FIDE <u>Handbook</u>

**General Rules, Regulations and
Technical Recommendations for Tournaments**

6.1. Electronic score sheets

6.1. General remarks

6.1.1. An electronic score sheet is a replacement for the current used paper versions within tournaments and matches. It makes it eas-ier for reconstructing games for publication in situations where no other means of move registration is used.

6.1.2. An electronic score sheet is a device which uses a software which enables the player to notate his and his opponent's moves during a game with an electronic registration of the game played.

6.1.3. Basic rules for this electronic score sheet (device):

6.1.3.1. The device is dedicated for notating chess games.

6.1.3.2. The device fully complies with FIDE rules and FIDE Laws of Chess.

6.1.3.3. The game notation complies with FIDE Laws of Chess, whereas the use of figurines is allowed.

6.1.3.4. The device can be linked to the organiser through some unique identification of the device.

6.1.3.5. The device logs user actions during game mode to prevent or detect foul play.

6.1.3.6. It is foreseen that only tournament organiser provides and is responsible for electronic score sheets.

6.1.3.7. The device should have approximately the size of A5 (paper size).

6.1.4 The device/software should be reviewed and pass-through recer-tification process every three years, unless TEC commission de-cides otherwise.

6.2. Game mode

6.2.1. This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organi-sation or arbiter.

6.2.2. The following rules apply to the electronic score sheet in game mode:

6.2.2.1. During the game it is not possible to switch to any other mode.

6.2.2.2. The game notation is clearly visible for the arbiter.

6.2.2.3. A minimum of 7 moves must be visible in a move list.

6.2.2.4. The state of device being in the game mode should be visible to everyone

6.2.2.5. If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.

6.2.2.6. Graphical input through a chess board with figurines is allowed.

6.2.2.7. Scrolling through the move list is allowed, as is correct-ing of incorrect entered moves.

6.2.2.8. A game finishes when a result is noted and both players signed the score sheet. The confirmation of the result and the confirmation of the text of the game can be done also by using the print-out of the game or the protocol submitted to the players by the arbiter.

6.2.2.9. On entering moves:

- It is allowed to enter an illegal move;

- It is allowed to enter the clock time, draw offers and other abbreviation according to Laws of chess. Input of clock times should be possible using a figurine notation;

- It is allowed to enter only moves of white or black dur-ing time trouble;

- It is allowed to enter a dash for a move during time trouble;

- The device is not allowed to correct or signalling illegal moves automatically;

- If a stalemate or checkmate is missed or an illegal move is made by the player, the device must be able to record following moves.

- An automatic move counter should be available

6.2.2.10.Th

6.3. Arbiter mode

6.3.1. The arbiter mode is an optional mode for the device. This mode is created to give the arbiter some extra features supporting his job.

6.3.2. If there is an arbiter mode available the following rules apply:

6.3.2.1. Only the arbiter (or a representative of the tourna-ment organisation) is allowed to enter this mode dur-ing a game.

6.3.2.2. In this mode legality checks may be done on the moves played in the game:

- Threefold repetition of a position (fivefold repetition)

- 50 moves rule (75 moves rule)

- Detection of stalemate or checkmate.

- The arbiter can take moves back in case an illegal move is detected.

6.4. Owner mode

6.4.1. The owner mode is an optional mode for the device. This is a mode where the producer may add some chess features for cre-ating an attractive product for their customers.

6.4.2. If there is owner mode available the following rules apply:

6.4.2.1. The identification of the owner shall be possible in owner's mode.

6.4.2.2. This mode is only allowed when the game is not in progress.

6.4.2.3. No chess program is allowed

6.4.2.4. No other than chess related activities are allowed.

6.4.2.5. For anybody it is easy to see that the device is in owner mode.