a computer, surfing on Internet, etc., leaving their games without observation. It is also not acceptable for the Arbiters to speak on their mobiles in the playing hall during

the games (the Law of Chess regarding the mobiles is valid not only for the players and spectators, but for the Arbiters as well).

It is sure that the biggest problems during the games are caused because of the absence or the lack of attention of the Arbiters and thus the ignorance of what actually happened in case of an incident. How an absent Arbiter will take a fair decision in a dispute between two players caused for example because of a touched piece (i.e. the opponents do not agree that the player said "j'adoube" in advance)? Without knowing what actually happened, the Arbiter has 50% possibilities to take a correct decision and 50% to take a wrong one, losing by this way his credibility and the trust of the players.

Of course in case of a big number of participants and a low number of Arbiters it is not possible every game to be checked and controlled. Of course the Arbiters are human beings and they may make mistakes.

But they have to try as much as they can to avoid such problems.

3. To show responsibility in executing their duties.

The correct time of arriving in the playing hall before the start of the round and the following of the Chief Arbiter's instructions are parameters that help the smooth running of the tournament.

4. To show team spirit and cooperate in the best way with the other Arbiters of the competition.

An Arbiter's job in a competition is mainly a team work and the Arbiters shall help and cover each other in any case, so that to avoid or correct, if possible, any problem that arises during the games. The Arbiter has to ask for consultation by the Chief Arbiter, in any case when he does not feel ready to take an important decision regarding the game he observes.

5. To study the regulations and be updated for any changes of the laws of chess and the tournament rules.

The Arbiter has to know the Laws of Chess and the Regulations of the tournament, as he has to take a decision immediately when it is needed. The players cannot wait for a long time and the game has to be continued.

6. To have excellent knowledge of handling the electronic clocks.

It is not acceptable for an Arbiter to let the players waiting for a long time, while trying to fix an electronic clock with wrong time indications during a game. They must be able to fix or set any clock in a time of 30 seconds to 1 minute maximum.

7. To follow the dress code.

The Arbiters of a competition shall be dressed properly, helping to the increase of the image of chess as a sport.

Summary of the general duties of an Arbiter

The following general duties are referred to the Arbiters who are acting in Individual or Team Tournaments of any importance and any level, independently of the number of participants:

- A. Before the start of the game

- a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the start of the round. For the first round of the tournament it is advisable to arrive at least one (1) hour before the start of the round. The Chief Arbiter always decides the time of arrival of the Arbiters in the playing hall.
- b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-condition, enough space for the players, etc.) has to be checked carefully before arrival of players or spectators.
- c. Check of the equipment (chessboards, pieces, score sheets, pens).
- d. Arrangement of the tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers.
- e. Check of the electronic clocks, the correct setting of the time control, check of batteries and the correct placement of the clocks.
- f. For team competitions it is very important to check before the start of the games if the team compositions follow the basic list of players.

B. During the games

- a. Define the unplayed games (if players didn't arrive on time for their games and have to be forfeited) and inform the Chief Arbiter.
- b. Regular check of the electronic clocks by using the time control sheets (every thirty minutes) and of the score sheets and the number of moves written.
- c. Discrete control of the players, for leaving the playing area very often, for their contact with other players, spectators and other persons, according to the article 12.5 of the Laws of Chess.
- d. Observation of all the games, especially when there is time trouble, with the help of an assistant, if needed.
- e. Carefully check of claims by the players, together with the Chief Arbiter, if needed, before taking any decision.
- f. At the end of the game check of the recorded result by both players and check of the score sheets to be signed by both players.
- g. Update the results sheet by recording the result of every finished game.

C. After the end of the round

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

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He shall take care of all technical matters and ensure the best conditions for the players. He has to manage the available arbiters and assigns their duties and responsibilities. He is responsible for the smooth running of the competition and he has the responsibility of taking decisions in every case or incident during the games. He has to try to settle all arising disputes before they are forwarded to the Appeals Commission.

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

After the end of the competition the Chief Arbiter submits in due course his report to the

organizing body (FIDE, Continental Federations, National Federation, etc.), in which he includes

- the list of participants
- all pairings and results
- the final standings
- the list of arbiters
- any norm reports and certificates
- a report about any incident that happened during the games
- any appeal that was submitted and the decision taken
- and everything else important for the future organization of the event.

The successful arbitration during the games plays a very significant role in the success of the event.

APPLICATION FOR AWARD OF THE TITLE OF FIDE ARBITER

The federation of herewith applies for the title of FIDE Arbiter for:

name: first name: ID-code (if any):

date of birth: place of birth: federation:

address:

.....

Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.

He/She speaks the following languages (this must include sufficient knowledge of at least one official FIDE language):

.....

The candidate has worked as Chief or Deputy Arbiter in the following three competitions and the undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA 1), which is signed by an appropriate qualified person.

1. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

2. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

3. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

4. Arbiters' seminar: dates:

In his / her activity as an Arbiter he / she has shown at all times an absolute objectivity.

Federation official: date:

name: signature:

Attach another FA 2 form if there are more supporting norms.

International Arbiter Norm Report Form

Arbiter's Name:	First Name:
Date of Birth:	Place of Birth:
Federation:	ID Code (if any):
name of event:	federation of event:
dates:	venue:
Type of event:	number of players:
Number of FIDE-rated players:	Number of rounds:
Number of federations represented:	

Confidential Report: (Comments of Chief Arbiter, failing that Organizer)

These should refer to the Arbiter's knowledge of the Laws and of the pairing Rules used, objectivity, ability to cope with any incidents that arose, and consideration for the protection of players from disturbance and distraction.

.....

.....

.....

Recommendation: (Delete one of the following statements.)

The Arbiter's performance

(1) was of the required standard for an International Arbiter.

(2) was fairly good but he/she still needs to gain more experience.

Name: Signature:

Position: Federation: date:

Authentication by national Federation:	Date:
name	signature:

The organizing federation is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter is qualified for an International Arbiter norm and who requests it before the end of the tournament. If the certificate is for the Chief Arbiter it must be based on the judgement of a previously authorized official who should, if possible, be an International Arbiter.

When applying for an IA title, the applicant's federation must attach to this form the Tournament Report Form (IT3) and a copy of any appeals decisions.

APPLICATION FOR AWARD OF THE TITLE OF INTERNATIONAL ARBITER

The federation of herewith applies for the title of International Arbiter for:

name: first name: ID-code (if any):

date of birth: place of birth: federation:

address:

.....

Tel: Fax: e-mail address:

The candidate possesses an exact knowledge of the Laws of Chess and all other FIDE regulations to be observed in chess competitions.

He/She speaks the following languages:

.....

The candidate has worked as Chief or Deputy Arbiter in the following four competitions and the undersigned encloses for each competition an International Arbiter Norm Report Form (IA 1), which is signed by an appropriate qualified person.

1. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

2. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

3. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

4. event: dates:

location: date included in FIDE Rating List :

Type of event: (Round robin, Swiss, Scheveningen, match, and so on)

In his / her activity as an Arbiter he / she has shown at all times an absolute objectivity.

Federation official: date:

name: signature:

Attach another IA 2 form if there are more supporting norms.

Tournament Report Form

Federation			Name of Tournament						
Country and Place of Tournament,			Starting date			Ending date			
Organizer of the Tournament									
Contact Information (Address, phone, fax, E-mail) of the person responsible for information:									
Number of Rounds			Schedule (number of rounds/day)			Rate(s) of play			
Tournament Type			Pairing System of a Swiss System Tournament Manual <input type="checkbox"/> Person responsible: Computerized <input type="checkbox"/> Program used:						
Special Remarks (exceptions in pairing, restart option,..) _____ _____ _____									
Type	Number	Number of feds	host fed players	other fed players	Type	Number	Number of feds	host fed players	other fed players
Rated					unrated				
GM					WGM				
IM					WIM				
FM					WFM				
Chief Arbiter and contact information for Chief Arbiter (address, phone, fax, Email)									
1st Deputy Chief Arbiter									
If more than 50 players 2nd Deputy Chief Arbiter									
If more than 100 players 3rd Deputy Chief Arbiter									
If more than 150 players 4th Deputy Chief Arbiter									

The organizer must provide this report form to each arbiter who has achieved a norm, his/her federation, the organizing federation and the FIDE Secretariat

Certificate of Title Result

O GM

O IM

O WGM

O WIM

Name:	First name:	Sex:
ID-number:	Federation:	
Date of Birth:	Place of Birth:	

Event:	Start:	Close:
Chief or supervising arbiter:	number of games:	
number players not from title applicant's federation	number rated opponents	
number players from host federation	Total number titled opponents	
numbers of:	GM	IM
	WGM	WIM
	FM	WFM

Where applying 1.43e:

number of federations: number of rated players not from host federation:

number of players not from host federation holding GM, IM, WGM, WIM titles

Special remarks:

Rd	Opponents	ID	Fed	Rating	Rat. 1.46b	Title	Score
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							

R(a) =

Rp =

Total score:

.....

Arbiter's signature:

Federation confirming the result:

Name of federation official: Signature

Date:

Note: Unrated = 1000, but see 1.46. Score = 1, ½, 0 for played games or +, =, - for unplayed games

The organizer must provide this certificate to: each player who has achieved a title result; the organizing federation, the player's federation and the FIDE Office.

TITLE APPLICATION

The federation of hereby applies for the title of
 Grandmaster (minimum level 2500) International Master (2400)
 Woman Grandmaster (2300) Woman International Master (2200)
to be awarded to

family name	first name	FIDE ID
date of birth	place of birth	date necessary rating gained
		highest rating

Titles can be awarded conditional on reaching the required rating at a later date (see Title Regulations 1.5 for the procedure to be followed in this case).
Herewith certificates (IT1s) and cross-tables fort he following norms:

1.
name of event: location:
dates: tournament system: average rating of opponents:
pts. required: pts. scored: nr.of games played: nr.of games to be counted:
number of host fed. players: number of players not from own federation:
number of opponents: titled GMs: IMs: FMs: WGMs:
WIMs: WFMs: rated opponents: unrated opponents:

2.
name of event: location:
dates: tournament system: average rating of opponents:
pts. required: pts. scored: nr.of games played: nr.of games to be counted:
number of host fed. players: number of players not from own federation:
number of opponents: titled GMs: IMs: FMs: WGMs:
WIMs: WFMs: rated opponents: unrated opponents:

3.
name of event: location:
dates: tournament system: average rating of opponents:
pts. required: pts. scored: nr.of games played: nr.of games to be counted:
number of host fed. players: number of players not from own federation:
number of opponents: titled GMs: IMs: FMs: WGMs:
WIMs: WFMs: rated opponents: unrated opponents:

Attach another form IT 2 if there are more supporting norms.

total number of games: (minimum 27) special comments:

Federation Official:

Date:

Name:

Signature:

