



# FIDE Rules Commission

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## Report to 3rd Quarter 2020 Council meeting 16 September 2020

### New Members:

IA & IO Husan Turdaliev of Uzbekistan as counsior, and Paulino Garcia, Wilfredo Antonio of Dominican Republic and Johann, Gregor of Germany and Underwood Martha of United States of America are added to the Rules Commission.

### Meetings:

Rules Commission after selecting the members made the first meeting in April 2019 in Dubai and minutes sent to FIDE Secretariat and approved, then in year 2020 made another three online zoom meetings:

On the 6th of August, another meeting about the received proposal from TAD the FIDE office about Proposal on Commission Objectives (RC, TEC, SPP) and the

On the 11th August representatives of the Rules Commission attend the TAD meeting with the Technical Commission and SPP plus invited members of the Arbiters Commission and QC and Fair Play commission.

On 25th August 2020, a meeting with FIDE Rules Commission members take place in Zoom and we discussed new proposals and Online Regulation matters(See Annex1-RC-3rdCM).

### New Activities :

From 26 June till 2nd of September, there were 3 meetings via Skype and many E-Mails between a representative of RC Mr. Shaun Press, and ARB representatives about the Arbiter's Manual and comments on the Laws of Chess.

Mr. Stephane Escafre, counsior of the rules commission started answering the questions about the Laws of Chess from Players, Trainers or Arbiters via E-mail and this matter was announced via FIDE Social Medias and till now many e-mails received and answered and soon the first group of this Questions and Answers will be published on the Rules Commission website.

### Online Chess

FIDE Rules commission made a **definition of Online Chess** and also made A draft document for **the Laws of Online Chess** one single document (See Annex2-RC-3rdCM), to use in the **ONLINE TASK FORCE** Committee to get decision about final regulation of Online Regulations. Draft of Regulation for "**Social Distance Chess**" (See Annex34-RC-3rdCM) and "**Online Chess in Official Places**" (See Annex4-RC-3rdCM) also prepared.

Mahdi Abdulrahim

Chairman

Mehrdad Pahlevanzadeh

Secretary

## Minutes Rules Commission Meeting 25 August 2020

**Chairman:** Mahdi Abdulrahim of the UAE,

**Secretary:** Mehrdad Pahlevanzadeh of Iran

**Councilors:** Stephane Escafre of France ; Mike Hoffpaur of the USA

**Members:** Jorge Luis; Press, Shaun; Md Haroon or Rashid

### 1. Chairman Welcome Address.

### 2- Reports of the previous Meetings

2-1 Meeting with TAD (FIDE Technical and Administrative Department) related to the FIDE Objectives for RC, TEC and SPP on 11 August 2020 include : Rules Commission , TEC, SPP, ARB and QC (Annex 1)

2-2 Review the Draft Appendix E for Online Chess Version 2 (Annex 2)

2 -3 Review the Draft Appendix of Social Distance Chess Play in 2 Boards (Annex 3)

3. Report of co-operation with the Arbiters Commission was given by Mr. Shaun Press .

### 4. Approved Proposals to discuss in the next Rules Commission during the FIDE Congress:

#### - Term of each game

Since many mistakes that are founding after game finished as 5 time repetition of position and illegal moves during the game, should be an end to the term of each game that could be deadline of submission appeal.

<b>New Article</b>	
??.??	Term of each game is from the starting time of each game till defined deadline of appeals, Any irregularities that happens during the game should study in this period and after that no complain will be accepted unless it was matter of cheating.

- **Result of any illegal Position should be draw after 1 move in rapid and blitz.**

<b>Appendix A: Rapid Chess</b>	
A.4.4	If the arbiter observes any illegal position he shall wait one move to receives claim from one of the players or see the players that has move make a legal move to turn the position to a legal position otherwise he should declare the game drawn, for example when both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

**- When a game ends by finishing time of one of the Players:**

<b>Article 6:</b> The chessclock	
6.9	Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves <u>in accordance with Article 3 and Articles 4.2 – 4.7.</u>

**5. Define meaning and area of Online Chess in:**

We believe that cheating is possible when there is not enough control by Arbiters.

There are 3 major ways to cheating: Help of others, Help of engines and using remote control.

**- Online Chess in Home**

Online Chess in home is a game that Play on approved chess Platform by FIDE and Players has given enough control to the Arbiter to observe his game and environment.

Condition to game be approve by FIDE for official tournaments:

Same as OBD official tournaments, online official tournament should register in the FIDE Rating Server.

- We suggest to use same system for OBD rating for registration, reports, calculation and use the same criteria OBD rating for OL ratings.

- Each game should have Arbiter that can observes Players screen by screen sharing and face of players and enviroment around players.

**- Online Chess in Official Places:**

When there is possibility for 1 or more players to play in official tournaments in any official place as Clubs, Federation, etc,.... under supervision of one Arbiter we call it Online Chess in Official Place.

We should define regulation for this as:

- Arbiter in place duties
- Chief Arbiter duties
- Way to control game by Arbiters ....
- Way to communicate between Chief Arbiters and Arbiters in place.

## **FIDE LAWS OF Online CHESS**

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- Article 4:           The act of moving the pieces
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**Glossary of terms in the Laws of Chess**

**INTRODUCTION**

FIDE Laws of Online Chess cover online play with the presence of an Arbiter on a device that is connected by internet by a chess platform to the opponent.

Online chess is defined as any game of chess in which the players do not sit opposite each other at a chessboard to make their moves. The moves are instead transmitted remotely on a platform that controls the action of moving pieces, time, and results. All games will be played using a computer terminal, PC, Laptop, or other internet-connected devices as approved by the tournament organizer.

Moves will be made on that device by a mouse and transmitted to the online chess platform (chess server) hosting the tournament. The player is responsible for entering the moves into the chess server interface. Each player is required to have one (or more) webcam(s), that clearly show the player's face during play (and playing area if required), plus a microphone that clearly transfers the voice of the player and any noise around him to the Arbiter.

The opponent and tournament arbiters shall have access to images and audio from webcams and microphones.

It's highly recommended to platform issue specific accounts for Arbiters with necessary ability as start games, stop games, set or change results, add or decrease time of Players.

**The Laws of Online Chess have three parts:**

1. Basic Rules of Play
2. Connections Rules
3. Competition Rules

In these Laws the words 'he', 'him', and 'his' shall be considered to include 'she' and 'her'.

Platform is a chess portal website on the internet that is approved by FIDE.

This rule is for Players, Arbiters, Organizers, and Programmers that want to make a Platform for Online Chess on the internet.

**Preface**

The Laws of Online 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 regulated 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 a solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view.

A necessary condition for a game to be rated by FIDE Online Rating is that it shall be played according to the FIDE Laws of Chess.

It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Online Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

## **BASIC RULES OF PLAY**

### **Article 1: The nature and objectives of the game of chess**

- 1.1 The game of chess is played between two opponents who move their pieces on the monitor by mouse on a square board called a 'chessboard'.
- 1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.
- 1.3 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.
  - 1.3.1 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 is not allowed.
- 1.4 The opponent whose king has been checkmated has lost the game.
- 1.5 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.2).

### **Article 2: The initial position of the pieces on the chessboard**












- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).  
The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- 2.2 At the beginning of the game White has 16 light-coloured pieces (the 'white' pieces); Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king usually indicated by the symbol



K

A white queen	usually indicated by the symbol	 Q
Two white rooks	usually indicated by the symbol	 R
Two white bishops	usually indicated by the symbol	 B
Two white knights	usually indicated by the symbol	 N
Eight white pawns	usually indicated by the symbol	
A black king	usually indicated by the symbol	 K
A black queen	usually indicated by the symbol	 Q
Two black rooks	usually indicated by the symbol	 R
Two black bishops	usually indicated by the symbol	 B
Two black knights	usually indicated by the symbol	 N
Eight black pawns	usually indicated by the symbol	



2.3 The initial position of the pieces on the chessboard is as follows:

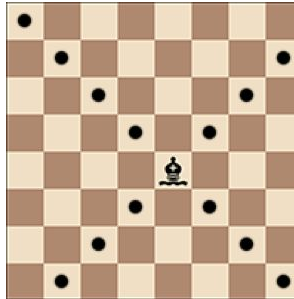
2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

### Article 3: The moves of the pieces

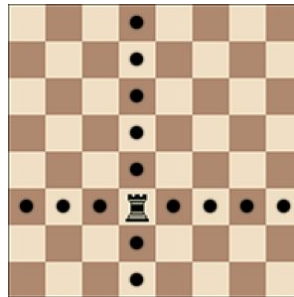
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.



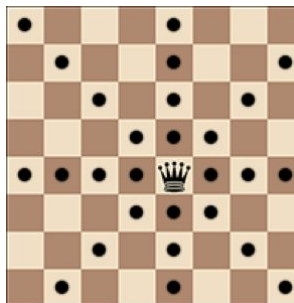
- 3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.
- 3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.
- 3.1.3 A piece is considered to attack a square even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.



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



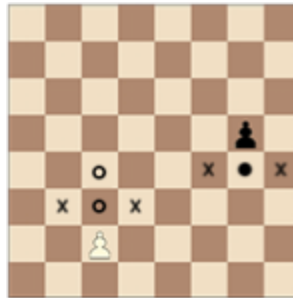
- 3.3 The rook may move to any square along the file or the rank on which it stands.



- 3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.
- 3.5 When making these moves, the bishop, rook or queen may not move over any intervening pieces.

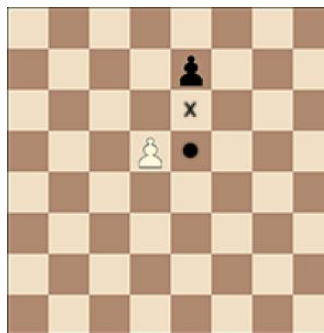


- 3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



- 3.7.1 The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or  
 3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or  
 3.7.3 the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.

- 3.7.4.1 A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.



- 3.7.4.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.

- 3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

- 3.7.5.2 The player's choice is not restricted to pieces that have been captured previously.

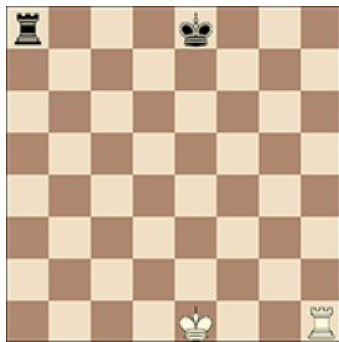
3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

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

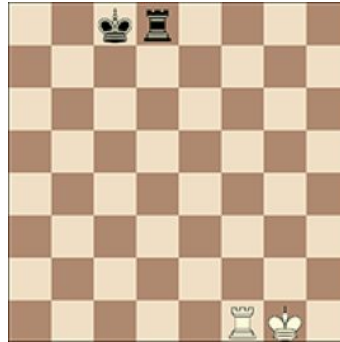
3.8.1 by moving to an adjoining square



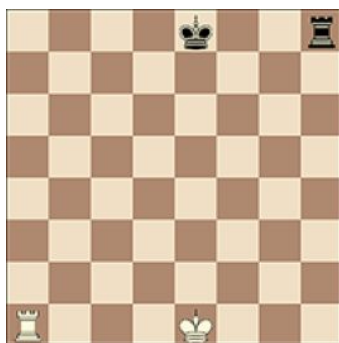
3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



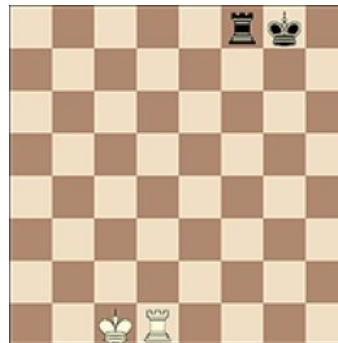
Before white kingside castling  
Before black queenside castling



After white kingside castling  
After black queenside castling



Before white queenside castling  
Before black kingside castling



After white queenside castling  
After black kingside castling

3.8.2.1 The right to castle has been lost:

- 3.8.2.1.1 If the king has already moved, or
- 3.8.2.1.2 with a rook that has already moved.
- 3.8.2.2 Castling is prevented temporarily:
  - 3.8.2.2.1 if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
  - 3.8.2.2.2 if there is any piece between the king and the rook with which castling is to be effected.
- 3.9.1 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to the square occupied by the king because they would then leave or place their own king in check.
- 3.9.2 No piece can be moved that will either expose the king of the same colour to check or leave that king in check.
- 3.10.1 A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.
- 3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9
- 3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

#### **Article 4: The act of moving the pieces**

- 4.1 Each move must be played by a mouse or touchscreen.
- 4.2 If a player having the move, he should be able to move his pieces in one of the following ways:
  - 4.2.1 Click on his piece and drag it to the new legal square. The move should not be made until the player releases the piece on its new square by removing the press on his mouse.
  - 4.2.2 Click on his pieces and then click on the new legal square.
  - 4.2.3 Click on the destination square and then click on the piece.
- 4.3 If the option exists in the Platform, the player may activate one or more of these options to save time:
  - 4.3.1 Pre-move
  - 4.3.2 Auto promotion to Queen
  - 4.3.3 Single Click Move
- 4.4 intending to castle, Player should move the king by dragging it to the destination square, or click the king and then click on the destination square.
- 4.5 Capturing the opponent piece should be in the same ways.
- 4.6 To capture by en passant players should move the pawn to the destination square, or click the pawn and then click on the opponent pawn or click on the destination square.
- 4.7 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.

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

- 5.1.1 The game is won by the player who has checkmated his opponent's king. This immediately ends the game.
- 5.1.2 The game is won by the player whose opponent declares he resigns by pressing the resign button. This immediately ends the game.

- 5.2.1 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.
- 5.2.2 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.
- 5.2.3 The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. The procedure is that one of the players press the offer draw button and opponent press agree in the appeared button, This immediately ends the game.

## **Part 2. Connection Rules**

### **Article 6 : The identification of the Players**

- 6.1 Each player who wants to join any FIDE event should enter his real name, Nationality and FIDE ID (Chess-ID) in his profile page on the Platform.
- 6.2 Each player shall put his real personal photo on the profile page on the server at least 24 hours before the start of the tournament, and leave it there for the duration of the event.
- 6.3 If a player is found guilty of a Fair Play offence by the anti-cheating measures of the FIDE Fairplay Commission (with or without the aid of the platforms anti-cheating measures), then that player will be subject to the punishment of the FIDE Fairplay Commission for both online and over the board chess. Decision by the FIDE Fair Play Commission shall be shared with all platforms hosting official FIDE events.

### **Article 7 : The Broadcast of the games**

- 7.1 Platforms may broadcast tournament games hosted on their servers but it is recommended that such broadcasts incorporate a delay of at least one pair of moves (except to the players and Arbiter of the game).
- 7.2 Players are not allowed to watch live commentary for the games.

### **Article 8 : Video Conferencing System**

- 8.1 Each tournament shall utilise a video conferencing system for use by the players and Arbiters. The system shall have the following features
  - 8.1.1 A full view of the player, and if required, their playing area
  - 8.1.2 Audio of the player and surrounding area (via a microphone)
  - 8.1.3 Support for screen sharing by the player (under the control of the player and Arbiter)
- 8.2 Each player is required to connect to the Video Conferencing System at a time specified by the Arbiter, and remain connected during the entire game.

### **Article 9 : The Cameras and Microphones**

- 9.1 The player must have a webcam (internal to the computer or connected externally) that shall show the complete face of players during the game.
- 9.2 The light of the room should be enough to show the eyes and face of the player for the purpose of control by the Arbiter and broadcasting.
- 9.3 The Microphone of players should be always on to transfer all the voice around the player clearly to the Arbiter.

### **Article 10 : The Modem, Hubs or Hotspot devices.**

- 10.1 Each player should be connected to the internet via Modems wireless or with wire. It is the players responsibility to remain connected to the platform during the game.

- 10.2 A player may maintain this connection via a mobile device (eg a phone or tablet), but only with prior permission of the Arbiter.
- 10.3 If a player disconnects from the platform and is unable to reconnect during the game, then that player shall lose the game. If a player disconnects from the Video Conference System (VCS), but is still connected to the platform, then the player is forbidden from moving until they reconnect to the VCS.
- 10.4 If, during the game a player (or both players) is disconnected from the platform due to the actions of the server, the game shall be continued from the last identifiable position, with the clocks set to the time at the disconnection. The Arbiter may add additional time to one or both players if this occurs.

**Article 11 : Computer of the Players:**

- 11.1 Computer of each player should have the shared screen on during the game with the Arbiters.
- 11.2 Device Manager or similar program (Activity Monitor in Mac and application monitoring in Linux) of eachComputer of each player should be open and minimized during the game and before and after the game should be up.
- 11.3 No other application than the browser of the platform and Video Conferencing system should be open on the computer of players.
- 11.4 Task Bar of the computer of players should be always open
- 11.5 Arbiters should be allowed to at any time get remote control of any Player's Computer to inspect applications and connection using.

**COMPETITION RULES**

**Article 12 : The chessclock**

- 12.1 'Chessclock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.  
 'Clock' in the Laws of Chess means one of the two time displays.  
 Each time display has a 'flag'.  
 'Flag-fall' means the expiration of the allotted time for a player.
- 12.2.1 During the game when each player, having made his move on the chessboard, his clock should stop automatically and the opponent 's clock will start to work .
- 12.3.1 When using a chessclock, 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. All these must be specified in advance.
- 12.3.2 The time saved by a player during one period is added to his time available for the next period, where applicable. In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

- 12.4 At the time determined for the start of the game White's clock is started unless the Chief Arbiter decides otherwise..
- 12.5 The regulations of an event shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who is not logged on the chess platform after the default time shall lose the game unless the arbiter decides otherwise.
- 12.6 If the regulations of an event specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise.
- 12.7 If a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 12.8.1 Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect.
- 12.8.2 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 shall use his best judgement when determining the clock settings.
- 12.9.1 If the game needs to be interrupted, the arbiter shall stop the chessclock or if it's not possible add wasted time to the players.
- 12.9.2 A player may call the Arbiter and if the Player has a correct claim should add wasted time to his clock.
- 12.9.3 The arbiter shall decide how much time should add to the players.
- 12.9.4 If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for no time will add to his clock and if it's repeated the player shall be penalised in accordance with Article 12.9.
- 12.10 Players should be allowed to watch the final position, time or results of games of their teammates or other players of the same tournament in their browser but without any analyses.

### **Article 13: Irregularities**

- 13.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his recorded videos to set the times to be shown on the chessclock. This includes the right not to change the clock times.
- 13.2 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.
- 13.3 If necessary, either the player or his opponent shall ask the arbiter's assistance.
- 13.4 If the player has moved a pawn to the furthest distant rank, and he set the setting to Auto-Promote to Queen, it should be possible to cancel this Auto Promotion by keeping a defined key when moving the pawn to the furthest rank. but if he missed this option the Queen is final and no other claim will be accepted.

**Article 14: The recording of the moves**

- 14.1.1 Moves and time of play for each player should record in the pgn file that should be downloadable from the platform.
- 14.1.2 The Server should record the offer of a draw on the pgn file with a symbol of [=] after the last played move before the offered draw.
- 14.2 The list of moves should be visible to the arbiter and both players throughout the game.
- 14.3 The pgn files are the property of the organiser of the competition or the platform.
- 14.4 At the conclusion of the game, the result determined by the platform shall stand, unless a player submits an appeal to the Arbiter, in accordance with the tournament regulations.

**Article 15: The drawn game**

- 15.1.1 The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
- 15.1.2 However, if the regulations of an event allow a draw agreement the following shall apply:
  - 15.1.2.1 The player can offer a draw in accordance with the method provided by the platform. A player wishing to offer a draw shall do so when his clock is working. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it by playing a move or the game is concluded in some other way.
  - 15.1.2.2 The offer of a draw shall be recorded in the pgn file with the symbol [W=] means white offers draw or [B=] means black offer draw, after the last played move before offer draw.
- 15.2.1 The game is drawn, when the same position for at least the third time (not necessarily by a repetition of moves) happened the platform should stop the game and set the result draw.:
  - 15.2.1.1 Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:
    - 15.2.2.1 at the start of the sequence a pawn could have been captured en passant
    - 15.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.
- 15.3.2 The last 50 moves by each player have been completed without the movement of any pawn and without any capture platform immediately should stop the game and set the results draw.



**Article 16: Points**

- 16.1 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 his game, or forfeits, scores no points (0), and a player who draws his game scores a half point ( $\frac{1}{2}$ ).
- 16.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of  $\frac{3}{4}$  -  $\frac{1}{4}$  is not allowed.

**Article 17: The conduct of the players**

- 17.1 The players shall take no action that will bring the game of chess into disrepute including the way that player behaves in front of the cameras.
- 17.2 Players should wear appropriate clothing in front of the cameras and follow the dress code of the tournament, if any.
- 17.3.1 The 'playing venue' is defined as the 'playing area', and toilets or restrooms. Only if the time control is more than 30 Minutes for each player, players will be allowed to use the toilet with permission of the Arbiter once every 1 hour.
- 17.3.2 The playing area is defined as the room where the player plays his moves and is covered by cameras refreshments and smoking area also should be covered by cameras that are controlled by Arbiters.
- 17.3.3 Only with the permission of the arbiter can:
- 17.3.3.1 a player leave the playing venue,
- 17.3.3.2 the player having the move be allowed to leave the playing area.
- 17.3.3.3 No one except the player will be allowed to be in the playing area without permission of the Arbiter..
- 17.3.4 It's absolutely forbidden to the player having a move leave the playing area.
- 17.4 During play the players are forbidden to use any Electronic device, notes, sources of information or advice, or analyse any game on another chessboard.
- 17.5 Players are not allowed to have any headphones in or over their ears during play.
- 17.6.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.  
However, the regulations of an event may allow such devices to be stored very near to the playing area only as a help to provide backup internet.
- 17.6.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.
- 17.6.3 The arbiter may require the player to show his clothes, bags, ears, drawers or other items or body to be inspected, in front of the camera but in private. The arbiter or person authorised by the arbiter shall inspect

the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9. If Arbiter wants to search the body of a player the session should not be recorded.

- 17.6.4 Smoking, including e-cigarettes, is not permitted in front of the camera.
- 17.7 Players who have finished their games shall be considered to be spectators and should mute their microphones and switch off their cameras and stop share screen after approval of the Arbiter.
- 17.8 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.
- 17.9 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.
- 17.10 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.
- 17.11 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.
- 17.12 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.
- 17.13 Unless the regulations of an event specify otherwise, a player may appeal against any decision of the arbiter before the deadline specified in the regulation, even if the result was set by the platform and approved by the Arbiter (see Article 8.7).
- 17.14 Both players must assist the arbiter in any situation required.

**Article 18: The role of the Arbiter (see Preface)**

- 18.1 The arbiter shall see that the FIDE Laws of Online Chess are observed.
- 18.2 The arbiter shall:
  - 18.2.1 ensure fair play,
  - 18.2.2 act in the best interest of the competition,
  - 18.2.3 ensure that a good playing environment is maintained,
  - 18.2.4 ensure that the players are not disturbed,
  - 18.2.5 supervise the progress of the competition,
  - 18.2.6 take special measures in the interests of disabled players and those who need medical attention,
  - 18.2.7 follow the Anti-Cheating Rules or Guidelines for FIDE Online Chess Competitions
- 18.3 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.
- 18.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.
- 18.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 18.6 The arbiter must not intervene in a game except in cases described by the Laws of Online Chess.

- 18.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 18.8 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 or any contiguous area designated by the arbiter.
- 18.9 Options available to the arbiter concerning penalties:
- 18.9.1 warning,
  - 18.9.2 increasing the remaining time of the opponent,
  - 18.9.3 reducing the remaining time of the offending player,
  - 18.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
  - 18.9.5 reducing the points scored in the game by the offending person,
  - 18.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
  - 18.9.7 a fine announced in advance,
  - 18.9.8 exclusion from one or more rounds,
  - 18.9.9 expulsion from the competition.

#### **Guidelines I. Adjourned games because of disconnection.**

**If during the process of a game both or any of the players disconnected from the server and it's not their fault or server crashed, might arbiter decide to continue the game as soon as possible. For this purpose the position should record as FEN with timings, and when connection problems are solved , Arbiter should start the game with the same position and time on clocks.**

- I.1.1 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 scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop the chessclock. Until he has stopped the chessclock 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 scoresheet as his sealed move.
- I.1.2 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.
- I.2. The following shall be recorded:
- I.2.1 the names of the players,
  - I.2.2 the position immediately before the disconnection,
  - I.2.3 the time used by each player,
  - I.2.4 the name and color of the player who should make the next move,
  - I.2.5 the number of the sealed move,
  - I.2.6 the offer of a draw, if the proposal is current,
  - I.2.7 the date, time and venue of resumption of play.
- I.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.

- I.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.
- I.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.
- I.9 At the agreed resumption time both players should be present in the platform and Video Conferencing system:
- II.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.
  
- I.12.2 If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.
  
- I.13 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 shall continue without correction unless the arbiter decides otherwise.
  
- I.14 The starting time shall be announced in advance.

## FIDE Regulations for playing chess in a Socially Distanced Environment

The regulations are to be used for playing FIDE rated events in a venue where social distancing is still in effect.

They are for tournaments where both players are located at the same table or in tables within sight of each other.



0. The standard Laws of Chess shall apply, unless overridden by these regulations.

1. Each player shall be located at opposite ends of a table, which shall be at least 1.8m (6ft) long (eg A standard 6ft table placed lengthwise). If this is not possible then separate tables shall be used. These tables shall be placed so the boards on each table are visible to both players and the Arbiter.

2. Each player shall have their own chess board, for their exclusive use.

3. The player who has the first move (the White player) shall have the white pieces closest to them, while the other player (the Black player) shall have the black pieces closest to them.

#### 4. Moving the Pieces

4.1 The player having the move shall play their move on their chessboard. Their opponent shall then repeat the move on their chessboard. If necessary, the move will also be verbally confirmed, on request from the opponent. Once this is completed, the opponent shall now 'have the move'

4.2 Article 4 of the Laws of Chess shall apply with the following exceptions -

4.2.1 Touch move does not apply until the opponent has completed playing her opponents move on her own board, and has adjusted any pieces that may have been displaced in doing so.

#### 5. The Chessclock

5.1 The chessclock shall be placed between the two players in a way that is visible to both players and the Arbiter. The chessclock shall be equally distant to both players.

5.2 Once a player has made their move they shall leave their seat and press the chess-clock.

5.3 Players shall only operate their side of the chessclock.

5.4 At the start of the game the Arbiter shall add an additional 5 minutes to the starting time to account for the time required to complete these actions.

5.4.1 The arbiter may add a greater time to the clock at the start of the game if he feels 5 minutes is not sufficient for a player to carry out these actions. Unless agreed to by both players, the Arbiter shall give equal time to both players.

#### 6. Irregularities

6.1 The Arbiter should ensure that the location of pieces on both chessboards is identical. Nonetheless it is the players responsibility to correctly transfer their opponents moves to their own chessboard.

6.2 In the case of a difference the arbiter shall consult both scoresheets to correct any errors that have occurred.

6.2.1 If scoresheets (or other information) is not available, the location of the pieces matching the colour of each player shall be considered definitive.

#### 7. The Role of the Arbiter

7.1 The Arbiter shall ensure that the positions on each board are identical.

7.2 If the Arbiter observes a discrepancy between the positions, then she shall correct this at the earliest possible opportunity.

#### 8. Additional points

8.1 It is recommended that there be a maximum of 15 games per arbiter. Additional arbiters shall be appointed as necessary.

8.2 If protective screens are used, they shall be transparent and not impede the view of the opponents board. It is also recommended that two such screens be placed at the end of each board, rather than a single screen between the two boards (as this may interfere with the placement of the clock).

8.3 These regulations are for Standard and Rapid games only. They are not recommended for use in Blitz events.

8.4 Laws or regulations of the host country or venue take precedence over these regulations.

## Regulations for FIDE Rated Events played online with an Arbiter present

*The purpose of these regulations is to provide a set of rules that allows chess tournaments played online to be eligible for inclusion on the FIDE Rating List. These regulations cover the role of the arbiters and players in such a tournament, the FIDE Laws of Chess that will apply, and the minimum set of technical services offered by an online chess platform hosting such an event.*

### A. Tournament Specification

1. All games will be played using a computer terminal, PC, Laptop or other internet connected device as approved by the tournament organiser. Moves will be made on that device (using a keyboard, mouse, touch screen or other input method) and transmitted to the online chess platform (chess server) hosting the tournament. The player is responsible entering the moves into the chess server interface. Each player is required to have a webcam (plus microphone) that clearly shows the player's face during play. The opponent and tournament arbiters shall have access to images and audio from this webcam.

2. The tournament will be played using the FIDE Laws of Chess and the relevant FIDE Tournament Regulations. Exceptions to the Laws of Chess for these events are:

2.1 Article 4.3 (Touch Move) shall not apply

2.2 Article 4.4 and 4.5 (Promotion). The choice of the piece is finalised when selected from the options offered by the chess server.

2.3 Article 4.7 (The Made Move). The move is considered to have been made when the chess server determines that the selected move is legal (eg when the dragged piece is released onto a legal square).

2.4 Article 6.2.1-6.2.6 (Pressing the clock) does not apply. A player will be considered to have pressed the clock when they have made their move (see A.2.3). The time as indicated by the chess platform shall be considered the correct time for both players.

2.5 Article 6.4 shall be automatically managed by the chess server.

2.6 Article 6.5 shall not apply

2.7 Article 6.8 shall not apply. (See A.2.5)

2.8 Article 6.9 If there is an error in the result reported by the chess server, the Arbiter shall set the result according to LOC 6.9

2.9 Article 11.3.2.1 (Approved devices). The Arbiter shall only approve devices that are required to transmit the moves of the game to the chess server, and to enable communication between a player and his opponent to the tournament arbiters and organisers (eg webcam or headset)

3. Each venue shall have a FIDE licensed arbiter present. The choice of all Arbiters shall be approved by the tournament organisers. Each Arbiter will be responsible for the players under their direct supervision.

4. Tournament organisers are entitled to create additional rules and regulations for these events, as long as they do not conflict with these regulations.

### B. Server Specification

All games are to be played on a designated server (or servers). The approved server shall offer the following tournament functions

1. The following Laws of Chess shall be implemented and managed by the server
  - 1.1 The server shall provide a user interface that meets the requirements of Article 1, Article 2 and Article 6 of the Laws of Chess (LOC)
  - 1.2 The server shall ensure that all the requirements of Article 3 are fulfilled. The server shall reject any moves (without penalty) that fail to fulfil the requirements of Article 3.
  - 1.3 Article 3.8.2 The server may automatically complete a legal castling move after the king is placed on the correct square.
  - 1.4 Article 4.6 (Promotion) The server shall present the player with a set of pieces for promotion, the choice being made by clicking on the required piece.
  - 1.5 Article 4.7 (The Made Move) The server shall record a made move once a piece has been released onto a legal square (see B.1.2)
  - 1.6 Article 5 (The Completion of the Game). The server shall determine when a game has been completed (ie checkmate, stalemate, dead position) and report the result to both players. (Subject to A.2.8)
  - 1.7 Article 6.2 – 6.4 (The Chessclock) The server shall record and manage the time for both players. Once a player has made their move the server shall stop their clock and start their opponents. The server shall be responsible for rule 6.4 (LOC)
  - 1.8 Article 6.6 (Starting the clock) The game shall commence when the player with the White pieces makes their first move (Minimum Requirement)  
The server shall start the game by starting the clock of the player with the white pieces. (Preferred Requirement)
  - 1.9 Article 6.9 The server shall indicate 'flag fall' when one player's clock reaches 0:00:00.00 (See B.1.7)
  - 1.10 Article 6.10 The server shall provide a method for the Arbiter to alter the time on one or both players clocks. This method may be via the players interface to the server, but can only be used with the authority of the Arbiter
  - 1.11 Article 7 (Irregularities) The server shall ensure that any irregularities under Article 7 (LOC) do not occur, with the exception of Article 7.3
  - 1.12 Article 8 (Recording of the Game) The server shall provide a record of the game, accessible to both players and to the tournament arbiters and organisers.
  - 1.13 Article 9 (The Drawn Game) The server shall provide a method to offer and accept draws, and to claim draws if necessary. The server shall enforce article 9.6. The server shall automatically enforce Articles 9.2 and 9.3 (Minimum requirement). The server shall adjudicate on Articles 9.2 and 9.3 on the request of a draw by the player (Preferred Requirement)

2. The server shall provide a method for the tournament organisers to create automatic pairings for players based on external (ie non server) pairings. (Preferred Requirement). Any automated tournament pairing system must be approved by the FIDE Swiss Pairings Commission (Minimum requirement)

3. The server shall provide a method for the Arbiter to restart a game that has been halted due to communication issues. This includes the ability to enter moves previously played, set up a starting position based on previous moves, and to set the clock times for both players.

### C. Arbiters Role (for each venue)

1. The Arbiter is to ensure the Laws of Chess are followed at all times, except where specified in this document.



2. The Arbiter is to ensure the FIDE Fair Play regulations are followed at all times, except where specified in this document. This includes supervising players behaviour, both at the terminal, and elsewhere in the playing venue.

3. The Arbiter is responsible for ensuring that the player is only running software on their device that is necessary for their participation in this event. The Arbiter is responsible for determining any penalties for breaching this guideline.

4. The Arbiter is required to have a portable webcam to enable communication with other venues, players, and the tournament organisers. This webcam can be used to broadcast vision from a specific game, terminal or other area within the playing venue.

5. In the case of an irregularity, the Arbiter has the authority to alter the conditions or outcome of the game (See A.2.8, B1.7 and B.3)