

# ONLINE CHESS REGULATIONS

## TABLE OF CHANGES

(Notice: this table doesn't include typos corrections and mere changes in article numbers)

ARTICLE	OLD TEXT	NEW TEXT
<b>1.1</b>	Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, except Article 2.1.	Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, except for what is provided in the following article 1.2.
<b>1.2</b>	Article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations	When a tournament is played using a virtual chessboard, article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations
<b>2.1</b>	Online chess games are played on a virtual chessboard	Online chess games are played using one of two formats: on a virtual chessboard broadcast by the online chess platform and displayed on each player's screen displayed, or through the internet using eBoards provided to all players by the organizer
<b>2.2</b>	The virtual chessboard shall be hosted by an online playing zone, usually an application or a website	The playing board, whether it is a virtual chessboard or an eBoard, shall be hosted by an online playing zone, usually an application or a website
<b>2.3</b>	The list of moves shall be visible on the screen to the arbiter and both players throughout the game.	When a tournament is played with eBoards, these shall be endorsed by the FIDE Technical Commission
<b>2.4</b>	Each player is responsible for familiarising themselves with the playing zone's features and functionality	The competition regulations must state in advance that either both players must (a) use a virtual chessboard; or (b) use an eBoard with the clock times for both players kept using clocks connected to the eBoards or (c) clock times provided by the playing zone. This ensures that both players in a game compete under equal conditions. The tournament shall use the same format (virtual or eBoard) for all rounds
<b>2.5</b>	<b>NEW INSTITUTION</b>	The players are responsible for familiarising themselves with the features and functionality of the virtual chess board or eBoard
<b>2.6</b>	<b>NEW INSTITUTION</b>	When a virtual chessboard is used, the list of moves, clock times of the players, as well as information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance, shall be visible on the screen to the arbiter and both players throughout the game
<b>2.7</b>	<b>NEW INSTITUTION</b>	When eBoards are used, the arbiter and players shall have access to a screen displaying the moves of the game and the clock times of the players, as well as

		information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance
<b>3.1</b>	The virtual chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard's right lower corner square is white.	When virtual chessboards are used:
<b>3.2</b>	Moves are made on the virtual chessboard, using a playing device, e.g., a computer with a mouse or a tablet.	when eBoards are used:
<b>3.3-3.8</b>	<p>3.3 The playing zone shall only accept legal moves.</p> <p>3.4 The player having the move shall be allowed to use any technical means available on the playing zone to make their moves.</p> <p>3.5 As a minimum, the playing zone must offer the possibility to select the source and target squares to make their move.</p> <p>3.6 The following additional options may be activated and used by the player:</p> <p>a) Smart move: the player may play their move by selecting a single square when a unique move can be done involving that square.</p> <p>b) Pre-move: the player enters their move before their opponent made their own move. The move is automatically executed on the board as an immediate response to the opponent's move.</p> <p>c) Auto promotion to Queen: the player may set up the playing zone to force the promotion to a queen without being offered to choose the promoted piece.</p> <p>d) Move confirmation: the player may set up the playing zone to impose confirmation before their move is actually submitted to the game.</p> <p>3.7 All moves and clock times after each move are automatically recorded by the playing zone and visible for both players.</p> <p>3.8 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation</p>	<b>REPEALED</b>
<b>3.1.1-3.1.7</b>	<b>NEW INSTITUTION</b>	<p>3.1.1. The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard's right lower corner square is white.</p> <p>3.1.2. The playing zone shall only accept legal moves.</p>

		<p>3.1.3. The player having the move shall be allowed to use any technical means available the playing zone to make his/her moves.</p> <p>3.1.4. As a minimum, the playing zone must offer the player having the move the possibility to select the source and target squares for the move.</p> <p>3.1.5. The following additional options listed below may be activated and used by the player:</p> <p>3.1.5.1. Smart move: the player may enter his/her move by selecting a single square when the chosen move is the only move possible.</p> <p>3.1.5.2. Pre-move: the player enters his/her move before the opponent has moved. The move is automatically executed on the virtual board as an immediate response to the opponent's move unless the move is illegal.</p> <p>3.1.5.3. Auto promotion to Queen: the player may set up the playing zone to force the promotion to a queen without being offered a choice of the promoted piece.</p> <p>3.1.5.4. Move confirmation: the player may set up the playing zone to request the player confirm his/her move before the move is submitted to the playing zone.</p> <p>3.1.6. All moves and clock times after each move are automatically recorded by the playing zone and visible to both players.</p> <p>3.1.7. If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation</p>
3.2.1-3.2.6	NEW INSTITUTION	<p>3.2.1. Moves are made on the eBoard in the same way as on a regular chess board.</p> <p>3.2.2. The playing zone shall only accept legal moves. When a player on move makes an illegal move the eBoard shall display an appropriate warning message and the move shall not be transmitted to the platform. The player shall then have the option to make any legal move using any piece. The illegal move notification shall not be broadcast to the opponent.</p> <p>3.2.3. A move is considered completed after a specific time has passed since a piece has been collocated onto a square. The time after the piece has been placed and the move is considered complete shall be programmable from the eBoard software.</p>

		<p>3.2.4. All moves and the clock times after each move are automatically recorded by the playing zone. The clock times shall always be visible to the players and arbiter.</p> <p>3.2.5. If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.</p> <p>3.2.6. The eBoard or the playing zone must offer a feature which can be used to verify which piece the eBoard believes is on each square</p>
4.1	'Virtual chessclock' means the individual time displays of both players displayed by the playing zone	'Virtual chessclock' means the individual clock time of both players as displayed by the playing zone
4.2	When a player has made his/her move on the chessboard, his/her clock will automatically stop, and the opponent's clock will start	Each player must complete a minimum number of moves or all moves in an allotted interval of time, including any additional amount of time with each move. The competition regulations will specify these in advance
4.3	Each player must complete a minimum number of moves or all moves in an allotted period of time, including any additional amount of time with each move. The competition regulations will specify these in advance	If a player does not complete the prescribed number of moves in the allotted time, the playing zone will automatically award the win to the opponent. However, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, then the playing zone will automatically rule the game as drawn
4.4	If a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is automatically drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves	When a player has made their move on a virtual chessboard, their clock will automatically stop, and the opponent's clock will start
4.5	<b>NEW INSTITUTION</b>	When playing with an eBoard, once a move is considered completed, the eBoard stops the player's clock time and starts the opponent's clock time
4.6	<b>NEW INSTITUTION</b>	When playing with an eBoard, the playing zone shall allow the arbiter to adjust the clock time of one or both players in a game as stipulated in Articles 10.5, 10.9.2, 10.9.3, 18.4.2, 18.4.3 and 18.9(b)
5.2	The game is won by the player whose opponent declares he/she resigns by pressing button "resign" or by another method available on the playing zone	The game is lost by the player who resigns by pressing the "resign" button or by another method available on the playing zone (this immediately ends the game), unless the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. In this case the result of the game is a draw
5.4	The game is automatically drawn when	The playing zone shall automatically declare the game as drawn when

7.1	Unless the regulations of an event specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses their game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½).	Unless the regulations of an event specify otherwise, a player who wins a game, or wins by forfeit, scores one point (1), a player who loses a game, or forfeits, scores no points (0), and a player who draws a game scores a half point (½).
8.5	The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he/she arrives, unless the competition regulations specify or the arbiter decides otherwise	The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before the player's arrival, unless the competition regulations specify, or the arbiter decides otherwise
9.8.2	The arbiter may require the player to show their clothes, bags, contents of drawers/cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded	The arbiter may require the player to show their clothes, bags, contents of drawers, cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded
9.3	Each player shall use his/her personal account when playing competition games on the playing zone	Each player shall use their personal account when playing competition games on the playing zone. A player may not conceal their identity in any way, for example pretending to be a different player
9.14	Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter	Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The Competition Regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.
10.1	The arbiter shall see that the FIDE Online Chess Regulations are observed	The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations are observed
10.2.7	follow the Anti-Cheating Rules or Guidelines for FIDE Online Chess Competitions	follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Appendix I)
10.4	The arbiter shall inspect the playing area as appropriate before the start of a game	The arbiter shall inspect the playing area as appropriate before the start of a game and arrange any required change to ensure the best setup before the start of a game
10.4.1	<b>NEW INSTITUTION</b>	When the games take place in a physical space, the arbiter shall arrive not less than 90 minutes before the scheduled start time, and in any case in sufficient time to make the necessary preparations, including those specified in Articles 18.5 and 18.6. The arbiter should instruct the players to arrive in the playing area 20 minutes before the start of a game in order to verify the preparations, or at such other time as the arbiter shall decide

<b>11.4.1</b>	If the player can reconnect to the game before his/her remaining thinking time elapsed, he/she shall continue playing with the thinking time remaining on his/her clock. The arbiter shall decide whether further sanctions are appropriate	If the player can reconnect to the game before their remaining thinking time has elapsed, the game shall continue with the thinking time remaining on the player's clock. The arbiter shall decide whether further sanctions are appropriate
<b>11.4.2</b>	If the player cannot reconnect to the game before his/her remaining thinking time is over, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.5	If the player cannot reconnect to the game before their remaining thinking time elapses, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.3
<b>12.3</b>	No application other than the one used to play, and a Video Conferencing System must be open on the player's device during the session, unless allowed by the arbiter	The rules for the competition shall specify what applications are required to participate and are allowed to be open during games. Players are not allowed to have open or otherwise use any applications other than those approved by the rules for the competition
<b>12.4</b>	<b>NEW INSTITUTION</b>	When an eBoard is in use, the playing zone must allow a player to offer a draw, resign or call for arbiter assistance, preferably with the press of a single button or by a similarly simple method
<b>13.1</b>	When played under video supervision, a competition shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features	When games are to be played under video supervision, the organizer shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features
<b>13.2</b>	Each player is required to connect to the VCS at a time specified by the arbiter and remain connected during the entire session.	Each player is required to connect to the VCS at a time specified by the arbiter and must remain connected during the entire session
<b>13.3</b>	If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, until he/she reconnects to the VCS	If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, before reconnecting to the VCS
<b>14.1</b>	When playing under video supervision, the player shall use a webcam that shows their complete face during the game. The picture displayed shall not hide the surroundings of the player i.e. no virtual background shall be allowed.	When playing under video supervision, the player shall use a webcam that shows their complete face during the game. The picture displayed shall not hide the surroundings of the player; a virtual background is not allowed
<b>14.2</b>	The room lighting must be sufficient to allow broadcasting and movement of a player's eyes to be monitored by the Arbiter.	The room lighting must be sufficient to allow broadcasting and the movement of a player's eyes to be monitored by the Arbiter
<b>14.3</b>	A player's microphone must always transmit any sounds audible near the player to the Arbiter.	A player's microphone must remain "On" throughout the game so that the microphone transmits any sounds near the player to the Arbiter. A player is not allowed to "Mute" or turn off the microphone
<b>14.4</b>	The regulations of the competition may specify that extra monitoring devices (e.g. cameras) are required	The regulations of the competition may specify and require the use and positioning of additional monitoring technologies

<b>15.1</b>	Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If the player has no valid reason for doing so, he/she may be penalised in accordance with Article 10.9	Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for doing so, the player may be penalised in accordance with Article 10.9
<b>15.5</b>	If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. He/she shall use his/her best judgement when determining the clock settings	If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. The arbiter shall use their best judgement when determining the clock settings
<b>16.7</b>	During the game, each player shall have access on his/her playing device to a virtual chessboard and any software required for this purpose. No other website, application or software can be open on the playing device. The only exception may be a (video-) communication system, if required by competition regulations	During the game, each player shall have access to any software required for the purpose of connecting to the Internet from their playing device or an eBoard. No other website, application or software can be accessible to the player on the playing device or eBoard. The only exception may be a (video-) communication system, if required by competition regulations
<b>16.11</b>	The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he/she arrives, unless the competition regulations specify or the arbiter decides otherwise	The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before their arrival, unless the competition regulations specify or the arbiter decides otherwise
<b>16.13</b>	<b>NEW INSTITUTION</b>	When an eBoard is used, there must be a screen available to an arbiter or a player where a draw offer can be seen next to the offering player's move. If an eBoard player is not using such a screen the playing zone or the eBoard must indicate to that player, in some other way, when a draw offer is made by the opponent. These requirements also apply when a player asks for the intervention of an arbiter
<b>16.14</b>	<b>NEW INSTITUTION</b>	The competition regulations may impose the mandatory use of a scoresheet
<b>17.11</b>	Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter	Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The Competition Regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected
<b>18.1</b>	The arbiters shall see that these Regulations are observed	The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations are observed
<b>18.2.7</b>	follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Article 16.4).	follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see appendix I)

<b>19.1</b>	Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If the player has no valid reason for doing so, he/she may be penalised in accordance with Article 18.4	Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for doing so, the player may be penalised in accordance with Article 18.4
<b>19.5</b>	If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. He/she shall use his/her best judgement when determining the clock settings	If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. The arbiter shall use their best judgement when determining the clock settings
<b>20 preamble</b>	If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess sets (boards and pieces) for their convenience during the games. In this case, the following provisions apply:	If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess sets (boards and pieces) for their convenience during the games. Players can't use any additional boards if the competition is played on eBoards. In the case the use of a traditional chess set is allowed, the following provisions apply:
<b>20</b>	preamble	20.1 (all subsequent articles will escalate numbering)
<b>I.A.12</b>	The competition regulations can not provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. The appropriate body to appeal is the Appeal Committee (JdA) of the competition. Therefore, it is strongly recommended to appoint in advance at least one fair play expert in JdA. The Competition Regulations shall provide in advance an appropriate procedure to appeal against Fair Play decisions, and a timing for the decisions, considering the tournament schedule and the final ranking announcement	The competition regulations cannot provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. The appropriate body to appeal is the Appeals Committee of the competition. Therefore, it is strongly recommended to appoint in advance at least one fair play expert in the Appeals Committee. The Competition Regulations shall provide in advance an appropriate procedure to appeal against Fair Play decisions, and a timing for the decisions, considering the tournament schedule and the final ranking announcement. The Competition Regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.
<b>I.B.1</b>	Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over his/her peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is one that he/she is not supposed to have achieved	Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over their peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is not supposed to have achieved
<b>I.B.4</b>	Statistical evidence may lead to the assumption that a cheating offence has been committed. The player has always the right to appeal and present his point/arguments to JdA.	Statistical evidence may lead to the assumption that a cheating offence has been committed. The player has always the right to appeal and present arguments to the Appeals Committee.
<b>I.H.3</b>	One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the	One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the



	complaint. He/she is an independent body and is not subject to directions from any other party	complaint. The Investigating Person is an independent body and is not subject to directions from any other party
<b>I.J.1</b>	By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that his/her participation is subject to these measures. Specifically, a player agrees to be screened by an online screening tool and agrees that he/she might face disciplinary sanctions	By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that their participation is subject to these measures. Specifically, players agree to be screened by an online screening tool and agrees that they might face disciplinary sanctions
<b>App. II.6</b>	The player must be sure that he/she can hear the assistant loud and clear. The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the player and the assistant.	The player must be sure to be able to hear the assistant loud and clear. The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the player and the assistant
<b>App. II.2</b>	<b>NEW INSTITUTION</b>	Significantly/totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant
<b>App. II.3</b>	Online assistants are responsible to invite and connect to the VCS with their players 15 min. before the start of the game	Online assistants are responsible to invite and connect to the VCS with their players 15 minutes before the start of the game. The assistant must have a full view of the player and the player's face through a camera.
<b>App. II.5</b>	When the game start and during the full period of game, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent's moves to their player	When the game starts and during the full session, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent's moves to their player
<b>App. II Addition</b>	Additions to the Online Chess Regulations: Article 3.1. Significantly/totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant. Article 13.1.1 Appointed online assistants must have a full view of the player. Article 14.1 Appointed online assistants must have a full view of player's face.	<b>REPEALED</b>
<b>ALL</b>	He/She Him/Her His/Her	They Them Their  *Notice: there is general consensus that lines containing he/she or him/her or his/her are hard to read. All these expressions have been replaced with gender neutral nouns or pronouns (player, opponent, they, their, them)
<b>ALL</b>	Significantly/Totally	Significantly or totally