

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 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 A player is said to 'have the move' when his/her opponent's move has been 'made'.
- 1.4 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.
 - 1.4.1 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.
 - 1.4.2 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).

If neither player can win then the game is automatically decided as a draw. The arbiter should therefore step in to declare this when:

- (a) neither player has mating potential, or*
- (b) the position is such that neither player can get checkmate (known as a 'dead position').*

The simplest example of (a) is K v K.

The following, where white has just played h5, is an example of a dead position.















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		

Staunton Pieces



p Q K B N R

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'.

Chessboards can be made of different materials. The squares should be in contrasting dark (black or brown) and light (white or cream) squares. It is useful that it is not shiny to avoid reflections and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces (for more information see FIDE Handbook C.02.01 Standards of Chess Equipment).

It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. By doing this, an arbiter can avoid a lot of possible claims about the position of kings and queens or knights and bishops being reversed.

Sometimes, there is a disagreement between the players about the direction that the knights face. Each player has his/her own habits regarding this. The opponent should respect this, and each player may place his/her own knights as he/she likes before the start of the game. A player can adjust pieces during a game only when it is his/her move, and only after he/she has informed his/her opponent that he/she is going to adjust them

(See Article 4.2.1: "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.

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.

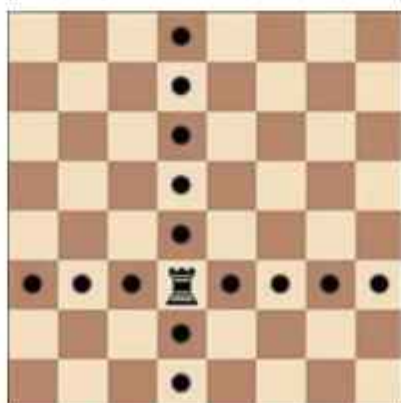
Being pinned against its own king does not stop a piece from attacking the squares it could otherwise move to. Even a pinned piece can 'check' the opponent's king.

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

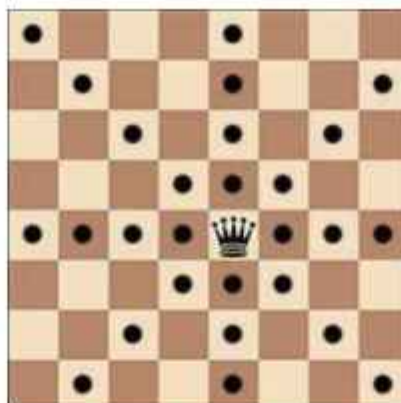


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two (or more) bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.3.5), or an illegal move was played.

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



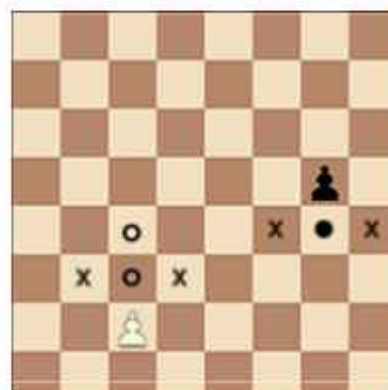
- 3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



- 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 The pawn:
- 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.



- 3.7.3.1 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.
- 3.7.3.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.



- 3.7.3.3 When a player, having the move, plays a pawn to the rank furthest from its starting position, he/she 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'.
- 3.7.3.4 The player's choice is not restricted to pieces that have been captured previously.
- 3.7.3.5 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

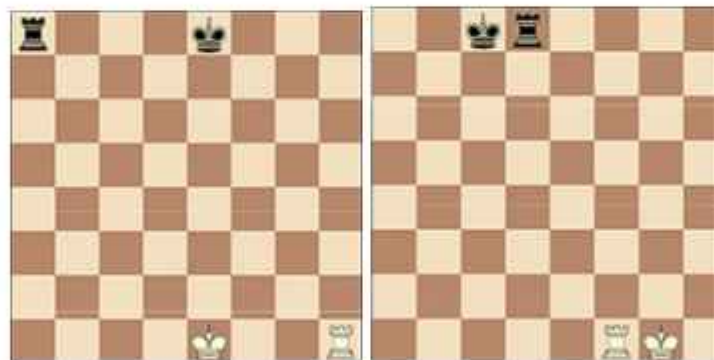
In case of a promotion when the player cannot find the required piece, he/she has the right to pause the clock immediately and ask the Arbiter to bring him the piece he/she wants. The arbiter should provide the requested piece and restart the clock. The player then continues to consider his/her move. He/She is not obliged to promote to the requested piece.

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.

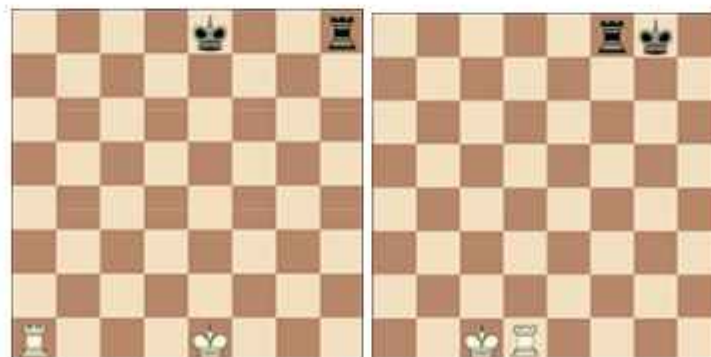


Before white kingside castling

After white kingside castling

Before black queenside castling

After black queenside castling



Before white queenside castling

After white queenside castling

Before black kingside 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 The king in check:

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 Legal and illegal moves; illegal positions:

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

Examples of illegal positions include:

a) Both kings are in check

b) A player has both bishops on the same-coloured squares, and all 8 pawns are still on the board

*In **Standard chess**, if an arbiter observes an illegal position, he/she must always intervene immediately.*

*In **Rapid and Blitz chess** the arbiter intervenes when an illegal position has occurred as a direct consequence of an illegal move which the arbiter has seen being completed. Otherwise, the arbiter intervenes according to Article A.5.4 of Appendix A, or when a player submits a claim.*

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 with one hand only.
- 4.2 Adjusting the pieces or other physical contact with a piece:
- 4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he/she first expresses his/her intention (for example by saying “j’adoube” or “I adjust”).

Article 4.2.1 may only be used to correct displaced pieces. If the opponent is not present then an arbiter, if present, should be informed before any adjustment takes place. The player should always announce his/her intention to adjust a piece. If he/she does not do this then the normal touch move rules apply (see 4.3).

- 4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.
- 4.3 Except as provided in Article 4.2.1, if the player having the move touches on the chessboard, with the intention of moving or capturing:
- 4.3.1 one or more of his/her own pieces, he/she must move the first piece touched that can be moved.
- 4.3.2 one or more of his/her opponent’s pieces, he/she must capture the first piece touched that can be captured.
- 4.3.3 one or more pieces of each colour, he/she must capture the first touched opponent’s piece with his/her first touched piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player’s own piece or his/her opponent’s was touched first, the player’s own piece shall be considered to have been touched before his/her opponent’s.

According to this rule, if a player has not said “I adjust” or something similar before touching a piece and touching the piece is not accidental, the touched piece must be moved. For example, if White played 1 Be2xg5 by lifting the bishop and then removing the knight, the bishop on e2 must be moved as it was touched intending to move.



The accidental touch doesn't imply a psychological analysis of the player's intentions.

- 4.4 If a player having the move:
- 4.4.1 touches his/her king and a rook he/she must castle on that side if it is legal to do so
 - 4.4.2 deliberately touches a rook and then his/her king he/she is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1.

In this case the player must move his/her rook, if possible. If no rook move is possible, he/she should move his/her king. (Article 4.3.1)

- 4.4.3 intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his/her king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

Please note that castling is a king move. If a player tries to castle and it is found to be illegal, then the player must make a king move that is legal. If there is no legal move of the king the player is free to make any move – he/she is not obliged to move the rook (but see 4.4.2). It may happen that a player moves his/her king to the final castle square but doesn't move the rook before pressing the clock. In such case, it has to be understood whether he/she made an illegal move or he/she omitted to finish his/her castle move. This case doesn't occur if castling itself is illegal on that side.

- 4.4.4 promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.

When a player places an inverted (upside – down) rook on the promotion square and continues the game, the piece is considered as a rook, even if he/she names it as a “queen” or any other piece. If he/she moves the upside-down rook diagonally, it becomes an illegal move. On his/her own move the opponent may turn the rook the right way up. However, to avoid conflict, it is advisable that an arbiter is requested to do this.

- 4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.
- 4.6 The act of promotion may be performed in various ways:
- 4.6.1 the pawn does not have to be placed on the square of arrival.
 - 4.6.2 removing the pawn and putting the new piece on the square of promotion may occur in any order.
 - 4.6.3 If an opponent's piece stands on the square of promotion, it must be captured.
- 4.7 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 considered to have been made in the case of:

Refer article 1.3 “for move made”

- 4.7.1 A capture, when the captured piece has been removed from the chessboard and the player, having placed his/her own piece on its new square, has released this capturing piece from his/her hand.
- 4.7.2 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/her 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. If castling on this side is illegal, the player must make another legal move with his/her king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- 4.7.3 Promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.
- 4.8 A player forfeits his/her right to claim against his/her opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

If an arbiter observes a violation of Article 4, he/she must always intervene immediately. Arbiter should not wait for a claim to be submitted by a player.

- 4.9 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/her opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.
- 5.1.2 The game is lost by the player who declares he/she resigns (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.

A player may resign in a number of different ways:

- *pausing the clock*
- *announcing his/her resignation*
- *knocking over his/her king*
- *reaching out his/her hand to the opponent*
- *signing the score sheets, and so on.*

All of these possibilities are capable of being misinterpreted. Therefore, the situation has to be clarified.

At the end of a game the arbiter should ensure that both scoresheets show the same result.

A player who does not wish to continue a game and leaves without resigning – or notifying the arbiter – is being discourteous. He/She may be penalized, at the discretion of the Chief Arbiter, for poor sportsmanship.

- 5.2.1 The game is drawn when the player to move has no legal move and his/her 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 in accordance with Article 3 and Articles 4.2 – 4.7.
- 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, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.
- 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. This immediately ends the game.

This rule is applicable, only if Article 9.1.1 (not to agree to a draw before a specified number of moves by each player) is not in effect.

The best way to conclude a game is to write down the result on the score sheet (if there is any, see Article 8) and for both players to sign it. This then forms a legal document, but even then, things can go wrong.

COMPETITIVE RULES OF PLAY

Article 6: The Chessclock

- 6.1 'Chessclock' means a clock with two time displays, connected to each other in such a way that only one of them can run at a 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.

Digital clocks of different types may have their own way of displaying a "flag fall"

6.2 Handling the chessclock:

- 6.2.1 During the game each player, having made his/her move on the chessboard, shall pause his/her own clock and start his/her opponent's clock (that is to say, he/she shall press his/her clock). This "completes" the move. A move is also completed if:

- 6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.2.1, 9.6.1 and 9.6.2), or
- 6.2.1.2 the player has made his/her next move, when his/her previous move was not completed.

Normally, when the player forgets to press his/her clock after making his/her move, the opponent has the following possibilities:

- (a) *To wait for the player to press his/her clock. In this case there is a possibility to have a flag fall and the player to lose on time. Some may think that this is quite unfair, but the Arbiter cannot intervene and inform the player.*
- (b) *To remind the player to press his/her clock. In this case the game will continue normally.*
- (c) *To make his/her next move. In this case the player can also make his/her next move and press his/her clock. If the game is played with move-counter active, then one move has been missed by both players.*

The following situation may happen:

A player makes a move, forgets to press the clock and leaves the table (for example to go to the toilet). After he/she returns he/she sees that his/her clock is running and believing that his/her opponent has completed his/her move he/she makes another move and presses the clock. In this situation the arbiter must be summoned immediately to clarify the situation (did the opponent make a move or not?) and make the necessary corrections on the clock and the board.

- 6.2.2 A player must be allowed to pause his/her clock after making his/her move, even after the opponent has made his/her next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.
- 6.2.3 A player must press his/her clock with the same hand with which he/she made his/her move. It is forbidden for a player to keep his/her finger on the clock or to 'hover' over it.

Sometimes the following happens:

A player displaces some pieces. The opponent keeps his/her finger on the clock button to prevent the player pressing his/her clock. This is forbidden according to this Article.

If a player makes a move with one hand and presses the clock with the other, it is not considered as an illegal move, but it is penalized according to article 12.9.

- 6.2.4 The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

Where a player presses the clock without making a move, as mentioned in article 6.2.4, it is considered as an illegal move and it is penalized according to article 7.5.3.

- 6.2.5 Only the player whose clock is running is allowed to adjust the pieces.
- 6.2.6 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/Her clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

It is clear that the player himself has to provide an assistant. He/She has to introduce this assistant to the arbiter, in advance and not just before the start of the round.

It is usual that 10 minutes are deducted from the time of the player who needs an assistant. No deduction should be made in the case of a disabled player.

6.3 Allotted time:

- 6.3.1 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 added with each move. All these must be specified in advance.

A game may have more than one period. The requirements of the subsequent total number of moves and the additional amount of time with each move for each period must be specified in advance. These parameters should not change during a tournament. A play-off may have different time controls.

- 6.3.2 The time saved by a player during one period is added to his/her 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/her 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.

In the Laws of Chess Increment and Delay are treated in the same way. For example, when calculating the length of the playing session both are multiplied by 60 to find the total time.

INCREMENT: a specified amount of time added to the players main (thinking) time with each move played. The first increment is added at the start of the game. Often called Fischer Bonus and shown on some clocks as FISCH. If a player moves quickly their time can increase.

There are two types of delay, Bronstein and Simple (or US). With delay a player can never increase their time beyond the amount they had at the start of a move. If the clock is pressed before all of the bonus time has been used, the remaining bonus time is lost. Both delay methods have the same overall effect.

BRONSTEIN DELAY: the clock will add the delay only after the move has been completed. The delay added will be the maximum only if the player used more than time, otherwise, the exact amount of used thinking time will be added.

SIMPLE DELAY: with this mode the main time only starts after the delay countdown expires.

- 6.4 Immediately after a flag falls, the requirements of Article 6.3.1 must be checked.

This means that the arbiter and/or the players have to check if the minimum numbers of moves have been completed.

Consider a game of 90 minutes for 30 moves and 30 minutes for the rest of the game. It is normal to investigate whether 30 moves have been completed by both players only after a flag has fallen.

If a move-counter is used in a digital clock, then it is possible to establish whether 30 moves have been made before a flag fall, as some indication appears on the clock if the player does not complete the 30 moves before the allotted time.

Where electronic clocks are used and both clocks show 0.00, the Arbiter can usually establish which flag fell first, with the help of the help of some indication or any other flag indication. Where mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes is applied.

6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

In individual tournaments the chess-clock is normally placed on the right of the player who has the black pieces. The chess boards shall be placed so that the arbiter is able to check as many clocks as possible at the same time.

Where either player, through disability, would have difficulty with the position of the clock and would prefer the clock on his/her other side this should be accommodated by rotating the board rather than moving the clock.

In team competitions the members of the same team usually sit in a row. Then the pieces are set alternate black and white and the clocks all point the same way.

Be careful! It happens quite often in team competitions that a player presses the clock of his/her neighbour.

6.6 At the time determined for the start of the game White's clock is started.

In matches and smaller tournaments, where there are enough arbiters to do so, the clocks may be started by the arbiters.

In general, in tournaments with many players the arbiter announces the start of the round and states that White's clock is started. The arbiter then goes round the room checking that White's clock has been started on all boards.

Where the move-counter is used to add time after the first time control (at least 30 moves), it is desirable for arbiters to start all White's clocks.

In large tournaments where the move-counter is used, the Chief Arbiter should decide whether the length of time needed to start all of the clocks justifies this being done by the arbiters rather than by the player. If the players start the clock, when the arbiters go around checking that the clocks have been started, they must also make sure that the clock correctly indicates which player is white.

6.7 Default time:

6.7.1 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 arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

6.7.2 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/she arrives, unless the regulations of an event specify or the arbiter decides otherwise.

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter shall declare the game lost for the players who are not present at their boards. It is preferable to display a large digital countdown in the playing hall. For FIDE events with fewer than 30 players an announcement must be made five minutes before the round is due to start and again one minute before the start of the game.

Alternatively, a clock should be on the wall inside the playing hall and provide the official time of the tournament.

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/she writes down the starting time.

If the default time is for example 30 minutes and the round was scheduled to start at 15.00, but actually started at 15.15, then players do not lose by default until 15.45

- 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. If a result is reached between a flag fall and the fall being noticed, the result is not changed. The arbiter should announce flag fall as soon as he notices it

- 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.

Also in the case of articles 9.6.1 and 9.6.2, even if a player does not complete the prescribed number of moves in the allotted time, the game is drawn.

- 6.10 Chessclock setting:

This means that a simple flag fall might not lead the arbiter to declare the game lost for the player whose flag has fallen. The Arbiter has to check the final position on the chessboard and only if the opponent can checkmate the player's king by any possible series of legal moves, can he/she declare the game won by the opponent. Where there are forced moves that lead to a checkmate or to a stalemate by the player, then the result of the game is declared as a draw. The table below shows a few situations with the corresponding results:

Player who runs out of time's material	Opponents Material	Result
K + Q	K + N or K + B	Draw
K + R	K + N	Win for opponent as a mate is possible
K + R	K + B	Draw
K + N	K + N	Win for opponent
K + N	K + B	Win for opponent
K + B	K + N	Win for opponent
K + B	K + B (opposite colours)	Win for opponent
K + B	K + B (same colours)	Draw
K + Q + P	K + N or K + B	Win for opponent. The pawn could be under promoted

- 6.10.1 Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his/her best judgement when determining the times to be shown on the replacement chessclock.

It is desirable to check the clocks during the round, for instance every 30 minutes, and to record the times and the number of moves made, by using a time-control sheet (see at the end of the Manual), even though the games are broadcast.

This can be particularly valuable when an increment is used.

If a chess-clock must be replaced, it must be done as soon as possible and it is essential to mark it as defective and to separate it from the clocks that work correctly.

- 6.10.2 If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall pause the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. he/she shall use his/her best judgement when determining the clock settings.

It is essential to write down the times shown on the two clocks and the number of moves made before making any adjustment.

- 6.11.1 If the game needs to be interrupted, the arbiter shall pause the chessclock.

For example, if a fire alarm goes off. Before asking the players to evacuate the building the arbiter should, if possible, ask those at their boards to pause the clocks.

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

- 6.11.3 The arbiter shall decide when the game restarts.

- 6.11.4 If a player pauses the chessclock 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 has no valid reason for pausing the chessclock, the player shall be penalised in accordance with Article 12.9.

Valid reasons for pausing the clock include:

- *An irregularity, such as an illegal move or position, being discovered a player being disturbed by his/her opponent or by spectators;*
- *Illness*
- *A toilet break is not usually a valid reason but could be in the case of a disabled or unwell player.*

- 6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.

- 6.12.2 The player may not make a claim relying only on information shown in this manner.

An arbiter or player must realise that the information displayed may be incorrect. If the number of moves already played has been established by the arbiter before he/she begins to count the move counter may be used to confirm that 50/75 moves have been played.

Article 7: Irregularities

- 7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his/her best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He/She shall also, if necessary, adjust the clock's move-counter.
- 7.2.1 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 shall be played.

The error must be discovered before the end of the game otherwise the result will stand. If an electronic board shows this error or stops recording the moves, the operator should inform the arbiter. It is the arbiter's duty to check if such a situation has been caused by an irregularity in play.

- 7.2.2 If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.
- 7.3 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.

After Black has made move 10 the game shall continue, otherwise, a new game shall be played with the correct colours. It doesn't matter what the current position on the chessboard is and how many pieces or pawns have been captured.

If a game with reversed colours has ended by normal means (for example checkmate, resignation or draw by agreement), in less than ten (10) moves by both players, then the result stands.

- 7.4 Displaced pieces:
- 7.4.1 If a player displaces one or more pieces, he/she shall re-establish the correct position in his/her own time.
- 7.4.2 If necessary, either the player or his/her opponent shall pause the chessclock and ask for the arbiter's assistance.
- 7.4.3 The arbiter may penalise the player who displaces the pieces.

Player A's clock is running when Player B accidentally displaces a piece. Player A should not restart Player B's clock but should pause the clock and summon the arbiter. The arbiter may then either add time to A's clock or subtract time from B's clock. If A restarts B's clock this creates several problems with increments being wrongly added and the move counter affected.

Most problems happen in Rapid Chess or Blitz. The penalty should be according to Article 12.9. A player should not be forfeited immediately for accidentally displacing a piece. If he/she did it deliberately, perhaps in order to gain time, or does it several times, that is different.

7.5 Illegal moves:

- 7.5.1 An illegal move is completed once the player has pressed his/her clock. If during a game it is found that an illegal move 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. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

It is very important that the irregularity must be discovered during the game. After the players have signed the scoresheets or it is clear in another way that the game is over, corrections are not possible. The result stands.

When the irregularity is discovered during the game the game, the game restarts from the restored position. The 'touch move' rule applies so the piece to be played should be, if possible, the one first touched, either the piece illegally moved or the piece captured.

If the irregularity was caused by a check being missed the touched piece should be used to block the check or capture the checking piece, if possible.

A move cannot be declared illegal until the player has completed his/her move by pressing his/her clock. So, the player can correct his/her move without being penalized, even if he/she had already released the piece on the board, provided he/she hasn't pressed the clock. Of course, he/she must comply with the relevant parts of article 4.

If an arbiter observes an illegal move he/she must always intervene immediately. He/She should not wait for a claim to be submitted by a player.

- 7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.
- 7.5.3 If the player presses the clock without making a move, it shall be considered and penalised as if an illegal move.

If a player restarts the opponent's clock instead of pausing it an arbiter may regard this as an accident and punish it less severely.

For example: Player B makes an illegal move. Player A, instead of pausing the clock, restarts the opponent's clock. Is this an infringement of Article 7.5.3?

In this case Player A had not deliberately started Player B's clock.

Where an opponent's clock may have been started in error the arbiter must decide if this action constitutes an illegal move or a distraction.

- 7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalised as if an illegal move.

It is not applicable if the game was ended before the clock was pressed.

- 7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his/her opponent; for the second completed 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.

*The arbiter's have to follow the uniformity in **reducing the increment** (in general 30 seconds) for the player who completed the illegal move by pressing the clock and adding two minutes for his opponent.*

In Rapid and Blitz also the increment obtained by pressing the clock has to be reduced accordingly.

The player is forfeited if he/she completes two (2) of ANY of the above illegal moves. However when there are two (2) illegal moves in one move (for example illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited, unless it is the second such transgression.

A different situation occurs when a player who previously committed an illegal move, makes another one immediately after the game restarted (which means, at same move number as before).

For example: A white pawn is on d6 and black king on d7, now the player played Ke7 and completed the move. After applying the penalty for the illegal move, he/she played Kc7. They are considered to be two illegal moves.

Capturing of the opponent's king is illegal and is penalized accordingly.

Two consecutive moves by a player may be penalized according to article 12.9

- 7.6 If, during a game it is found that any piece has been displaced from its correct square, 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 game shall then continue from this reinstated position.

It is advisable that the investigation to determine from which position the game shall be continued takes place by the two players and under the supervision of the arbiter.

Article 8: The Recording of the Moves

8.1 How the moves shall be recorded:

8.1.1 In the course of play each player is required to record his/her own moves and those of his/her opponent in the correct manner, move after move, as clearly and legibly as possible, in one of the following ways:

8.1.1.1 by writing in the algebraic notation (Appendix C), on the paper 'scoresheet' prescribed for the competition.

8.1.1.2 by entering moves on the FIDE certified 'electronic scoresheet' prescribed for the competition.

8.1.2 It is forbidden to record 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 Guidelines I.1.1

Notice that it is normally forbidden to record the move before playing it. Only in the case of a draw claim (Article 9.2, and 9.3) and adjourning is it allowed to do so. Even if an opponent has only one legal move, this must not be recorded by the player in advance

8.1.3 A player may reply to his/her opponent's move before recording it, if he/she so wishes. He/She must record his/her previous move before making another.

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

8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.6 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to record the moves. his/her clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

The scoresheet does not have to be visible to the opponent (except when the opponent needs it to bring his/her own scoresheet up to date e.g. to satisfy 8.5.2) but the arbiter must be able to see it and, most importantly, how many moves have been recorded. It is acceptable for a player to have a pen on his/her scoresheet but it should not obscure the last move from the arbiter.

8.3 The scoresheets are the property of the organiser of the competition. An electronic scoresheet with an evident defect shall be replaced by the arbiter.

A player is not allowed to keep the original scoresheet, unless the tournament regulations specify otherwise. It belongs to the Organisers. The player has to deliver it to the arbiter when the game is finished and should keep a copy (if any).

8.4 If a player has less than five minutes left on his/her clock during an allotted period of time and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he/she is not obliged to meet the requirements of Article 8.1.1.

8.5 Incomplete scoresheets:

- 8.5.1 If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall pause the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

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 must not answer this as it would be giving advice. Even if the required number of moves have been made the arbiter should not intervene until after a flag fall. At this point the arbiter should pause the chess-clock and request both players to update their scoresheets. When they are completed the arbiter will restart the clock of the player on the move. If a player delays updating his/her scoresheet, sometimes contemplating his/her next move, he/she should be warned.

The arbiter must watch that the player records his/her own moves and those of his/her opponent in the correct manner, move after move. However, if it turns out that the player has missed one or more move in writing and it is not clear when this happened, then the arbiter should be satisfied with a warning. He/She can act differently if such violations are of a regular nature.

- 8.5.2 If only one player has not kept score under Article 8.4, he/she must, as soon as either flag has fallen, update his/her scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he/she may use his / her opponent's scoresheet, but must return it before making a move.

Notice that, in this situation, after a flag fall, the arbiter does not pause the clocks. If the opponent refuses to make his/her scoresheet available, the arbiter can insist that he/she does so.

- 8.5.3 If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He/She shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

The reconstruction should take place after both clocks have been paused and should be done away from the other games, so as not to disturb them.

- 8.6 If the scoresheets 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 or completed.
- 8.7 At the conclusion of the game both players shall indicate the result of the game by signing both scoresheets or approve the result on their electronic scoresheets. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

It is very important for the Arbiter to record the correct result of the games. At the moment the Arbiter sees that a game has been finished, he/she should go to that board and check if the players have recorded the result of the game and signed both scoresheets. The arbiter should immediately check that both scoresheets show the same result.

Article 9: The Drawn Game

9.1 Draw offers and event regulations:

- 9.1.1 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.

If a competition applies this rule, then the required number of moves or the no agreement at all condition, should be communicated to the players in the invitation to the tournament. It is advisable for the Arbiter to repeat the rule before the start of the tournament. It is clear that the rule applies only for draw agreements. Articles 9.2,

9.3 and 9.6 still apply during the whole game and give the possibility to the players to draw in less than the specified number of moves, which must be accepted by the arbiter. For example, if two players claim a draw by three-fold occurrence after 20 moves, in a tournament where there is a draw restriction rule before 30 moves have been completed by both players, then the arbiter must allow the draw. If neither player claims a draw by three-fold occurrence, and an arbiter is aware that the same position (per 9.2.2) has occurred at least 5 times, then he/she must intervene, see Article 9.6.1.

This article does not specify a penalty in case of its violation. Unless the tournament regulations specifies one, the Arbiter may act according to art. 12.9.

- 9.1.2 However, if the regulations of an event allow a draw agreement the following shall apply:

- 9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his/her clock. 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 orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
- 9.1.2.2 The offer of a draw shall be recorded by each player on his/her scoresheet with the symbol (=).

This is a valuable rule for the arbiter and its use should be encouraged. If a player claims that he/she is being distracted by repeated draw offers then his/her scoresheet should be examined for evidence of this in the form of several (=) being displayed.

9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

The correct sequence of a draw offer is clear:

1. *make a move*
2. *offer of a draw*
3. *press the clock*

If a player deviates from this order, the offer still stands though it has been offered in an incorrect manner.

The arbiter in this case has to penalise the player, according to Article 12.9. No conditions can be attached to a draw offer.

Some examples of unacceptable conditions:

The player requires 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 9.1.2.3: 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 (perhaps after 28 moves), then the claim has to be checked by the Arbiter, even if the opponent would agree to the draw.

As mentioned, a claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

If the opponent chooses to check the claim, the offer loses its validity.

9.2 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):

9.2.1 is about to appear, if he/she first indicates his/her move, which cannot be changed, by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her intention to make this move, or

9.2.2 has just appeared, and the player claiming the draw has the move.

9.2.3 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:

9.2.3.1 at the start of the sequence a pawn could have been captured en passant

9.2.3.2 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.

Only the player whose move it is, and whose clock is running, is allowed to claim a draw in this way. If the procedure of a draw claim is correct, but the player forgets or doesn't know that he/she shall write his/her intended move, it is advisable that instead of rejecting the claim, the arbiter says "Make your claim legal", if the player asks how he/she can make his/her claim legal, the arbiter can, according to article 11.2, explain conditions of a correct claim.

The correctness of a claim must be checked 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 a player having the move, if:

9.3.1 he/she indicates his/her move, which cannot be changed, by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or

9.3.2 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

See comments to article 9.2.3.2

9.4 If the player touches a piece as in Article 4.3, he/she loses the right to claim a draw under Article 9.2 or 9.3 on that move.

The right to claim a draw is returned on the next move but cannot be made retrospectively.

9.5 Draw claims:

9.5.1 If a player claims a draw under Article 9.2 or 9.3, he/she or the arbiter shall pause the chessclock. He/She is not allowed to withdraw his/her claim.

9.5.2 If the claim is found to be correct, the game is immediately drawn.

9.5.3 If the claim is found to be incorrect, the arbiter shall add two 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 in accordance with Articles 3 and 4.

This claim is not treated as an illegal move but see below.

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 If one or both of the following occur(s) then the game is drawn:

9.6.1 the same position has appeared, as in 9.2.2 at least five times.

9.6.2 any series of at least 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

In 9.6.1 case, the five times need not be consecutive.

In both 9.6.1 and 9.6.2 cases the arbiter must intervene and stop the game, declaring it as a draw.

If a draw under either of the above conditions is not noticed during the game a player may appeal using the normal appeals procedure.

Article 10: Points

- 10.1 Unless the regulations of an event specify otherwise, a player who wins his/her game, or wins by forfeit, scores one point (1), a player who loses his/her game, or forfeits, scores no points (0), and a player who draws his/her 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. The idea is to encourage more positive play.

Another is win 3 points, draw 2, loss 1 and forfeit 0. This is to discourage forfeits and may encourage children particularly as they gain a point despite losing.

Yet another is win 2, draw 1, loss 0. This avoids $\frac{1}{2}$ on the results sheet.

- 10.2 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 11: The Conduct of the Players

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

This is an Article which can be used for many infringements that are not specifically mentioned in the articles of the Laws of Chess.

11.2 Playing venue and playing area:

11.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

11.2.2 The playing area is defined as the place where the games of a competition are played.

11.2.3 Only with the permission of the arbiter can:

11.2.3.1 a player leave the playing venue,

11.2.3.2 the player having the move be allowed to leave the playing area.

11.2.3.3 a person who is neither a player nor arbiter be allowed access to the playing area.

If possible, spectators should not enter the playing area. It is advisable to have all other rooms (smoking areas, toilets, refreshment areas, and so on) always under the control of the Arbiters or assistants.

11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he/she wishes to leave the playing area.

This article should not be confused with Articles 11.2.3.1 and 11.2.3.2. In 11.2.3.1 it is prohibited for any player to leave the playing venue without the permission of the arbiter and in 11.2.3.2 it is prohibited to leave the playing area for the player having the move. But in 11.2.4 it is possible to include, in the regulations, prohibition of the opponent leaving the playing area without the permission of the arbiter.

11.3 Notes and electronic devices:

11.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

11.3.2 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.

11.3.2.1 However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.

11.3.2.2 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.

11.3.3 The arbiter may require the player to allow his/her clothes, bags, other items or body to be inspected, 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.

The regulations about electronic devices are now very strict. No mobile phone is allowed in the playing venue and it makes no difference if it is switched on or off. If a mobile phone (even switched off) is found with a player, his/her game is immediately lost and the opponent shall win. The result shall be 1-0 or 0-1. It doesn't matter if, when the mobile phone is found, the opponent cannot checkmate the offending player by any series of legal moves: he/she wins the game. The opponent may have cheated earlier.

It is different if the game has not yet started. Suppose the following situation occurs: There is no zero-tolerance. Player A is in the playing hall at the start of the round. His/Her opponent, Player B is absent. Immediately after player A made his/her first move his/her 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.

However, there is the possibility for an arbiter or an organizer to specify in advance (in the regulations of the event) a less severe penalty for a violation of this article (perhaps a fine). They can also include in the regulations of the event the possibility of bringing such a device to the tournament provided that certain conditions are fulfilled: that it is completely switched off and stored in a separate bag, so that it is not in contact with the player and the player does not have access to the bag during the game, without the arbiter's permission (and he/she cannot take the bag with him to the toilet, and so on.).

A player who arrives after the start of a round should be given the opportunity to store his/her device before playing their first move, either with the organiser or placed in a bag, if this is allowed.

11.3.4 Smoking, including e-cigarettes, 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 and supervised by an arbiter or an assistant.

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

It means that the players, who finished their games, may have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards, making sure they do not disturb players still in play.

11.5 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.

Even if the draw offers or claims are quite reasonable, repeating them too often can annoy the opponent. The arbiter must always intervene when the opponent is disturbed or distracted.

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 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 the application of this Article, but if an arbiter has to warn the player for the third or fourth time, this is a good reason to declare the game lost. It is necessary to inform the player that Article 11.7 shall be applied at the next infringement.

11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.

For example, players often ask if they can castle or capture 'en passant' in the position on their board. An arbiter must not answer 'yes' or 'no' but must inform them of the meaning of the appropriate Law. It is also common for a player to ask how to claim a draw (see comment under article 9.2.3.2).

11.10 Unless the regulations of an event specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

It is necessary to advise the player of his/her right to appeal, if he/she does not agree with the arbiter's decision. If the appeal cannot be heard immediately, the game continues in the manner as decided by the arbiter. If the player refuses to continue, then his/her clock is started and, in due course, he/she will lose on time.

There must always be a deadline for the submission of an appeal.

The details of the appeals procedure must be part of the regulations of the event.

11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.

11.12 Checking a 'three times occurrence of the position' or a '50 moves' claim is a duty of the players, under supervision of the arbiter.

Both players should conduct the reconstruction, watched by the arbiter. The reconstruction should pause when it is thought we have the first occurrence, and then the second. This allows both players and the arbiter to confirm each occurrence. If a player refuses to participate then Article 12.9 is applied.

Article 12: The Role of the Arbiter (see Preface)

12.1 The arbiter shall see that the Laws of Chess are observed.

The arbiter must be present and control the games.

If the arbiter observes any infringement, he/she must intervene. He/She must not wait for acclaim from a player.

Example: A player touches a piece and makes a move with another one. The arbiter shall require the player to play the touched piece, if legal.

12.2 The arbiter shall:

12.2.1 ensure fair play,

12.2.2 act in the best interest of the competition,

12.2.3 ensure that a good playing environment is maintained,

12.2.4 ensure that the players are not disturbed,

12.2.5 supervise the progress of the competition,

12.2.6 take special measures in the interests of disabled players and those who need medical attention,

12.2.7 follow the Fair play Rules or Guidelines

The Arbiter must take care to avoid any kind of cheating by the players.

12.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he/she has made, and impose penalties on players where appropriate.

12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.

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

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He/She shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his/her opponent has completed a move or that the player has not pressed his/her clock.

12.7 If someone observes an irregularity, he/she 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.

If a spectator sees a flag fall, or any other offence, they should tell the arbiter. They should not announce it.

- 12.8 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.

In general, nobody is allowed to use their mobiles in the playing hall or adjoining area during the games.

- 12.9 Options available to the arbiter concerning penalties:

- 12.9.1 warning,
- 12.9.2 increasing the remaining time of the opponent,
- 12.9.3 reducing the remaining time of the offending player,
- 12.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
- 12.9.5 reducing the points scored in the game by the offending person,
- 12.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
- 12.9.7 a fine announced in advance,
- 12.9.8 exclusion from one or more rounds,
- 12.9.9 expulsion from the competition.

These punishments are in approximate level of severity. For example, Article 12.9.8 may be used for a player who arrives under the influence of alcohol but is not disruptive. Article 12.9.9 may require agreement with the organiser of the event.