FIDE ARBITERS' COMMISSION



ARBITERS' MANUAL

2026

FIDE

FIDE Interim President's Welcome

Dear Readers,

It is my great honour and pleasure to introduce the 2026 edition of the FIDE Arbiters' Manual. The document was prepared with great care by the dedicated and highly professional team of the FIDE Arbiters' Commission.

This Manual serves as one of the key reference points for arbiters, players, organisers, and all those seeking a deeper understanding of the rules and regulations of chess. The purpose of the Manual is to provide clear explanations, practical guidance, and up-to-date interpretations of the FIDE regulations that govern our game.

Several important updates have been introduced in the FIDE Handbook since the previous edition. These include:

- further refinements to rating and title regulations
- updated tie-break and playoff procedures
- continued harmonisation of rules across standard, rapid, and blitz chess.

Over the recent years we have seen a rapid evolution of chess, including the growth of online and hybrid competitions. This has brought new opportunities as well as new challenges for the integrity of our game. Apart from being responsible to apply the Laws of Chess with precision, Arbiters today are also required to adapt to advanced technologies, digital tools, and increasingly complex competition environments. This Manual reflects these realities and aims to support arbiters in their essential role.

All these changes represent an important step toward a more transparent, inclusive, and fair chess environment for players worldwide. In a time when chess continues to expand globally, the responsibility carried by arbiters -ensuring consistency, fairness, and professionalism -has never been greater.

I would like to express my sincere appreciation to the FIDE Arbiters' Commission and to all contributors who have worked diligently on this publication. Their expertise and commitment are essential for the continued development of arbiting standards and for maintaining trust in FIDE-regulated competitions.

I hope that this Manual will serve as a valuable and practical guide for all its readers, supporting the continuous education and professional growth of arbiters across the world

Sincerely,



Viswanathan Anand
FIDE Interim President

INTRODUCTION

Dear chess friends,

It is my great pleasure to present to you a new edition of the FIDE Arbiters' Manual 2026.
Each new edition of this Manual is the result of extensive collaboration, experience, and dedication. After special edition in 2025 (online version only) we again come with printed version that provides practical, clear, and consistent guidance for arbiters worldwide.

This Manual is not intended only for arbiters. We hope it will also serve players, organizers, trainers, and everyone with a passion for chess who seeks to better understand the rules, their interpretation, and their practical application.

Our aim has not been to repeat regulations that are already clear and accessible in the FIDE Handbook. Instead, we have focused on those areas that often create uncertainty—situations where practical interpretation differs, and where arbiters must rely on experience, judgment, and consistency.

You may ask: "I know where to find the regulations, so why do I need this Manual?" The answer remains the same as before: knowing the rules is one thing but understanding how to apply them correctly in real situations is another. Chess regulations evolve, competitions become more complex, and modern challenges—especially in fair play, hybrid events, and digital environments—require deeper insight and practical guidance.

I wish in the next edition of Arbiters Manual a significant part will deal with new Laws of chess. We feel it would be necessary to contribute from our side to explain new articles and include examples how to apply those.

The work presented here is the result of a collective effort by a highly committed team of experts. Team led by IA Anantharam Rathinam (IND) and members Alex McFarlane (SCO), Amir Erfan Hashemi (IRI), Arasu B (IND), Ashot Vardapetyan (ARM), Chanda Nsakanya (ZAM), Cicek Melih (TUR), Ganesh Babu S (IND), Gilton Mkumbwa (MWI), Gopakumar S (IND), Kamalov Jakhongir (UZB), Klaus Deventer (GER), Marco Biagioli (ITA), Mario Held (ITA), Roberto Ricca (ITA), Shaun Press (PNG) and Swapnil Bansod (IND).

Thank you all.
Gens una sumus !



IA Ivan Syrovy
Chairman - FIDE Arbiters´ Commission

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IMPORTANT:

Throughout this manual, text which appears in a box such as this one is given as advice and is the opinion of a number of experienced arbiters. It does not form part of the Laws nor the Regulations in which it appears.

CHAPTER 1:
THE ROLE OF THE ARBITERS AND THEIR DUTIES

This chapter is written by the FIDE Arbiters' Commission and is very important for arbiters but does not form part of FIDE Handbook.

The arbiters are the link between the organiser and the players of a tournament.

We, the arbiters, have not only to supervise the games ensuring the Laws of Chess are followed, but also to ensure the best conditions for the players who should not be disturbed and will be able to play without any difficulties. Therefore, we have to take care of the playing area, the equipment, the environment and the whole playing venue.

In addition, we must always remain aware of the potential for cheating.

The general duties of the arbiters in a competition are described in the Laws of Chess (Art. 12) and are:

a. To see that the Laws of Chess are observed.
b. To ensure fair play and must follow the Anti-cheating regulations. This means that we also must take care to prevent any cheating by the players.
c. To act in the best interest of the competition. To ensure that a good playing environment is maintained and that the players are not disturbed. To supervise the progress of the competition
d. To observe the games, especially when the players are short of time, and enforce decisions made and impose penalties on players where appropriate.

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

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

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

Also, the following requirements can be considered as very important for the arbiters in a competition:

1. To behave in a proper manner with the players, captains and spectators and to be respectful and dignified. Arbiters shall take care to manage any dispute during the games and take care of the good image of the tournament.

2. To observe as many games as possible during every round of the competition. Arbiters have to take care of the games that they are responsible for, to observe and to check the games' progress (especially when there is time trouble). It is not acceptable for the arbiters to leave the playing area every 10 or 15 minutes to smoke or vape, nor for any conversations with friends, spectators, officials, or other persons, nor to leave their sector unattended in order to go and watch other games

in another part of the playing hall. It is not acceptable for the arbiters to stay seated in their chairs reading newspapers or books (even chess books!), nor to sit in front of a computer, surfing the internet, etc., leaving their games without supervision. It is also not acceptable for the arbiters to speak on their mobiles in the playing hall during the games. The Laws of Chess regarding mobile phones are valid not only for the players, captains and spectators, but for the arbiters as well. Certainly, the biggest problems during games are caused because of the absence or the lack of attention of the arbiters and thus the ignorance of what actually happened in the case of an incident. How is an absent Arbiter able to make a fair decision in a dispute between two players caused because of a touched piece (e.g. the opponents do not agree that the player said "j'adoube" in advance)? Without knowing what actually happened, the Arbiter has a 50% probability of making a correct decision and 50% of making the wrong one, losing in this way his/her credibility and the trust of the players.
(Of course, Arbiters are human beings and we may make mistakes, but we have to try as much as we can to avoid such problems.)

3. To show responsibility in executing their duties.
   The correct time of arriving in the playing hall before the start of the round and following the Chief Arbiter's instructions are parameters that help the smooth running of the tournament.

4. To show team spirit and cooperate in the best way with the other arbiters of the competition. An Arbiter's job in a competition is mainly teamwork and the arbiters shall help and cover each other in any case, so as to avoid, if possible,any problems that arise during the games. Arbiters are empowered to take their own decisions on the games they observe, however they have to ask for consultation with the Chief Arbiter in any situation where they do not feel readyto take an important decision.

5. To study the regulations and be up to date on any changes to the Laws of Chess and the tournament rules. Arbiters have to know the Laws of Chess and the regulations of the tournament, as they have to take decisions immediately when needed. The players cannot wait for a long time and a game has to be continued without undue delay.

6. To have excellent knowledge of handling the electronic clocks.
   It is not acceptable for arbiters to leave the players waiting for a long time, while trying to fix electronic clocks which show the wrong time during a game.

7. To follow the dress code.
   The arbiters of a competition shall be dressed properly, helping to improve the image of chess as a sport.

Summary of the General Duties of an Arbiter

The following general duties should be carried out by arbiters regardless of the event being for individuals or teams, the importance of the event, or the number of participants:

A. Before the start of the game

a. An Arbiter should arrive at the playing hall at least thirty (30) minutes before the scheduled start of the round. For the first round of the tournament it is advisable to arrive at least one (1) hour before the start of the round. In very important events the Chief Arbiter may ask for the presence of the arbiters even earlier thanthese times.

b. The whole playing venue (playing hall, toilets, smoking area, analysis room, bar) and the technical conditions (light, ventilation, air-conditioning, enough space for the players, etc.) must be checked carefully before the arrival of players or spectators.

c. Checks of the equipment (chessboards, pieces, score sheets, pens) carried out.

d. Tables, chairs, ropes for the playing area, name plates for the players and flags of federations, if needed, or table numbers arranged.

e. The correct setting of the time control, condition of batteries and the correct placement of the clocks are checked.

f. For team competitions it is very important that, before the start of the games, team compositions follow the basic list of players and conditions on board order are confirmed.

B. During the games

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

C. After the end of the round

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

The Chief Arbiter is responsible for the full control of the competition and for the correct application of the Laws of Chess and the Tournament Regulations. He/She shall take care of all technical matters and ensure the best conditions for the players. He/She has to manage the available arbiters and assigns their duties and responsibilities.

He/she is responsible for the smooth running of the competition and he/she may have the responsibility of taking the final decision (subject to appeal) in every case or incident during the games.

He/She has to try to settle all arising disputes before they are forwarded to the Appeals Committee.

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

After the end of the competition the Chief Arbiter submits, in due course, his/her report tothe organizing body (FIDE, Continental Federations, National Federation, etc.), in which he/she includes

- the list of participants

- all pairings and results

It is advisable to provide a link to the list of participants, pairings and results rather than writing all of them in the report.

- the final standings

- the list of arbiters including their evaluations

- a report about any incident that happened during the games

- any appeal that was submitted and the decision taken

- everything else important for the future organization of the event.

The effective actions of the arbiters during the games plays a very significant role in the success of the event.

CHAPTER 2:
THE FIDE LAWS OF CHESS (E01)

A Brief History of the Laws of Chess

FIDE was founded in Paris on 20 July 1924 and one of its main objectives was to unify the rules of the game. The first official rules for chess were published in 1929 in French.

An update of the rules was published (once more in French) in 1952 with the amendments by the FIDE General Assembly.

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

A major change was made in 1997, when the 'more or less' actual Laws of Chess were split into three parts: The Basic Rules of Play, the Competition Rules and Appendices.

In 2016 the Laws of Chess were split into 5 parts: The Basic Rules of Play, the Competition Rules, the Appendices, the Guidelines and the Glossary of terms of the Laws of Chess.

In 2017, there were some significant changes to the Laws, especially regarding illegal moves, and new Laws resulting in draws. These changes were so challenging, that they had to be changed again, effective 1st January 2018.

The first part - Articles 1 to 5 - is important for all people playing chess, including the basic rules that anyone who wants to play chess needs to know.

The second part – Articles 6 to 12 - mainly applies to chess tournaments.

The third part includes some appendices for Rapid games, Blitz games, the Algebraic notation of the games and the rules for play with blind and visually disabled players

The fourth part includes guidelines for adjourned games, for Chess 960 games and for games without increment, including Quick play finishes.

The fifth part includes a glossary of terms of the Laws of Chess.

Starting from 1997 the FIDE Rules Commission (RC) makes changes to the Laws of Chess only every four years which come into force on 1st July of the year following the decision. [Exception 2014-2017-2018] The current Laws of Chess is effective from 1st January 2023.

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

1958

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

1974

"FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instructions concerning "how to act in such and such case". This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in it's entirely takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:
a) they do not in any way conflict with the official FIDE rules of play;
b) they are limited to the territory of the federation in question; and
c) they are not valid for any FIDE tournament played in the territory of the federation in question."

FIDE LAWS OF CHESS

Approved by the FIDE General Assembly on 07/08/2022

Applied from 01/01/2023

0.1 Introduction

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

The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competitive Rules of Play.

The English text is the authentic version of the Laws of Chess (which were adopted at the 93rd FIDE Congress at Chennai, India) coming into force on 1 January 2023.

0.2 Preface

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are 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/her freedom of judgement and thus prevent him/her 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 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 Chess.

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

This Preface to the Laws of Chess is very important. The Laws cannot cover every possible situation which may arise during a game. Where the Laws are specific on a situation an arbiter should ensure that they are followed. However, there are occasions when an arbiter must make a decision on a situation which is not covered, or not covered completely, by the Laws or when a correct interpretation of the fact leads to infer that the situation is not the one described in the Law. When making such decisions the arbiter should consider similar situations which are covered. In all cases the decision should be based on common sense, logic, fairness and any special circumstances. Decisions can be made in consultation with other arbiters.
As it is always necessary for an arbiter to make decisions and to solve problems during a game, experience and best judgement are important. More important, however, is an excellent knowledge of the current Laws and total objectivity at all times.

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.

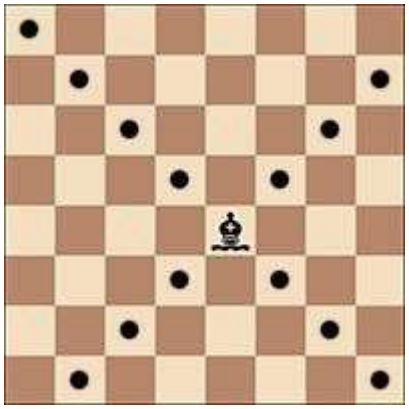
3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.

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.

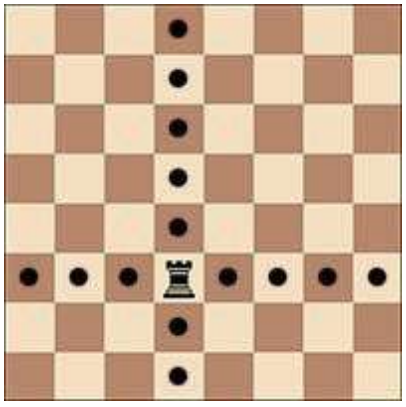
Being pinned against its own king does not stop a piece from attacking the squares it could otherwise move to. Even a pinned piece can 'check' the opponent's king.

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

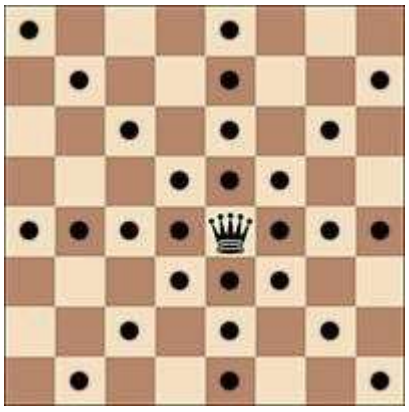


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two (or more) bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.3.5), or an illegal move was played.

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.

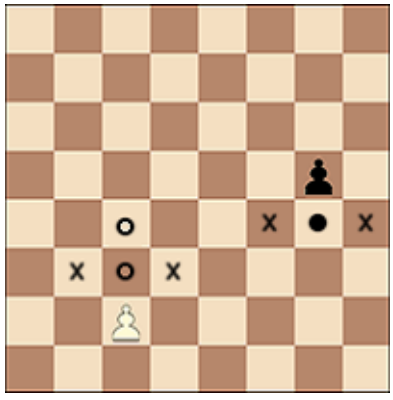


3.7 The pawn:

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

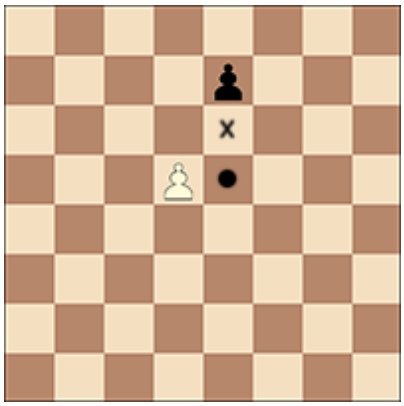
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

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'.

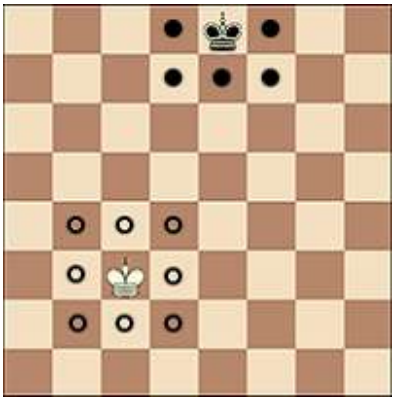
3.7.3.4 The player's choice is not restricted to pieces that have been captured previously.

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

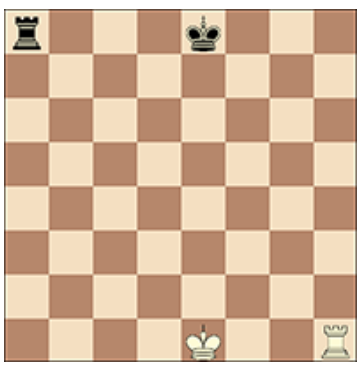
In case of a promotion when the player cannot find the required piece, he/she has the right to pause the clock immediately and ask the Arbiter to bring him the piece he/she wants. The arbiter should provide the requested piece and restart the clock. The player then continues to consider his/her move.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

3.8 There are two different ways of moving the king:

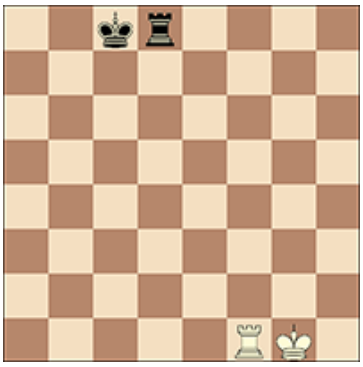
3.8.1 by moving to an adjoining square



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.



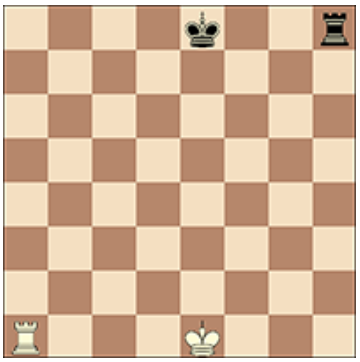
Before white kingside castling



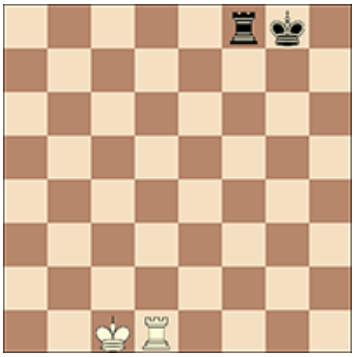
After white kingside castling

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.

3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

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.*

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). This is normally used to centre a piece on the square and not to alter the direction in which a knight faces.

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 beforetouching 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 tomove.



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 thatside 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. In such a case, this is an illegal move and castling should be completed.
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.
An arbiter seeing an inverted rook should, while causing minimum disruption, correct the situation.

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 to 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. The 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 anassistant. 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 that 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 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 arbiteris 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 untilhe/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.

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 Chessclock setting:

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.
The pairing program should be amended to show the actual colours of the players.

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 thencontinue 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 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 completes 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 shallbe continued takes place by the two players and under the supervision of the arbiter.
Information from a live board operator can be used in reconstructing/correcting a position.

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 through out 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 thesame 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 11.9, explains 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. If the player loses the right to claim in this way it is not a wrong claim and is not punished as such. The arbiter may decide to award the opponent extra time for the disturbance.

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 (½).

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 ½ 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 ¾ - ¼ 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 specificallymentioned 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/her 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. However, the device must be switched off before entering the playing area.

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. It is acceptable if the game is played on an electronic board for the arbiter to take the players to see a replay of the game on a screen.

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 a claim 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 to 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.

APPENDICES

Appendix A. Rapid chess

A.1 A Rapid chess' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes butless than 60 minutes for each player.

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move. That is: for 60 moves we would get 30'+ (30"x 60) = 30' +30' = 60'. Then such a game is considered to be standard chess.
As according to Article A1"A Rapid Chess" is a game where all moves must be completed in more than 10 minutes and less than 60 minutes for each player.
Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get 10'+ (5" x 60) = 10' +5' = 15'. So according to Article A.1 such a game is considered to be Rapid Chess.
When doing these calculations games using delays are treated in the same way.

A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him/her with a scoresheet, in order to write the moves.

Players are allowed to record the moves, but they may stop recording any time they wish. Players may claim a draw without the support of a scoresheet when they are playing on electronic boards. The arbiter also has the right to accept or refuse a claim without scoresheet evidence based on his/her observations.

A.3 The penalties mentioned in Articles 7 and 9 of the Competitive Rules of Play shall be one minute instead of two minutes.

A.4 The Competitive Rules of Play shall apply if:

A4.1one arbiter supervises at most three games and
A4.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means

A.4.3 The player may at any time, when it is his/her move, ask the arbiter or his/her assistant to show him/her the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

If a player asks the Arbiter to show him the score sheet, the clock should not be paused.

If the Competition Rules are used they must apply to every round. They cannot be introduced, for example, only for the final.

A.5 Otherwise the following apply:

A.5.1 From the initial position, once 10 moves have been completed by each player,

A.5.1.1 No change can be made to the clock setting, unless the schedule of the event would be adversely affected

A.5.1.2 No claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case ofincorrect rook placement, castling with this rook is not allowed.

A.5.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4,he/she shall act according to Article 7.5.5, provided the opponent has not made his/hernext move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his/her next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his/her next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

This means that the player does not lose the game with the first illegal move, but only with the second, as it is in standard chess. The penalty is the addition of one minute to the opponent, instead of two minutes.

A.5.3 To claim a win on time, the claimant may pause the chessclock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

If both clocks indicate 0.00, no claim for win on time can be submitted by the players, but the Arbiter shall decide the result of the game by the flag that is shown on one of the clocks. The player whose clock shows this indication loses the game. unless the opponent cannot win by normal means.

A.5.4 If the arbiter observes both kings are in check, or a pawn stands on the rank furthest from its starting position, he/she shall wait until the next move is completed. Then,if an illegal position is still on the board, he/she shall declare the game drawn.

The arbiter arrives at a board where both kings are in check. If that situation continues after the next move is played the arbiter shall declare the game drawn. If that move removes his/her own king from check but the opponent is still in check then the game continues as it is no longer an illegal position. If the second player remains in check after completing his/her next move the arbiter should declare an illegal move by that player.

A.5.5 The arbiter shall also call a flag fall, if he/she observes it.

A.6 The regulations of an event shall specify whether Article A.4 or Article A.5 shall apply for the entire event.

Appendix B. Blitz

B.1 A ‘blitz’ game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less for each player.

According to the Tournament Regulations of an event the time control is 5 minutes forthe whole game and 5 seconds increment for each move
That is: for 60 moves we would get 5'+ (5'x60) = 5'+5' = 10'.
According to Art. B.1 we have a Blitz game.

B.2 The Competition Rules shall apply if:

B.2.1 one arbiter supervises one game and

B.2.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means.

B.2.3 The player may at any time, when it is his/her move, ask the arbiter or his/her assistantto show him/her the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

If the Competition Rules are used, they must apply to every round. They cannot be introduced, for example, only for the final.

In both Blitz and Rapid Chess, if the player asks from the Arbiter to see the scoresheet, the clock should not be paused.

B.3 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2, A.3 and A.5.

B.4 The regulations of an event shall specify whether Article B.2 or Article B.3 shall apply for the entire event.

Appendix C. Algebraic Notation

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

Description of the Algebraic System

C.1 In this description, 'piece' means a piece other than a pawn.

C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)

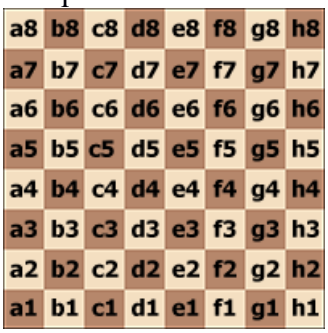
C.3 For the abbreviation of the name of the pieces, each player is free to use the name which is commonly used in his/her country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines is recommended.

C.4 pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.

C.5 The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.

C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

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



C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

C.9 When a piece makes a capture, an x may be inserted between:

C.9.1 the abbreviation of the name of the piece in question and

C.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.

C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be appended to the notation. Example: exd6 e.p.

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

C.10.1 If both pieces are on the same rank by:

C.10.1.1 the abbreviation of the name of the piece,

C.10.1.2 the file of departure, and

C.10.1.3 the square of arrival.

C.10.2 If both pieces are on the same file by:

C.10.2.1 the abbreviation of the name of the piece,

C.10.2.2 the rank of the square of departure, and

C.10.2.3 the square of arrival.

C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:

C.10.3.1 There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.

C.10.3.2 There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

C.10.3.3 There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndxf3, as the case may be.

C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new piece. Examples: d8Q, exf8N, b1B, g1R.

C.12 The offer of a draw shall be marked as (=).

C.13 Abbreviations

C.13.1 0-0= castling with rook h1 or rook h8 (kingside castling)

C.13.2 0-0-0= castling with rook a1 or rook a8 (queenside castling)

C.13.3 x = captures

C.13.4 + = check

C.13.5 ++ or # = checkmate

C.13.6 e.p. = captures 'en passant'

Articles C.13.3 - C.13.6 are optional.

Sample game:

1.e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p.Nxd6 7. Bg5 Nc6 8.Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9 Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e2e4 e7e5 2.Ng1f3 Ng8f6 3. d2d4 e5xd4 4. e4e5 Nf6e4 5. Qd1xd4 d7d5 6. e5xd6 e.p. Ne4xd6 7. Bc1g5 Nb8c6 8. Qd4d3 Bf8e7 9. Nb1d2 0-0 10. 0-0-0Rf8e8 11. Kb1 (=)

Appendix D. Rules for play with blind and visually disabled players

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled (legally blind) players either player maydemand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:

D.1.1 measure at least 20 cm by 20 cm,

D.1.2 have the black squares slightly raised,

D.1.3 have a securing aperture in each square,

D.1.4 The requirements for the pieces are:

D.1.4.1 all are provided with a peg that fits into the securing aperture of theboard,

D.1.4.2 all are of Staunton design, the black pieces being specially marked.

D.2 The following regulations shall govern play:

D.2.1 The moves shall be announced clearly, repeated by the opponent and executed on his/her chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of thefollowing names is suggested instead of the corresponding letters:

A - Anna B - Bella C - CesarD - DavidE – Eva F – Felix G - GustavH – Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given the German numbers

1 – eins	2 – zwei	3 – drei	4 – vier
5 – fuenf	6 – sechs	7 – Sieben	8 – acht

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

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

D.2.2 On the visually disabled player's board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.

D.2.3 A move shall be considered ‘made’ when:

D.2.3.1 in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move,

D.2.3.2 a piece has been placed into a different securing aperture,

D.2.3.3 the move has been announced.

D.2.4 Only then shall the opponent's clock be started.

D.2.5 As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.

D.2.6 Chessclock for visually disabled players:

D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D.6.2.2 Alternatively an analogue clock with the following features may be considered:

1) a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

2) a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.

D.2.7 The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.

D.2.8 A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

D.2.9 If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but made the wrong one must adjust his/her position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.

D.2.10 The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:

D.2.10.1 making either player's move on the board of the opponent,

D.2.10.2 announcing the moves of both players,

D.2.10.3 keeping the game score of the visually disabled player and starting his/her opponent's clock

D.2.10.4 informing the visually disabled player, only at his/her request, of the number of moves completed and the time used up by both players,

D.2.10.5 claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his/her pieces,

D.2.10.6 carrying out the necessary formalities in cases where the game is adjourned.

D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing-impaired player.

Guidelines

Introduction

The following Guidelines are here to assist in organizing events where they may be needed. While they are not part of the FIDE Laws of Chess, it is strongly recommended that they be used across all events where applicable.

Guidelines I. Adjourned Games

I.1 Adjournment procedure:

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/her move in unambiguous notation on a paper scoresheet, put his/her scoresheet and that of his/her opponent in an envelope, seal the envelope and only then pause the chessclock. Until he/she has paused the chessclock the player retains the right to change his/her sealed move. If, after being told by the arbiter to seal his/her move, the player makes a move on the chessboard he/she must write that same move on his/her scoresheet as his/her 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/her remaining time shall so be recorded.

I.2. The following shall be indicated upon the envelope:

I.2.1 the names of the players,

I.2.2 the position immediately before the sealed move,

I.2.3 the time used by each player,

I.2.4 the name of the player who has sealed the 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.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

I.4 If a player proposes a draw after his/her opponent has sealed his/her 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/she resigns, the game is concluded.

I.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

I.8 Except in the cases mentioned in Articles 5, 5.2.2, 6.9 and 9.6, the game is lost by a player whose recording of his/her sealed move:

I.8.1 is ambiguous, or

I.8.2 is recorded in such a way that its true significance is impossible to establish, or

I.8.3 is illegal.

I.9 If, at the agreed resumption time:

I.9.1 the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his/her clock is started,

I.9.2 the player having to reply to the sealed move is not present, his/her clock shall be started; on his/her arrival, he/she may pause his/her clock and summon the arbiter; the envelope is then opened and the sealed move is made on the chessboard; his/her clock is then restarted,

I.9.3 the player who sealed the move is not present, his/her opponent has the right to record his/her reply on the scoresheet, seal his/her scoresheet in a fresh envelope, pause his/her clock and start the absent player's clock instead of making his/her reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.

I.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.

I.11 If the regulations of an event specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he/she arrives, unless the regulations of an event specify or the arbiter decides otherwise.

I.12 Resuming an adjourned game:

I.12.1 If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he/she states he/she sealed on the chessboard.

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/her 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 duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

Guidelines II. Chess960 Rules

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

II.2 Starting-position requirements

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

II.2.1 the king is placed somewhere between the two rooks, and

II.2.2 the bishops are placed on opposite-coloured squares, and

II.2.3 the black pieces are placed opposite the white pieces.

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

II.3 Chess960 castling rules

II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960.

II.3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods:

II.3.2.1 double-move castling: by making a move with the king and a move with the rook, or

II.3.2.2 transposition castling: by transposing the position of the king and the rook, or

II.3.2.3 king-move-only castling: by making only a move with the king, or

II.3.2.4 rook-move-only castling: by making only a move with the rook.

II.3.2.5 Recommendations:

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his/her final position, the rook then be moved from its starting positionto its final position, and then the king be placed on his/her final square.

2. After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

II.3.2.6 **Clarification:**

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-sidecastling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

II.3.2.7 **Notes**

1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) does not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.
5. In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-sidecastling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Guidelines III. Games without increment including Quickplay Finishes

III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

Example 1: According to the tournament regulations of an event, the time control is 2 hours for 30 moves and then 1 hour for the end of the game. The last 1 hour will be played according to the rules of the Quickplay finish.
Example 2: According to the tournament regulations of an event, the time control is 2 hours for the whole game. It means that the whole game will be played according tothe rules of the Quickplay finish.

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.2.2 These Guidelines shall apply only to standard chess and rapid chess games without increment and not to blitz games.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his/her clock, he/she may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

III.5 If Article III.4 does not apply and the player having the move has less than two minutes left on his/her clock, he/she may claim a draw before his/her flag falls (see also Article 6.12.2). He/She shall summon the arbiter and may pause the chessclock. He/She may claim on the basis that his/her opponent cannot win by normal means, and/or that his/her opponent has been making no effort to win by normal means:

III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he/she shall declare the game drawn. Otherwise he/she shall postpone his/her decision or reject the claim.

III.5.2 If the arbiter postpones his/her decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He/She shall declare the game drawn if he/she agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he/she was not making sufficient attempts to win by normal means.

This means that the arbiter may make a decision to declare a game as a draw, even after a flag fall has occurred.
A time control with an increment is a much betterway of concluding a game.

III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

III.6 The following shall apply when the competition is not supervised by an arbiter:

III.6.1 A player may claim a draw when he/she has less than two minutes left on his/her clock and before his/her flag falls. This concludes the game. He/She may claim on the basis:

III.6.1.1 that his/her opponent cannot win by normal means, and/or

III.6.1.2 that his/her opponent has been making no effort to win by normal means. In III.6.1.1 the player must write down the final position and his/her opponent must verify it. In III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.

III.6.2 The claim shall be referred to the designated arbiter.

Glossary of Terms in the Laws of Chess

The number after the term refers to the first **reference** it appears in the Laws.

- **adjourn: 8.1.** Instead of playing the game in one session it is temporarily halted and then continued at a later time.
- **algebraic notation: 8.1.** Recording the moves using a-h and 1-8 on the 8x8 board.
- **analyse: 11.3.** Where one or more players make moves on a board to try to determine what is the best continuation.
- **appeal: 11.10** Normally a player has the right to appeal against a decision of the arbiter or organiser.
- **arbiter:** The person(s) responsible for ensuring that the rules of a competition are followed.
- **arbiter's discretion:** N/A. There are approximately 39 instances in the Laws where the arbiter must use his/her judgement.
- **assistant: 8.1.** A person who may help the smooth running of the competition in various ways.
- **attack: 3.1.** A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.
- **black: 2.1.1.** There are 16 dark-coloured pieces and 32 squares called black. Or 2. When capitalised, this also refers to the player of the black pieces.
- **blitz: B.** A game where each player's thinking time is 10 minutes or less.
- **board: 2.4.** Short for chessboard.
- **Bronstein mode: 6.3.2.** See delay mode
- **capture: 3.1.** Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7.4.1 and 3.4.7.2. In notation x.
- **castling: 3.8.2.** A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.
- **cellphone:** See mobile phone.
- **check: 3.9.** Where a king is attacked by one or more of the opponent's pieces.
  - In notation +.
- **checkmate: 1.2.** Where the king is attacked and cannot parry the threat.
  - In notation ++ or #.
- **chessboard: 1.1.** The 8x8 grid as in 2.1.
- **chessclock: 6.1.** A clock with two time displays connected to each other.
- **chess set: N/A** The 32 pieces on the chessboard.
- **Chess960: II** A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions
- **claim: 6.8.** The player may make a claim to the arbiter under various circumstances.
- **clock: 6.1.** One of the two time displays.

- **completed move: 6.2.1.** Where a player has made his/her move and then pressed his/her clock.
- **contiguous area: 12.8.** An area touching but not actually part of the playing venue. For example, the area set aside for spectators.
- **cumulative (Fischer) mode:** Where a player receives an extra amount of time (often 30 seconds) prior to each move.
- **dead position: 5.2.2.** Where neither player can mate the opponent's king with any series of legal moves.
- **default time: 6.7.** The specified time a player may be late without being forfeited.
- **delay (Bronstein) mode: 6.3.2.**
    - 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.
- **demonstration board: 6.12.1.** A display of the position on the board where the pieces are moved by hand.
- **diagonal: 2.4.** A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.
- **disability: 6.2.6.** A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.
- **displaced: 7.4.1.** to put or take pieces from their usual place. For example, a pawn from a2 to a4.5; a rook partway between d1 and e1; a piece lying on its side; a piece knocked onto the floor.
- **draw: 5.2.** Where the game is concluded with neither side winning.
- **draw offer: 9.1.2.** Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).
- **e-cigarette:** Device containing a liquid that is vaporised and inhaled orally to simulate the act of smoking tobacco.
- **en passant: 3.7.4.1.** See that article for an explanation. In notation e.p.

- **exchange: 3.7.5.3.** 1. 3.7.5.3 Where a pawn is promoted.
    - Where a player captures a piece of the same value as his/her own and this piece is recaptured.
    - Where one player has lost a rook and the other has lost a bishop or knight.
- **explanation: 11.9.** A player is entitled to have a Law explained.

- **fair play: 12.2.1.** Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.
- **file: 2.4.** A vertical column of eight squares on the chessboard.
- **Fischer mode:** See cumulative mode
- **flag: 6.1.** The device that displays when a time period has expired.
- **flag-fall: 6.1.** Where the allotted time of a player has expired.
- **forfeit: 4.8.1.** To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.
- **handicap:** See disability
- **I adjust**: See j'adoube
- **illegal: 3.10.2.** A position or move that is impossible because of the Laws of Chess.
- **impairment:** See disability
- **increment: 6.1**. An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.
- **intervene: 12.7.** To involve oneself in something that is happening in order to affect the outcome.
- **j'adoube: 4.2**. Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.
- **kingside: 3.8.1.** The vertical half of the board on which the king stands at the start of the game.
- **legal move: 3.10.1.** See the article for an explanation
- **made: 1.1.** A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.
- **mate:** Abbreviation of checkmate
- **minor piece:** bishop or knight
- **mobile phone: 11.3.2**. Cellphone
- **monitor: 6.12.1.** An electronic display of the position on the board.
- **move: 1.1.** 1. 40 moves in 90 minutes, refers to 40 moves by each player.
    - Having the move refers to the player's right to play next.
    - White's best move refers to the single move by White.

- **Move-counter: 6.10.2.** A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.
- **normal means: G.III.5.** Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.

- **organiser: 8.3.** The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.
- **over-the-board:** Introduction. The Laws cover only this type of chess, not internet, nor correspondence, and so on.
- **penalties: 12.3.** The arbiter may apply penalties as listed in 12.9 in ascending order of severity.
- **piece: 2.1.** One of the 32 figurines on the board. Or 2. A queen, rook, bishop or knight.
- **playing area: 11.2.** The place where the games of a competition are played.
- **playing venue: 11.2.** The only place to which the players have access during play.
- **points: 10.** Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.
- **press (pause) the clock: 6.2.1.** The act of pushing the button or lever on a chessclock which pauses the player's clock and starts that of his/her opponent.
- **promotion: 3.7.5.3.** Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.
- **queen:** As in queen a pawn, meaning to promote a pawn to a queen.
- **queenside: 3.8.1.** The vertical half of the board on which the queen stands at the start of the game.
- **quickplay finish: III.** The last part of a game where a player must complete an unlimited number of moves in a finite time.
- **rank: 2.4.** A horizontal row of eight squares on the chessboard.
- **rapid chess: A**. A game where each player's thinking time is more than 10 minutes, but less than 60.
- **repetition: 9.2.1.** 1. A player may claim a draw if the same position occurs three times. A game is drawn if the same position occurs five times.
- **resigns: 5.1.2.** Where a player gives up, rather than play on until mated.
- **rest rooms: 11.2.** Toilets, also the room set aside in World Championships where the players can relax.
- **result: 8.7.** Usually the result is 1-0, 0-1 or ½-½. In exceptional circumstances both players may lose (Article 11.8), or one score ½ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).

- **regulations of an event: 6.7.1.** At various points in the Laws there are options. The regulations of an event must state which have been chosen.
- **sealed move: I.1.1.** Where a game is adjourned the player seals his/her next move in an envelope.

- **scoresheet: 8.1.** A paper sheet with spaces for writing the moves. This can also be electronic.
- **screen: 6.12.1.** An electronic display of the position on the board.
- **spectators: 11.4.** People other than arbiters or players viewing the games. This includes players after their games have been concluded.
- **standard chess: III.3.2.** A game where each player's thinking time is at least 60 minutes.
- **stalemate: 5.2.1.** Where the player has no legal move and his/her king is not in check.
- **square of promotion: 3.7.5.1.** The square a pawn lands on when it reached the eighth rank.
- **supervise: 12.2.5.** Inspect or control.
- **time control:** 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1.
  2. A player is said 'to have reached the time control', if, for example he/she has completed the 40 moves in less than 90 minutes.
- **time period: 8.6.** A part of the game where the players must complete a number of moves or all the moves in a certain time.
- **touch move: 4.3.** If a player touches a piece with the intention of moving it, He/She is obliged to move it.
- **vertical: 2.4.** The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.
- **white: 2.2.** 1. There are 16 light-coloured pieces and 32 squares called white.
- 2. When capitalised, this also refers to the player of the white pieces.
- **zero tolerance: 6.7.1.** Where a player must arrive at the chessboard before the start of the session.
- **50-move rule: 9.3.** A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.
- **75-move rule: 9.6.2.** The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.

CHAPTER 3: ANTI-CHEATING REGULATIONS (A09)

FAIR PLAY REGULATIONS

Approved by FIDE Council on 10/11/2024 Applied from 18 November, 2024

1. Purpose, guiding principles, definitions

1.1 These regulations deal with the investigation of suspected cheating incidents and other fair play violations. It supplements and clarifies the provisions of the FIDE Charter, the FIDE Ethics and Disciplinary Code, and the Procedural Rules of the Fair Play Commission.

These regulations are not intended to create a presumption of guilt against players. Their primary purpose is preventive to protect honest players, preserve the integrity of competition, and maintain public confidence in chess. Investigations are to be conducted objectively, proportionately, and confidentially, ensuring that both the rights of the accused and the interests of fair competition are respected.

1.2 "Cheating" in these regulations means:

a) the deliberate use of electronic devices (01. Laws of Chess / FIDE Laws of Chess taking effect from 1st January, 2023 / Art.11.3.2 FIDE Laws of Chess) or other sources of information or advice (01. Laws of Chess / FIDE Laws of Chess taking effect from 1st January, 2023 / Art. 11.3.1 FIDE Laws of Chess) during a game; or

*The words **other sources of information** refer to:*
The prohibition on "other sources of information" is intentionally broad. It includes not only electronic devices but also human assistance, written materials, and indirect signalling. Even seemingly harmless actions such as brief conversations, gestures, or repeated eye contact to spectators may fall under this provision if they provide external input affecting decision-making during a game.

b) the manipulation of chess competitions such as including but not limited to, result manipulation, sandbagging, match-fixing, rating fraud, false identity, and deliberate participation in fictitious tournaments or games.

***Manipulation** :*
Competition manipulation extends beyond individual games. Actions such as deliberately losing to influence pairings, rating manipulation to qualify for restricted events, or collusive draws undermine the credibility of the entire event. Even preparatory acts, if aimed at influencing outcomes unfairly may fall within this definition.

1.3 Online cheating may also be deemed to have occurred when statistical evidence is insufficient to substantiate assumed cheating, but there is additional evidence that the individual may have cheated e.g., video evidence, chess expert opinions (GMs, IMs, and other specialists), and other situational factors (Suspected fair play violation).

1.4 Other fair play violations are:

a) Over-the-board rule violation:
   OTB rule violations include a variety of infractions that occur over the course of the tournament. This includes bringing a phone into the playing hall, bringing other forbidden gadgets into the playing hall (e.g., wallets, smart glasses, pens, watches), being uncooperative with the Fair Play Team or Arbiter, refusing to be searched or scanned. The list of OTB rule violations is not exhaustive.
b) Online technical rule violation:
   Technical violations connected with the video conference system used to supervise the competition, for example, disconnections, playing without a camera on, playing without a shared screen, playing without a microphone on (if it is required by regulation of competition) *per se,* does not lead to the assumption that a cheating offense has been committed, however, the player can be penalised accordingly by either the Fair Play Team or the Arbiter.

Online and over-the-board violations differ in form but not in seriousness. Technical failures in online events do not automatically imply cheating; however, repeated or unexplained violations may justify sanctions. Context, patterns, and intent must always be evaluated before drawing conclusions.

1.5 Assumed cheating

There shall be a presumption of cheating if statistical analysis by a FIDE-validated and approved algorithm and/or other methodology applied to a player's performance in a single game, or a series of games or tournaments in competitive play shows a Z-score (reflective of the deviation between the player's actual performance and the projected fair play for a player having comparable Elo rating) above the official Z-score threshold. In such a case, if FIDE FPL institutes disciplinary proceedings against the player in question, the burden to rebut the presumption of cheating and show his or her innocence shall be on the player.

Statistical analysis is a tool, not a verdict. A high Z-score indicates improbability, not guilt. Disciplinary action requires corroborating evidence unless thresholds are clearly exceeded. This balanced approach aligns with international sports jurisprudence and the principle of "comfortable satisfaction."

1.6 Thresholds

The Z-score measure of unlikelihood (i.e. the number of standard deviations from the norm) is commonly used in science and can be a composite of several results.

Currently, only Prof. Kenneth W. Regan's methodology is approved by FIDE. In order to provide a statistical judgement, Prof. Regan's model uses three separate statistical tests, each producing a z-score to indicate deviation from the projected performance: Move-Matching (MM), Equal-top value moves (EV) and Average Scaled Difference (ASD). The outcomes of the MM, EV, and ASD tests are further combined into a single overall Z-score. The notion of Z-score is not limited to the methodology of Prof. Regan. Results from other approved methodologies can be cast as Z-scores, and then fall equally under the following proposed thresholds:

a) For online chess, a threshold of 4.25. This represents a natural frequency of 0.000011, one in almost 100,000. Considering the observed rate of cheating in online chess, this yields appraised odds about 1,000-to-1 against the null hypothesis of fair play, toward the high end of the 99% to 99.9% confidence range regarded as meeting the CAS criterion of "comfortable satisfaction" in the context of chess.
b) For over-the-board chess, a threshold of 5.00. This represents a natural frequency of one in almost 3.5 million, and is similarly placed with regard to an in-person observed cheating rate.

These provisions apply if there is no other evidence. If such evidence is available, a Z-score of 2.50 or higher may be used in support.

1.7 Reckless or manifestly unfounded accusation of chess cheating:

Any player or official who, or National Federation which, makes public or private allegations of cheating against another player or official without acceptable grounds existing for a reasonable suspicion of cheating; provided that a player or a captain is not precluded from reporting in private to an arbiter or anti-cheating official during a competition any suspicion of cheating by another person for the purposes of monitoring the behaviour of such person.

1.8 For the purposes of this regulation, attempts at cheating will be considered cheating.

An attempt to cheat is treated on par with actual cheating because the integrity of competition is compromised the moment a player seeks unfair assistance. The success or failure of the attempt is irrelevant. This approach strengthens deterrence and simplifies enforcement by focusing on intent and conduct rather than outcomes.

2. Jurisdiction

2.1 The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations. People subject to FPL jurisdiction include any person with FIDE ID, players, supporting persons, and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organizers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

2.2 All FIDE-rated over-the-board games are subject to FPL jurisdiction.

2.3 Online chess falls under FPL jurisdiction for official FIDE competitions. For such tournaments, the provisions of Appendix 1 of the FIDE Online Chess Regulations shall apply in addition. Additionally, FIDE may monitor private online events that meet specific criteria, such as those offering money prizes or involving top-level players.

2.4 All cheating incidents occurring in tournaments that require maximum and increased levels of protection (as defined in the Anti-Cheating Protection Measures) must be reported to FPL. However, FPL may decide to refer a cheating incident that occurred in such tournaments to a National Federation (NF).

2.5 Cheating incidents occurring in tournaments that require standard levels of protection (as defined in the Anti-Cheating Protection Measures) are to be referred to NFs, except when the cheating incident affects the awarding of a FM/WFM title, and/or involves a person, either as claimant or respondent, holding the FM/WFM, IM/WIM or GM/WGM title. Such cases must be reported to FPL as well. If such cases are not reported as required, FIDE FPL may initiate an independent investigation and refer the responsible National Federation and/or tournament organizer to the EDC.

2.6 When an investigation is referred to an NF, the NF will investigate the case and apply those sanctions they deem proper. NFs are required to notify FPL of their decisions together with the evidence considered during the proceedings. The FPL may adopt this NF decision and/or refer the case to EDC. If the FPL does not adopt the NF decision, then the sanction will only apply at the national level.

2.7 If an NF sanctions a player in a cheating-related case and the NF is not required to report the case to FPL, the sanction will only apply at the national level. However, the NF can apply to FPL to adopt the sanction if a ban of at least 12 months has been imposed.

2.8 While FPL has jurisdiction as detailed under Section II, National Federations are expected to create their own Anti-Cheating regulations and systems.

3. Complaints and investigations

3.1 Triggering an investigation

3.1.1 Investigations can be initiated based on a complaint:

a) an In-Tournament Complaint ("ITC");
b) a Post-Tournament Complaint ("PTC").

3.1.2 Investigations can also be triggered by:

a) a report of the Chief Fair Play Officer or Chief Arbiter of a tournament;
b) FPL initiative;
c) a request by the Ethics and Disciplinary Commission (EDC) or any other body of FIDE authorized by the FIDE Charter.

3.2 Complaints

3.2.1 Any person having a FIDE Identity Number can file a complaint.

3.2.2 All Complaints must be submitted in writing and addressed to the FPL at fpl@fide.com.

3.2.3 In- and Post-Tournament Complaints must be filed via the relevant Complaint form (Annexes A-B). If a complaint does not meet this requirement, the complainant will be asked to submit the form within a specified period of time. If this does not happen, the chairperson of the FPL shall reject the complaint as inadmissible.

3.2.4 The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.

3.2.5 Oral or informal Complaints are not accepted.

3.2.6 In-Tournament Complaints must be delivered to the Chief Fair Play Officer. When there is no CFPO, then they should be addressed to the Chief Arbiter. Upon receipt of an ITC, the Chief Fair Play Officer or the CA shall:

a) Inform the complainant about the penalty for filing a manifestly unfounded ITC;
b) Take steps to investigate the case in the usual manner, with reference to Article 12.9 for possible penalties;
c) Forward the complaint and their report including all findings to the FIDE FPL and FIDE ARB.

If the Chief Fair Play Officer comes to the conclusion that the ITC is unfounded he may dismiss the complaint during the tournament, subject to his duties under 3.2.6.c above. The player retains the right to file a Post-Tournament Complaint on the same incident.

In-Tournament Complaints allow immediate preventive action, while Post-Tournament Complaints address evidence discovered later. The requirement to explain delayed filing ensures procedural fairness and discourages tactical or retaliatory complaints.

3.2.7 When a Post-Tournament Complaint is filed, the complaint must contain an explanation of why an ITC was not filed earlier.

3.2.8 All Complaints shall list all basis available at the time of filing.

3.2.9 All Complaints based solely on the unsupported assumption that a person is playing stronger than expected due to his/her rating will be considered manifestly unfounded.

3.2.10 FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

3.2.11 When an investigation is triggered by a request by EDC or any other body of FIDE authorized by the FIDE Charter, FPL shall act as a Fact-Finding Committee of the triggering body.

3.2.12 All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. Relevant FIDE officials and other involved parties will receive information as deemed appropriate by the IP; however, strict confidentiality must be maintained throughout the investigation process. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

Confidentiality protects both the complainant and the accused. Premature disclosure can irreparably damage reputations and contaminate evidence. Any breach especially via social media may itself constitute a disciplinary offense.

4. Investigation procedure

4.1 When a cheating incident is brought to the attention of the FPL, an Investigatory Panel (IP) or an Investigator can be nominated to investigate it.

4.2 FPL has the right to perform preliminary investigations with respect to any alleged or possible case of cheating-related violation.

4.3 If a complaint is inadmissible or manifestly unfounded on its face, the FPL Chair may reject it. 3.2.3 remains unaffected.

4.4 The IP will consist of up to three FPL members. The nominated IP members then select an IP Chair.

4.5 The IP shall consider the presented physical and observational evidence. It will also consider the statistical evidence gathered as part of the investigation. It can also gather additional evidence in the course of its investigation, including but not limited to GM opinion.

4.6 Players, organisers, arbiters, national federations, and other parties are all required to cooperate with the IP. Failure to do so may result in a referral to EDC.

4.7 The IP should investigate each case within a reasonable time.

4.8 The burden and standard of proof are governed by Art. 16.13 - 16.16 of the Ethics and Disciplinary Code.

4.9 If the IP comes to the unanimous conclusion that no cheating occurred or there is not enough evidence to meet the standard of proof, it shall dismiss the complaint and inform the Chair and the Secretary of FPL, the complainant, and the accused person with a brief note. If the National Federation of the accused person was involved, it will be informed as well. If an investigator is appointed, 4.10 applies instead.

4.10 When a conclusion other than unanimous dismissal is reached, at the end of the investigation, the IP shall:

a) prepare a report indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation, and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP and
b) present the decision and report to FPL for consideration.

FPL may ask the IP to consider additional facts and/or carry out further investigations.

4.11 Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

4.12 When the IP is acting on behalf of EDC, it shall present a preliminary report to FPL for consideration. FPL may ask the IP to consider additional facts and/or carry out further investigations. Once the report is deemed final by the IP, FPL shall transmit it to EDC.

4.13 In case of a violation of fair play rules other than cheating and in case of assumed cheating, the regulations for the "Fast Track Procedure" apply (see Art. 9.3, 9.4, 9.5, and 9.7 of the Ethics and Disciplinary Code and Art. 32 – 36 of the Procedural Rules for the Fair Play Commission).

4.14. FPL may establish a subcommittee for handling complaints and investigations of cheating allegations ("Legal Department"). The Legal Department should consist of a Chair, a Secretary, and other members who should have a legal background and/or experience in investigating cheating allegations. If a Legal Department is established, its Chair, in consultation with the Secretary, decides on the composition and number of members of an IP on the submission of a complaint to another FIDE Commission on the transfer of a cheating case to an NF and – in agreement with the FPL Chairperson - on decisions acc. to art. 4.3.

5. Manifestly unfounded accusations

5.1 An accusation of cheating that is manifestly unfounded, is a complaint where there is little to no evidence and is based mainly on emotion. An accusation is not manifestly unfounded if, based on the evidence presented, a reasonable person would believe that cheating could have occurred.

5.2 When the FPL determines that an ITC or a PTC is manifestly unfounded, the complainant can receive a warning from the FPL.

False accusations are themselves a serious threat to fair play. Emotional reactions, frustration after losses, or rating-based assumptions do not constitute reasonable suspicion. Sanctions for unfounded accusations protect players from harassment and preserve trust in arbitral processes.

5.3 In particularly severe and/or repeated cases of manifestly unfounded accusations, the FPL may investigate the case and forward it to EDC. A manifestly unfounded accusation is deemed to be severe when it is either damaging or distracting to the accused player (normally through spreading to other players or posting on social media).

6. Provisions about the procedure

6.1 The statute of limitation is five years, in online events one year after the last round of the tournament in question.

6.2 The working language of the IP is English. The IP may, at the request of any party, authorize a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

6.3 When the IP does not unanimously dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail, or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of his/her position.

6.4 The complainant and the accused person have the right to be represented or assisted by persons of their choice. However, any panel representing the accused person shall express its opinion and interact with the IP only through a single representative.

6.5 Documents pertaining to the proceedings should be submitted in writing, preferably by e-mail.

6.6 Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

6.7 When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL shall provide the relevant information to that FIDE Commission.

ANNEX TO THE FAIR PLAY REGULATIONS

Explanatory comment on Art. 1.2a

The words **other sources of information** refer to data gathered from sources other than the player himself/herself during the game. The information may come from chess books, notes, coaches, or spectators, among other sources.

Explanatory comment on Art. 1.2b

Manipulation of chess competitions means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

The term "**competition**" covers each event, i.e. game and match, but should not necessarily be interpreted as covering either the whole tournament or all of the competitions taking place within the framework of an event involving several competitions or tournaments (for example the World Championship). Since processes such as the draw of the opponents or the designation of the arbiter matter to the competition, it should be considered as part of the competition.

The words "**aimed at**" indicate that the definition includes not only arrangements, acts or omissions which improperly alter the result or course of a chess competition, but also the acts committed with the intention of improperly altering the result or course of a competition, even if the arrangement, act or omission is unsuccessful.

The term "**in order to**" indicates an intention to obtain an undue advantage for oneself or others, even if this intentional arrangement, act or omission, aiming at improperly modifying the results or course of a chess competition, fails to obtain the advantage sought.

Sandbagging refers to deliberately playing below one's actual ability in order to lower one's rating to play in a future event with a higher handicap and consequently with a better chance of winning.

Role of Organisers in Fair Play Protection

Fair play is a shared responsibility. Organisers must support arbiters and Fair Play Officers by providing infrastructure, access control, and cooperation. Failure to implement minimum protection measures may affect tournament rating validity and FIDE recognition.

Proportionality Principle (General)

All fair play actions must respect proportionality. Measures should be appropriate to the level of risk, the nature of the event, and the evidence available. Excessive or arbitrary enforcement can be as damaging as lax supervision.

Some Points for Arbiters and Fair Play Specialists (General)

Arbiter's Preventive Role (Arts. 12.2 & 11.3)

Arbiters are not merely adjudicators after violations occur; they play a preventive role. Clear communication of prohibited items, visible monitoring, and consistent enforcement significantly reduce cheating risks. Preventive measures should always be applied uniformly and without targeting specific individuals.

According to the Article 11.3.3 of the FIDE Laws of Chess, the arbiter may require the player to allow his/her clothes, bags, or other items to be inspected, in private. The arbiter, or a person authorized by the arbiter, shall inspect the player and shall be of the same gender as the player.

Such searches are illegal in some countries. Arbiters should not engage in any fair play procedures which go against the laws of the country.

Usually, the arbiter will inspect a player as described in Article 11.3.3 of the Laws of Chess only in case of suspected breach of AC regulations or after receiving an official In-Tournament Complaint, but only after coming to the conclusion that the complaint is not evidently unfounded. The arbiter, and any other person conducting the inspection (e.g. Fair Play Specialists), should be calm, polite and discreet. The inspection of a player should be carried out in a separate room, again by a person of the same gender. Only this person, the player, and one witness (also of the same gender) may have access to this room during the inspection. The player is entitled to select a second witness of his/her own choice (of either gender). If there is no matter of urgency, the inspection of a player and their belongings should generally be carried out before or immediately after the end of the game. Still, the arbiter should be aware that it is possible to hide electronic devices somewhere in or near to the playing venue, or to give them to a third party shortly before the end of the game. The arbiter also has the right to check a player who has left the playing venue during a game, or upon request of a player who filed an In-Tournament Complaint, but only once during the round. Only if the suspicion of cheating is overwhelming and/or there is a strong reason to believe that evidence will be destroyed before the end of the game should a player be searched during a game. If the player is innocent, then the disturbance caused will have unsettled the player and may affect their performance in the remainder of the game.

Any accusation made should be treated seriously and investigated fully.

The player making the complaint should be told not to tell anyone else of his/her suspicions as that could contaminate any evidence – e.g., word could get back to the suspect that they are being watched.

It is acceptable for an arbiter to ask players if they have seen anything that concerns them. It is NOT acceptable for the arbiter to ask players if they have seen Player X did anything suspicious. Any questions put to other players should not identify the suspect.

If a player has genuine concerns about another competitor, and does not share that opinion with other players, then no action should be taken against the player making the accusation. Where the accusation is malicious or is shared with other players, especially when it starts a vendetta, the player making the accusations should be punished severely and reported to FIDE.

FIDE ETHICS & DISCIPLINARY CODE 2022 (Extracts)

PREAMBLE

On the basis of Article 7.5 of the FIDE Charter, the FIDE General Assembly has approved and adopted the following ETHICS & DISCIPLINARY CODE (this Code), in order to pursue and achieve the objectives set out in Article 1 of this Code.
This Code consists of two major parts: the Ethics Code (Part III) and the Disciplinary Code (Part IV), supplemented with other provisions in common to both the Ethics Code and the Disciplinary Code (Parts I, II and V).

PART II – PRINCIPAL PROVISIONS

Art. 3 - THE ETHICS & DISCIPLINARY COMMISSION

3.6 The EDC shall exercise jurisdiction over all members of the FIDE family as defined in this Code.
3.9 The EDC shall decide complaints and reports of any alleged breach of this Code and impose a sanction or grant other measures as specified in this Code, acting in accordance with the FIDE Charter and EDC Procedural Rules.

Art. 4 - APPLICATION & SCOPE OF THIS CODE

4.1 All members of the *FIDE family* shall be subject to this Code and fall under the jurisdiction of the EDC.
4.2 The *FIDE family* consists of the following members:

a) FIDE Member Federations;
b) FIDE Continents and Zonal Councils;
c) FIDE Affiliated Organisations;
d) Delegates and other official representatives of FIDE Member Federations, Continents and Zonal Councils, and Affiliated Organisations;
e) Representatives of chess associations, leagues and clubs associated to FIDE Member Federation members, Continents and Zonal Councils, and Affiliated Organisations;
f) Members of FIDE organs, non-elected commissions and other FIDE Officials;
g) FIDE Honourable dignitaries;
h) Electoral candidates in FIDE elections;
i) FIDE Employees;
j) FIDE titled players;
k) Players, organisers, arbiters, lecturers, trainers and administrators who are registered in the FIDE database;
l) Competitors in FIDE tournaments and events who are not yet registered in the FIDE database;
m) Persons officiating at FIDE tournaments and events or lecturing at training seminars, including those who are not yet registered in the FIDE database;
n) Participants in FIDE congresses, including those not yet registered in the FIDE database;
o) Persons accompanying players in a formal role in FIDE tournaments and events, such as agents, managers, team captains, personal or team coaches, parents and chaperones;
p) Match agents and sponsors of FIDE tournaments, events and congresses;

q) Persons who are bidding to host or are hosting a congress or an international competition, and anyone working for such persons;
r) Any member of an organising committee of a FIDE tournament or event;
s) Consultants and contractually-connected persons/firms representing or serving FIDE;
t) Any other persons who do not already fall within another category of FIDE family members and who agree to be bound by this Code, for example chess journalists and photographers;
u) Any person who is otherwise an actor or participant in the sport of chess or its governance/ administration at an international level.

4.5 Breaches of this Code shall be sanctioned whether acts of commission or omission, whether they have been committed deliberately or negligently, whether the breach constitutes an act or attempted act, and whether the parties acted as principal, participant, accomplice or instigator, or was involved in aiding or abetting.

4.7 This Code shall apply in respect of any and all conduct forbidden in this Code if performed by a member of the FIDE family and such conduct takes or took place on an occasion in one of the following spheres:

a) The **international sphere**, meaning FIDE tournaments, events and congresses, as well as other tournaments and events which has a multi-national participation, or at which norms for FIDE titles can be earned, or serve as a qualifying event for a major FIDE tournament or event including the World Cup, or the relevant conduct in some manner affects the interests of other national federations or the international chess community as a collective. The fact that a tournament is FIDE rated is not on its own determinant of its international nature, but may be taken into account together with other factors.

b) The **national sphere**, meaning tournaments, events and meetings organised or hosted or under the auspices of a national federation which fall outside the international sphere, but only in the following circumstances:

i. the case on which the alleged violation is based has international implications or affects various national member federations of FIDE and has not been judged at national level through the national federation's own ethics process; or

ii. the national ethics process has operated in a manner that in itself is a breach of this Code or of the fundamental principles of law and fair trial.

4.10 Disputes arising during a game or tournament shall be resolved in accordance with the Laws of Chess in existence at the time and with the tournament regulations without detracting from the competence of the EDC to impose sanctions in respect of serious violations of this Code during a game or tournament which have escaped the Arbiter's attention during a Competition.

4.15 If requested, the sanctions passed by Member Federations, Continents and Associated Organisations may be extended by the EDC to have worldwide effect.

Art. 5 - ADMISSIBILITY OF COMPLAINTS AND REPORTS

5.1 In order for a complaint or report to be accepted and adjudicated by the EDC, it must meet the following minimum substantive requirements:

a) The complainant must have the necessary standing to submit the complaint;
b) The person or body against whom the complaint is directed, i.e. the respondent, must be a member of the FIDE family;

c) The allegations made and documents furnished as part of the complaint must disclose, at least on a *prima facie* basis, conduct which amounts to one or more violations of this Code;
d) The alleged misconduct must have been committed in the international sphere, or if in the national sphere, fall within one of the exceptions on the basis of which the EDC will exercise jurisdiction;
e) The alleged misconduct must have been committed during the course of a period of no more than five (5) years immediately preceding the date on which the complaint or report is received by FIDE or a competent FIDE organ commences its investigation in instances of fraud, corruption and cheating, and no more than three (3) years preceding such date in all other instances.

5.2 A complainant shall have the necessary standing to submit a complaint or report if –
a) he, she or it is a member of the FIDE family other than a person mentioned in Article4.2(e), 4.2(i) and 4.2(o) – (u) ; and
b) in the case of an individual complainant, he or she is personally and directly affected by the alleged misconduct or otherwise has a direct and substantial interest in the matter; or
c) in the case of the General Assembly, FIDE President, FIDE Council and Management Board representing FIDE's interests in general; or
d) in the case of another FIDE organ submitting a report to the EDC, such organ represents the general interests of FIDE in a specific area of interest or speciality within FIDE's governance of the sport of chess.

PART III – ETHICS CODE

Art. 6 - ETHICAL VALUES & PRINCIPLES

6.1 The FIDE members undertake at all times to respect and ensure respect of the following values and principles:
a) Human dignity;
b) Equality;
c) Safety;
d) Integrity;
e) Good faith;
f) Loyalty;
g) Fair Play;
h) Responsibility;
i) Priority of interests of chess above personal financial interests;
j) Communication and Transparency.

G. FAIR PLAY

6.19 Fair play is the basic guiding principle in the sport of chess. It is operating within the spirit of the rules, never taking unfair advantage and making informed and honourable decisions at all times.

6.21 Chess parties shall refrain from activities that might improperly affect the outcome of Chess Competitions, including without limitation, acceptance and offering of benefits.

H. RESPONSIBILITY (Accountability)

6.27 General Obligation to co-operate - The persons subject to this Code:

a) shall be entitled to report any potential breach of this Code to the FIDE Secretariat in the strictest confidentiality and, if warranted, by claiming the benefit of anonymity. In the latter instance, the identity of the complainant shall be disclosed to the Chairman of the EDC who shall decide whether sufficient grounds exist for non-disclosure to the respondent of the identity of the complainant and whether the complaint can be decided without making known the identity of the complainant. Any disclosure of information must not be for personal gain or benefit, nor be undertaken maliciously to damage the reputation of any person or organization.

b) are obliged, upon request, to contribute to clarifying the facts of a case, or clarifying possible breaches and to provide evidence requested by the EDC without prejudice to the right of a party suspected of an offence under this Code not to be compelled to incriminate him/herself.

Art. 9 - FAIR PLAY RULES

9.1 All players in FIDE competitions shall observe the rules imposed in the regulations of the FIDE Fair Play Commission, the applicable regulations of the national federation concerned and the relevant competition to ensure fair play and the avoidance of cheating.

9.2 A violation of the mentioned fair play rules other than cheating shall constitute a breach of the Ethics Code and be dealt with by way of remedial action in accordance with the fast-track procedure set out hereinafter.

9.3 In the case of a violation of the mentioned fair play rules other than cheating, as determined by the Fair Play Panel (FPP) or Fair Play Official (FPO) appointed for the competition, whether in online or over-the-board play, the FIDE Fair Play Commission shall determine a ban of all formal chess-playing activities (online and over-the-board play) for a period of either one, two or three months depending on the severity of the violation. The player concerned shall have the option of admitting his/her guilt of a violation of the fair play rules and submitting him- or herself to the ban determined, or to have his/her case decided on its merits by a single member of the EDC nominated by the Chairman of the EDC.

9.4 In the case of the player electing to admit his/her guilt and accepting the ban determined by the FIDE Fair Play Commission, the player shall be immune from all further remedial and disciplinary action under this Code provided the ban is strictly respected. The ban shall commence on a date to be fixed by the Fair Play Commission.

9.5 In the case of the player electing to have his/her case decided by a single member of the EDC, or failing to make an election, the player's guilt or innocence of a violation of the Ethics Code shall be decided on a balance of probabilities according to the procedure to be determined by the presiding EDC member. If the player's guilt is proven, a ban of all chess-playing activities shall be imposed for an appropriate period up to a maximum of 12 months. Subject to the right of review provided for hereinafter, the decision of the single member of the EDC shall be final.

9.6 The above procedure applies in addition to such steps which may be taken by the arbiters or the FPP / FPO against an offending player in the course of a competition for a breach of the Laws of Chess, the applicable regulations of the national federation concerned or the tournament regulations in force for the relevant competition, such as an expulsion or any other lesser measure.

9.7 The above procedure does not apply to cases where the evidence available to the Fair Play Commission indicates that cheating has occurred and that a reasonable prospect exists that the guilt of the player concerned can be proven according to the standard of comfortable satisfaction. All such cases shall be dealt with by the Fair Play Commission and the EDC as an alleged violation of, and subject to disciplinary action under, the Disciplinary Code.

PART IV – DISCIPLINARY CODE

11.4 Regulatory offences

d) Failure to cooperate: The failure of a person or national federation, without compelling justification, to cooperate -

(i) with any investigation carried out in relation to a possible breach of this Code, including, without limitation, failing to provide accurately, completely and without undue delay any information and/or documentation and/or access or assistance requested by FIDE, the EDC or its Fact-finding Committee, or other competent officials as part of such investigation without prejudice to the right of a party suspected of an offence under this Code not to be compelled to incriminate him/herself;

(ii)with arbiters and anti-cheating officials, or to subject himself to official anti-cheating measures, during or at a competition.

11.7 Offences involving dishonesty

e) Cheating: Any player, or any person assisting a player, who deliberately –

(i) Uses or attempts to use electronic devices or other sources of information or advice during a game;

(ii)Commits a manipulation of a chess competition such as, including but not limited to, result manipulation, sandbagging, match fixing, rating fraud, false identity, falsification or alteration of birth certificates, and deliberate participation in fictitious tournaments and games or any other false information with the purpose of obtaining an unfair advantage for a player or a team.

f) **Reckless or manifestly unfounded accusation of chess cheating**: Any player or official who, or National Federation which, makes public or private allegations of cheating against another player or official without acceptable grounds existing for a reasonable suspicion of cheating; provided that a player is not precluded from reporting in private to an arbiter or anti-cheating official during a competition any suspicion of cheating by another person for the purposes of monitoring the behaviour of such person.

g) **Forgery and Falsification**: If a person, in connection with chess related activities, in order to deceive or procure an advantage for itself or another, forges or falsifies an authentic document, such as a license, certificate, passport, identification paper, medical certification, record book or any other document of this nature, or uses such a document, or misleads or bribes a third party to falsify an authentic document. Altering the age of players at competitions that are subject to age limits is also considered as forgery.

11.8 Betting & manipulation of results

c) Manipulation of aspects of a chess event or competition:

An intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the chess competition with a view to obtaining an undue benefit for oneself or for others, including

(i) Fixing or contriving in any way, or otherwise improperly influencing, or being a party to fix or contrive in any way or otherwise improperly influence, the result, progress, outcome, conduct or any other aspect of an Event or Competition;

(ii) Ensuring or seeking to ensure the occurrence of a particular incident in an Event or Competition, which occurrence is to the person subject to the Code's knowledge the subject of a Bet and for which he or another Person expects to receive or has received a Benefit;

(iii) Failing, in return for a Benefit (or the legitimate expectation of a Benefit, irrespective of whether such Benefit is in fact given or received) to perform to one's abilities in an Event or Competition;

(iv) Inducing, instructing, facilitating or encouraging a person subject to the Code to commit such a violation;

(v) Providing, requesting, receiving, seeking, or accepting a Benefit related to the manipulation of a chess competition or any other form of corruption.

f) Failure to cooperate:

(i) Failing to cooperate with any investigation carried out by the relevant sports organisation in relation to a possible breach of art. 11.8 of this Code, including, without limitation, failing to provide accurately, completely and without undue delay any information and/or documentation and/or access or assistance requested by the competent sports organisation as part of such investigation.

(ii) Obstructing or delaying any investigation that may be carried out by the relevant sports organisation in relation to a possible violation of art. 11.8 of this Code, including without limitation concealing, tampering with or destroying any documentation or other information that may be relevant to the investigation.

Art. 13 - SANCTIONS

Breaches of the FIDE Code of Ethics are punishable by one or more of the following sanctions:

13.1 Common Sanctions

a) Warning: A warning is a written notice issued in respect of a minor infringement of any rule. In the event of further infringements, a heavier sanction may be imposed and the EDC may take into account the fact that the person in question has previously received a warning.

b) Reprimand: A reprimand is a formal severe disapproval, pronounced against an offender. In the event of further infringements, a heavier sanction may be imposed and the EDC may take into account the fact that the person in question has previously received a reprimand.

c) Fine: A fine up to a maximum of 50,000 may be issued in Euros (€). It must be paid in said currency within the time limit and according to the methods specified by the EDC.

d) Ban: A ban is the removal of the right to taking part, in a chess competition, or any chess-related activity, as a player, arbiter, organizer, or representative of a chess federation; Aban will ordinarily be for a period between a minimum of one month and a maximum of15 years, but in exceptional cases upon the occurrence of a recurring offence, and depending on the circumstances or the gravity of the case, a lifetime ban from all chess activities may be imposed by the EDC.

13.2 Supplementary Sanctions

In combination with any sanction in terms of art. 13.1, one or more of the following sanctions may also be imposed on the offender:

a) Return of awards: A sanctioned person called to return an award must not only return the trophy, prize, award or the medal received but also any benefit arising from said award.

b) Revocations of titles and sports results including FIDE titles, awards, competition results, qualification rights, points, or other honour bestowed on the individual by FIDE may be withdrawn or nullified.

d) Removal of a player's historical data from the FIDE database: The deletion, from the FIDE official database, of all data about participation and past results for a player and ratings progress during his/her chess career (in the event of a lifetime ban).

e) Service to the benefit of Chess community (Social work): Community service is unpaid work performed by a person or group of people for the benefit and betterment of their chess community without any form of compensation, it can also be performed as part of a rehabilitation program, up to a maximum of 12 months.

g) Reimbursement of expenses and/or damages incurred by FIDE and affected National Member Federation(s) as a direct result of the violation.

Art. 16 - GENERAL RULES OF PROOF AND PROCEDURE

Special Standards of Proof and Evidence for Cheating

16.13 FIDE and all competent organs shall have the burden of establishing that a cheating offence has occurred. The standard of proof shall be to the comfortable satisfaction of the relevant EDC Chamber bearing in mind the seriousness of the alleged offence. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt.

16.14 **Assumed cheating**: There shall be a presumption of cheating if statistical analysis by a FIDE validated and approved algorithm and/or other methodology applied to a player's performance in a series of games or tournaments in FIDE rated events shows a Z-score (reflective of the deviation between the player's actual performance and the projected fair play for a player having comparable Elo rating) above the official Z-score threshold published in the FIDE Anti-Cheating Regulations as approved by the FIDE Council from time to time. In such a case, if FIDE institutes disciplinary proceedings against the player in question, the burden to rebut the presumption of cheating and show a reasonable doubt on a balance of probabilities shall be on the player.

16.15 In any proceedings before the EDC on charges of cheating, the respondent may be found guilty and sanctioned to the full extent permitted by this Code by virtue of the inability of the respondent to discharge the presumption of cheating, whether or not there are any other physical or circumstantial evidence corroborating the statistical evidence. However, the EDC may in such a case, in the exercise of its discretion, impose a sanction less severe than what it would have imposed had the guilt of the offender been proven by clear non-statistical evidence, or limit the sanction to future online play or over-the-board play depending on the format of the event at which the cheating violation was committed.

16.16 **Assumed match-fixing**: There shall be a presumption of match-fixing if, upon the request of the FIDE Fair-Play Commission (FPL), an organizer, arbiter, player or any other person involved in a FIDE-rated competition is unable, individually or jointly, within a reasonable period determined by the FPL, to provide the necessary proof to the reasonable satisfaction of the FPL that the competition took place in a *bona fide* and regular manner that produced results that are not fake, pre-determined or otherwise manipulated, and the FPL formally advises the interested parties of its dissatisfaction. In such a case, if FIDE institutes disciplinary proceedings against the organizer concerned or any arbiter or player or other person alleged to have participated in the relevant competition, the burden to rebut the presumption of match-fixing and show a reasonable doubt on a balance of probabilities shall be on the organizer, arbiter, player and/or other person. In addition, the FPL may refer such a case to the FIDE Qualification Commission (QC) which, in its discretion, may refuse to recognize such competition for title, norms and rating purposes, or as credits for the organizers or arbiters involved.

16.17 In any proceedings before the EDC on charges of match-fixing, the respondent may be found guilty and sanctioned to the full extent permitted by this Code by virtue of the inability of the respondent to discharge the presumption of match-fixing, whether or not there are any other evidence corroborating the grounds which gave rise to the FPL's suspicions in the first place. However, the EDC may in such a case in the exercise of its discretion impose a sanction less severe than what it would have imposed had the guilt of the offender been proven by clear evidence of match-fixing.

FAIR PLAY PROTECTION MEASURES

Approved by FIDE Council on 10/11/2024
Applied from 18 November, 2024

PREFACE

Fair play is the cornerstone of sportsmanship, embodying the principles of honesty, respect, and integrity. However, throughout the history of sports, there have been numerous instances of fair play violations that tarnish the spirit of competition. Fair play violations not only negatively affect the competitive aspect of the game but also negatively affect the credibility of events and the marketability of chess. This poses a clear and present danger to the game of chess.

In view of the ever-faster pace of technological development, these Fair Play Protection Measures cannot anticipate all possible situations or requirements that may arise during an event. When facing an unprecedented situation, the response should be a closer interaction between the Fair Play Team, the Organizing Team (generally represented by the Tournament Director) and the Arbiters Team with a view to devising an adequate solution. In general, this collaboration is a crucial element of the Fair Play effort. Security guards and volunteers should also be factored in, wherever applicable. Under exceptional circumstances, FIDE President may downgrade by one level only the protection level of any given event.

Fundamentally, the players should always remember that Fair Play Measures are in their own interest and, therefore, be cooperative with their implementation.

INTRODUCTION

Fair Play Protection Measures (FPPM) cover what is expected for the different levels of events from the point of view of all parties involved in a tournament (Organizing Team, Arbiters, Players and Fair Play Team).

The prime motivation for these measures is to enable a safe, fair environment for players to play chess. This document outlines the minimum requirements for each event, although the Organizing Team are encouraged to go further. As a general rule, resources allocated to
Fair Play should be reasonable and proportional to the nature and level of the tournament.

For a tournament to fall under these regulations, the event must be FIDE-rated with the games played according to the FIDE Laws of Chess.[1]
Tournament organizers must comply with the appropriate Level of Protection (Standard, Increased, or Maximum) as specified in Section 1. Events in material breach of the FP Protection Measures may not be rated by QC.

The Organizing Team are encouraged to consult with the Chief Fair Play Officer at an early stage to ensure adequate measures are in place before the start of the event.

[1] In the initial phase of its implementation, the FPPM will only be mandatory for FIDE World events and for any event that directly or indirectly receives funding from FIDE. FIDE Circuit tournaments are strongly encouraged to comply with the FPPM and FIDE reserves the right not to assign FIDE circuit points to any event that is not compliant. All other tournaments are encouraged to adopt the FPPM as early as possible.

Section 1 – Levels of Protection
The Levels of Protection are as follows:

a) Events Requiring Maximum Protection:

- All FIDE World Events.
- All major Continental Events (Continental Individual Championship Open and Women, Continental Team Championship Open and Women,
Continental Junior Championship Open and Girls, Continental Club Cup Open and Women, Continental Rapid and Blitz Championship Open and Women).
- Round-robins with an average rating of 2650 or more (2450 for Women's events).
- Events with prize funds exceeding EUR 100,000.
- Fide Circuit Tournaments and Zonal Tournaments where Level 1 is applicable.

b) Events Requiring Increased Protection:

- Minor Continental events.
- National Championships (Individual and teams, excluding Junior/Youth Championships).
- Norm Events (competitions for FIDE (W)GM and (W)IM titles and norms).
- Events with prize funds EUR 15,000 or more.
- Round-robins with an average rating of 2500 or more (2300 for Women's events)
- Fide Circuit Tournaments and Zonal Tournaments where Level 2 is applicable.

c) Events Requiring Standard Protection:

- National Junior/Youth Championships (Individual and teams).
- All remaining FIDE-rated competitions.

Fair Play measures vary across the three categories, and so do the role and duties of the FPO. Detailed measures are provided under Section 2: "Different Standards of FPPM".
The Organizing Team are responsible for ensuring that the FP Protection Measures are in place. The Chief Fair Play Officer verifies compliance with the Fair Play Protection Measures and the individual tournament regulations as established by the Tournament Director, proceeds with implementation, and discloses any breaches in their report.

Section 2 – Standards of Protection

Maximum Protection (Level 1)

In GSC and EVE events, a Fair Play Team led by a CFPO (when the team is more than one) is appointed according to the Appointment Regulations by FIDE FPL. The CFPO shall be invited to the Organizing Team meetings as early as practicable. The CFPO devises a fair play plan in coordination with the Organizing Team. **The members of the Fair Play Team cannot have any other official role in the event** (e.g. being an arbiter or a pairings officer).

In GSC events the Fair Play Team should consist of 1 FPS for every 50 players. The following rules also apply:

- In mixed gender events with less than 100 players no less than two FPS shall be appointed (one man and one woman, one of which an FPO).
- In mixed gender events with more than 100 players no less than two FPOs shall be appointed (one man and one woman).
- In tournaments with more than 200 players, once the first four FPS have been appointed (at least two FPOs and two FPEs, up to 50% of the total number of the Fair Play Team can be made up of untrained locals/volunteers.

In EVE events, this ratio is decreased to 1 FPS for every 100 players. The following rules also apply:

- In mixed gender events with less than 100 players one FPO shall be appointed and an opposite gender volunteer shall be provided.
- In mixed gender events with more than 100 players at least two FPS shall be appointed (one man and one woman, one of which an FPO, best if both).
- In tournaments with more than 400 players once the first four FPS have been appointed (at least two FPOs and two FPEs, up to 50% of the total number of the Fair PlayTeam can be made up of untrained locals/volunteers.

All volunteers are required to participate in a Fair Play training provided by the FPS and are expected to work full-time in fair play-related matters.

Special conditions may be taken into account when determining the actual composition of the team (for example, a complex venue or the presence of an external security firm). It is anyways in the interest of the event that the ratio is as close to 1/50 as possible.

The tables below illustrate the theoretical composition of a Fair Play Team depending on the number of players:

Players	**GSC**		**EVE**	
	FPS	**LOC**	**FPS**	**LOC**
50	1 / 2		1	(1)
100	2		1	(1)
150	3		2	
200	4		2	
250	4	1	2	1
300	4	2	2	1
350	4	3	2	2
400	4	4	2	2
450	5	4	3	2
500	5	5	3	2

Players	GSC		EVE	
	FPS	LOC	FPS	LOC
550	6	5	3	3
600	6	6	3	3
650	7	6	4	3
700	7	7	4	3
750	8	7	4	4
800	8	8	4	4
850	9	8	5	4
900	9	9	5	4
950	10	9	5	5
1000	10	10	5	5

As a general recommendation, the fair play plan should include at least the following:

Organizing Team duties (in collaboration with the CFPO):

- Invite the CFPO to the Organization meetings as early as practicable;
- Coordinate and collaborate with the FPO;
- Provide designated playing and spectator areas, ensuring that any form of unauthorized communication between players and spectators during the game is prevented;
- Provide designated separate areas for refreshments, toilets, and smoking (if applicable);
- Provide technical devices as reasonably determined by the CFPO in consultation with FIDE GSC, EVE, DIS and FPL where needed;
- For team events, extra measures should be taken to avoid any form of unallowed communication between team captains and players;
- Identify a suitable FPS office and storage room for FPL Technical equipment;
- Identify a suitable location for the Fair Play Scanning Booth;
- Verify the accreditation system, including identification of personnel with electronic devices in the playing area;
- Provide the event with stickers for identifying personnel with authorized electronic devices. Ideally, these stickers should be approximately 5x5cm;
- Provide cloth bags for the players' personal items;
- Provide secure storage for the players' electronic devices;
- Determine flow and crowd management requirements;
- Coordinate with CFPO to implement access flow;
- Provide the CFPO with the PGN files of the event.

Chief Fair Play Officer duties:

- Collaborate and harmonize with the Organizing Team, the Arbiters Team and other functional teams at the event;
- Devise a fair play plan in coordination with the Organizing Team;
- Determine technical devices to be reasonably used during the event (see Annex A);
- Devise and implement random and post-game check plans;
- Identify items prohibited in the playing area, in coordination with the Tournament Director and the Chief Arbiter, and list them in the tournament regulations;
- Devise a plan for regular venue checks;
- Illustrate the Fair Play Regulations and measures in use, including any previously identified prohibited devices, at the Technical Meeting of the event;
- Note irregularities and keep a record of the performed scans;
- Send all games in PGN format for screening and act on any findings;
- Manage the Fair Play Team;
- Collaborate and harmonize with the Organizing Team, the Arbiters Team and other functional teams at the event;
- Prepare the final report of the event to be submitted to FPL and FIDE Office.

A list of general and human resources that are deemed to be necessary at Level 1 events is provided under Annex B. The CFPO shall coordinate with the Organizing Team and other teams at the event to determine any compensation measure that should be necessary when one or more items from the list is (temporarily) unavailable.

Increased Protection (Level 2)

In level 2 events, increased protection measures are recommended. What follows is a set of minimum recommended requirements, but each tournament can decide to increase one or more aspects of protection, according to the needs and the available resources. The Organizing Team can ask FIDE FPL to appoint an official FIDE FPS or an official FIDE FPT so that FPE norms can be earned at the tournament.

- The Organizing Team shall appoint a Fair Play Specialist in charge of Fair Play matters (FPO or FPE). If reasonable and practicable, appoint an official Fair Play Team (the recommended ratio is one FPE/FPO for every 100 players). Consult the FIDE Fair Play Commission for appointment of the members of the Team;
- For tournaments with a prize fund of 15.000 EUR or more, there must be an FPO who does not have any other official role in the event;
- In round robins, it is permissible for the FPO/FPE to have merged roles (e.g. arbiter and fair play);
- Designate playing and spectator areas, ensuring that contact between players and spectators is minimized and monitored;

- Designate separate or monitored areas for refreshments, toilets, and smoking, if applicable;
- For team events, measures should be taken to avoid unauthorized contact between team captains and players;
- Define appropriate technical devices and any other appropriate measures to be used for the tournament (see Annex A);
- The Organizing Team are strongly encouraged to provide storage facilities for electronic devices and cloth bags for the players' personal items (or ask players to use one);
- Where reasonable, devise and implement random and post-game check plans;
- List items prohibited in the playing area;
- The Organizing Team shall send all available games, including all the games played by the norm awardees, to the National Rating Officer for uploading to the FIDE Rating Server.
- Provide as many resources under Annex B as reasonably possible.

Standard Protection (Level 3)

The Standard Protection applies to all tournaments that do not apply a higher level of protection. What follows is a set of minimum requirements, but each tournament can decide to increase one or more aspects of protection, according to the needs and the available resources. The Organizing Team can ask FIDE FPL to appoint an official FIDE FPS or an official FIDE FPT so that FPE norms can be earned at the tournament. Appoint a person in charge of Fair Play matters (merged roles are possible);

- Designate playing and spectator areas, ensuring contact between players and spectators is minimized and monitored as far as is reasonable and practicable. If possible, provide separate and monitored areas for refreshment, toilets, and smoking; In team events, extra measures should be taken to avoid contact between team captains and players;
- Adopt at least one security measure from the technical devices listed in Annex A;
- If possible, provide storage facilities for electronic devices and cloth bags for the players' personal items (or ask players to use one);
- Encourage random checks before/during/after games;
- Whenever possible, the Organizing Team should send all available games to the National Rating Officer for uploading to the FIDE Rating Server;
- Provide as many resources under Annex B as reasonably possible.

Annex A

Technical Devices:

- Hand-held security metal detectors.
- Walk-through metal detectors.
- Closed-circuit cameras.
- Magnets.
- Non-linear scanners.
- Thermal cameras.
- Bluetooth scanners.
- Signal detection devices/apps.
- Other types of scanning devices.

Annex B

General resources

- Maps/Venue Layouts.
- Equipped and unshared FP Office.
- Two Fair Play Booths for performing post-game checks.
- Fair Play spot/specifically designated area in the playing hall with electricity plugs.
- Safe storage room for FPL devices (can be FPL Office if lockable).
- Metal lockers (Faraday cage bags) for players' electronic devices.
- Q-managers.
- Cloth bags for players' personal items.
- All-access accreditation for the Fair Play Team.
- Phone Stickers for authorized personnel (media/VIP accreditation).
- If the Organizing Team are planning to have uniform T-shirts - the Fair Play Team T-shirt should be black.
- Disposable hand gloves.

Human Resources

- Fair Play Team.
- Volunteers.
- Security Guards.

Fair Play Protection Measures - Comments

An Arbiter and a Fair Play Specialist should know how to recognise behaviors and devices involved in cases in the past. The definition of cheating according to Article 11.3.1 of the Laws of Chess includes

i) accepting information by another person (spectator, captain, co-player, etc.); and
ii) getting information from any source of information or communication (such as books, notes, etc., or any electronic device).

The use of a mobile phone hidden in a pocket is forbidden according to Articles 11.3.2.1 & 11.3.2.2 of the Laws of Chess, so an Arbiter or a Fair Play Specialist needs to know how to find hidden mobile phones and other electronic devices.

An Arbiter should know how to use devices like hand-held metal detectors and other equipment. If a metal detector gives a signal it is important to establish the reason. In FIDE Events, it is the job of Fair Play Specialists.

Many tournaments will use hand scanners to test players returning from the toilets. This will find players who are carrying phones but will not catch a player who has hidden a phone. It is suspicious if players, on toilet visits, visit only the same cubicle. Such behaviour may be regarded as worth further investigation. If a player is frequently absent from the board the arbiter should note the move number. If the moves following an absence are then shown to have a high correlation with computer recommended moves this may help in building a case against the player.

The Arbiter or the Fair Play Specialist must have a discreet control of the players who are leaving the playing area very often, for their contact with other players, spectators and other persons, according to Article 11 of the Laws of Chess. The arbiter or the Fair Play Specialist should be aware that in some cases a player can get information from a third party. The arbiter or the Fair Play Specialist should prevent any contact between players and spectators such as talking and/or giving/receiving signals. The Arbiter or the Fair Play Specialist should never tolerate the use of chess programs in the playing venue. Finding that a player or spectator is using a chess program in the playing area calls for immediate action in conjunction with the Chief Arbiter.

FAIR PLAY COMMISSION PROCEDURAL RULES

Approved by FIDE Council on 27/10/2021 Applied from 01/01/2022

1. Aim

1.1 FIDE, in close collaboration with Member Federations, the International Olympic Committee and the National Olympic Committees dedicates its efforts to ensuring that in chess the spirit of 'Fair Play' prevails, leads the fight against cheating and doping in sport and takes measures in order to prevent endangering the health of competitors (Article 37.1 FIDE Charter).

1.2 The fight against cheating in all its manifestations is assigned to the Fair Play Commission (FPL).

1.3 The FPL shall oversee the general implementation of fair play related provisions in the FIDE Charter and Ethics & Disciplinary Code, including the investigation of suspected cheating cases by way of Investigatory Panels and the imposition of limited sanctions for the violation of other fair play rules in competition, as determined by the Fair Play Panel for the competition, in accordance with the procedures set out hereunder.

1.4 The Commissioners of FPL, FIDE officials, FIDE members, arbiters, organisers and players are required to co-operate together.

1.5 The FPL shall make recommendations to other FIDE organs and members on topics related to fair play measures.

1.6 The FPL shall be responsible for analysing and designing measures and tools aimed at preventing cheating in chess.

2. FPL Commission Membership

2.1 The total number of the FPL Commissioners shall be decided by the FIDE Council. However, the number of Commissioners shall be at least 15.

2.2 The Chairman and the Secretary of the FPL shall be appointed by the FIDE- President.

2.3 The other Commissioners are selected by the FIDE President in consultation with the Chairman and the Secretary.

2.4 FPL Commissioners are selected according to their skills, experience, and expertise. There are no nationality restrictions. A permission from the National Federation is not required. FPL aims at a minimum of one third of female membership.

2.5 At least one Commissioner shall be an active IM or GM, one Commissioner shall be an active IA, one Commissioner shall be an active IO, two Commissioners shall be technical experts in the area of computer-assisted cheating and at least three more Commissioners shall have a legal background.

2.6 Upon a proposal from the Chairman, the FIDE President has the right to terminate with the motivated decision the authority of any Commissioner at any time, and to appoint a replacement simultaneously.

3. Proceedings

3.1 The Chairman of the FPL shall report on its activities at least once a year. He/She makes recommendations to the GA, the FIDE President and, whenever the need arises, to the FIDE Council.

3.2 The Chairman shall prepare the budget for the FPL for approval by the GA. The budget proposals shall be sent to the Treasurer.

3.3 The Commissioners of the FPL meet regularly online. At least once a year, the Chairman meets in person with the Secretary and the Councillors to discuss fundamental issues and to consider proposals for updating all anti-cheating related regulations (annual meeting).

3.4 Agenda of meetings shall be prepared by the Chairperson and the Secretary and shall be sent, together with working documents, to all Commissioners at least one week before online meetings and one month before the annual meeting. All Commissioners have the right to include items.

3.5 Minutes of meetings are the responsibility of the Secretary. For online meetings only a result protocol is created. The minutes are sent to all FPL Commissioners.

3.6 Should there be any discrepancies between the general rules and regulations specified in any FIDE rules and regulations (except for the Charter) regarding the FPL, the specific rules on the FPL prevail.

4. Fair Play Panels / Fair Play Officer

4.1 For each tournament organised under the aegis of the Events Commission (EVE) or the Global Strategy Commission (GSC), both Online and Over-The-Board, there will be a remunerated independent Fair Play Panel (FPP) or Fair Play Officer (FPO), depending on the type of tournament. The FPP/FPO's task is to monitor the tournament in question for the occurrence of cheating and to implement anti- cheating measures. The FPP/FPO shall coordinate closely with the chief arbiter and the chief organiser, but shall not be subject to their instructions or anybody else's instruction.

4.2 The members of each FPP or FPOs are appointed by the FPL chairman, in consultation with the FIDE Managing Director and subject to the provision under Article 8.4.

4.3 Each FPP shall consist of a minimum of three people holding at least the FPE title. One member, holding the FPO title, shall act as chairperson and have a casting vote in case of tie. The FPP may consult with external experts, including but not limited to Grandmasters, body language experts, psychologists, computer engineers.

4.4 Arbiters of tournaments organised under the aegis of EVE and GSC cannot be FPOs or members of the FPP at the same time.

5. Investigatory Panels

5.1 FPL shall carry out independent investigations on violations of the Ethics & Disciplinary Code concerning cheating and shall have the possibility to submit motivated reports to the Ethics and Disciplinary Commission (EDC) or to competent national bodies, when relevant. Motivated reports must include factual disclosures, technical expertise, and all results of the instigated investigations.

5.2 For the investigation of cheating allegations an Investigatory Panel (IP) is formed. The FPL Chairman selects on a case-by-case basis up to three IP members who do not necessarily have to be FPL Commissioners.

5.3 The IP is an independent body and is not subject to directions from any other party.

5.4 The details of jurisdiction and procedure shall be determined in the Anti-Cheating Regulations.

5.5 Once the IP has completed his/her investigation, it sends its report to the FPL Chairman. The Chairman shall bring the Commission to a vote. FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the investigation is triggered by a complaint, the IP has the power to dismiss the complaint if its members come to the unanimous conclusion that no cheating occurred or there is not enough evidence to meet the standard of proof.

5.6 The FPL Chairman nominates three FPL Commissioners to a standing Fair Play Fact-Finding Committee, according to Article 26.13 of the FIDE Charter. The Fair Play Fact-Finding Committee acts when EDC issues an investigation request according to Articles 26.14 of the FIDE Charter to FPL. In that case Articles 5.1, 5.2 and 5.4 above do not apply.

5.7 The Chairperson of every IP shall be remunerated.

6. Fast Track Procedure

6.1 FPL shall follow a so-called “Fast Track” procedure designed at prosecuting in-tournament fair play violations other than cheating (Article 9 of the Ethics & Disciplinary Code).

6.2 A list of possible fair play violations shall be included in the FPL Anti-Cheating Regulations, or the FIDE Online Chess Regulations, or the tournament regulations governing a competition.

6.3 One or more Commissioners of the FPL shall be appointed to deal with cases of in-tournament violations other than cheating brought to the attention of the FPL by Fair Play Panels or Fair Play Officers. These positions will be remunerated.

6.4 When dealing with Fast Track cases, sanctions will be limited to determining a ban from all formal chess-playing activities for a period of either one, two or three months depending on the severity of the violation. No other sanctions are possible.

6.5 The player concerned shall have the option of admitting his/her or her guilt of a violation of the fair play rules and submitting him/herself to the ban imposed, or to have his/her or her case decided on its merits by EDC in a single-person composition.

7. FPL Titles

7.1 FPL shall be responsible for awarding the following FPL titles:

7.1.1 FPL Lecturer (lectures aspiring FPE/FPOs)

7.1.2 Fair Play Officer (FPO - can chair FPP or act as FPO)

7.1.3 Fair Play Expert (FPE - can be a part of FPPs)

7.2 FPL Titles are awarded by FPL according to the following criteria:

7.2.1 Initial titles will be awarded by FPL on an expertise basis.

7.2.2 After the expiry of a transitional period on 30/06/2023 titles will be subject to any or a combination of the following requirements: attending seminars, passing exams, fulfilling norm requirements.

8. Training of Fair Play Officials

8.1 The FPL is responsible for the training of officials called to deal with fair play measures (FPEs/FPOs). The FPL will offer regular training for this purpose.

8.2 For this purpose, FPL will establish and maintain a list of lecturers.

8.3 The trainings shall comprise at least six hours and cover the following topics: Measures to fight against fair play breaches, Investigative measures, Dealing with allegations of fair play violations, Statistical evidence, Procedural rules. FPL reserves the right to conduct a final examination.

8.4 After the expiry of a transitional period on 30/06/2023, only those holding a FPE or FPO title may be nominated for an FPP.

9. Fair Play Regulations

According to Article 37.3 FIDE Charter, further details of FPL's work will be governed by FIDE Fair Play Regulations.

FIDE Fair Play Commission – Title Regulations

Approved by FIDE Council on / / Applied from 1 January, 2026

1. Requirements for Fair Play Titles

1.1 Fair Play Expert (FPE)

1.1.1 Basic Requirements

- The FPE must be at least 18 years old
- Attend an FPE seminar and pass the FPE exam
- 3 FPE Norms

1.1.2 Obtaining FPE Norms

1.1.2.1 To obtain an FPE Norm, the FPE Candidate must:

- have passed the FPE exam
- be appointed as Event FPE by FIDE FPL

1.1.3 FPE Norms can be earned at all tournaments listed under FIDE Regulations for Arbiters (effective from 1 July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters / 1.3 Categories of Tournaments.

1.1.4 However, only one of the three norms can be obtained at official Rapid and Blitz tournaments.

1.2 Fair Play Officer (FPO)

1.2.1 Basic Requirements

- The FPO must be at least 21 years old
- Hold the FPE title for at least 2 years
- Attend an FPO seminar and pass the FPO exam
- 4 FPO Norms

1.2.2 Obtaining FPO Norms. To obtain an FPO Norm, the FPO Candidate must:

- have passed the FPO exam;
- be appointed as Event FPO by FIDE FPL;

1.2.3 FPO Norms can be earned at Level 1 tournaments, as defined in the Fair Play Protection Measures. At least one norm must be issued under the on-site supervision of an FPO.

1.3 Norm Certification

1.3.1 If the CFPO holds an FPO title, he or she is entitled to award FPO and FPE title norms taking into account the requirements set out in 1.1 and 1.2, to all members of his or her team who, in his or her opinion, have demonstrated to a sufficient degree that they meet the requirements.

If the CFPO (Event FPO) holds an FPE title, he or she is entitled to award FPE title norms taking into account the requirements set out in 1.1 to all members of his or her team who, in his or her opinion, have demonstrated to a sufficient degree that they meet the requirements.

1.3.2 If the CFPO (Event FPO) holds an FPE title, the chairperson of the FPL – or a representative appointed by the chairperson (who must also be an FPO) – may issue an FPO norm for the CFPO, taking into account the requirements set out in Section 1.2.

To be eligible for the norm, the candidate must:

- register in advance of the event by sending a mail to FPL
- submit a plan outlining the fair play measures to be implemented, taking into account the specific characteristics of the tournament
- submit a detailed final report after the event

The norm may be refused if information from third parties raises doubts about the candidate's suitability that cannot be dispelled, even after the candidate has been given the opportunity to be heard.

1.4 Title Application Procedure

1.4.1 When an FPE/FPO Candidate completes the required norms, their National Federations submit the FPE/FPO Title Application Form and Norms to FIDE Titles, which will forward it to FIDE FPL.

1.4.2 FIDE FPL will consider the applications and forward the recommendation to the FIDE Council for approval.

1.4.3 All Title Application Forms will be published on the FIDE website for at least 60 days.

1.5 FPL Seminars

1.5.1 Types of Seminars.

FPL organises two types of seminars:

- FPE Seminars
- FPO Seminars

1.5.2 Scope of the Seminars.

All seminars will address, at their respective levels, at least the following topics:

- Fair Play Legal Framework
- Fair Play Regulations
- Statistics
- Technical Devices
- Fair Play Theory and Practice at OTB Events

1.5.3 FPL Lecturers.

All FPL Seminars will be delivered by FPL Lecturers. FPL maintains a list of FPL lecturers selected by the Chairperson of FPL.

1.5.4 Exams.

All seminars will be followed by an exam, according to the seminar level. Attendees who fail an exam may take a single new exam within one year without attending a new seminar. The new exam can only be taken at the end of a regular seminar.

A candidate must achieve a score of at least 70% to pass the FPE exam, and a score of at least 70% to pass the FPO exam. The FPE and FPO exams are separate and assess different levels of qualification.

1.5.5 FPE/FPO Licences.

The FPE/FPO Licence is valid for life, provided that the title holder remains active. The licence takes effect on the day after FIDE has received confirmation of its issuance.

An FPE or FPO is considered active if they serve in at least one event every four years.

Regardless of active status, all title holders are required to attend an FPL training or refresher seminar at least once every six years.

Licence fees will not be introduced before 2027; thereafter, their administration and amount shall be governed by the FPL Financial Regulations.

2. Classification of FPOs

2.1 General

The Fair Play Commission shall have the responsibility for classifying FPOs in the following Categories:

- Category A
- Category B
- Category C

2.2 Classification

2.2.1 Category A

Category A is the highest level of FPO's classification.
To be classified in Category A, FPOs shall fulfil all of the following criteria:

- They have been classified in Category B for at least two (2) years
- Their FPO status is "active" and they have acted as FPO in the last five (5) years:
  a) in at least three (3) Category A Tournaments; or
  b) in at least two (2) Category A Tournaments and three (3) Category B Tournaments.
- They have shown excellent knowledge of the Fair Play Regulations and no disciplinary sanctions have been imposed on them as a result of their activities as FPOs in the past five (5) years.

2.2.2 Category B

Category B is the second highest level of FPO's classification.
To be classified in Category B, FPOs shall fulfil all of the following criteria:

- They hold the FPO title for at least three (3) years
- Their FPO status is "active", and they have acted as FPO in the last three years in at least three (3) Category B Tournaments.
- They have shown good knowledge of the Fair Play Regulations and no disciplinary sanctions have been imposed on them as a result of their activities as FPOs in the past three (3) years.

2.2.3 Category C

Category C is assigned by default to all new FPOs.

3. Appointment of FPEs, FPOs, and Fair Play Teams (FPTs)

3.1 FPE/FPO/FPT assignments are mandatory for all tournament categories A, B, and C except the following: 1.3.2.3 (Top-level Events) and 1.3.3.2 (Strong International Events), as listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters

3.2 Event FPOs acting at the tournaments are appointed by the FIDE President at the suggestion of the FPL Chairperson and in consultation with the responsible Board Member, according to the FPL Appointment Regulations.

3.3 Event FPEs acting at the tournaments are appointed by the FPL Chairperson.

3.4 All financial matters pertaining to the appointment of FPEs, FPOs and FPTs are dealt with in the FPL Financial Regulations.

4. Inactivity and revocation of titles

4.1. FPE/FPO Titleholders are considered inactive if, in a period of four (4) years, they have never acted as an FPE/FPO in any event listed in FIDE Regulations for Arbiters (effective from 1st July 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters / 1.3. Categories of Tournaments

4.2 In case of inactivity, FPE/FPO Titleholders must attend an FPL Seminar before they can be appointed again and will need to renew their Licence.

4.3 FPL can revoke the FPE/FPO Title in case of violations of the Code of Ethics or severe mistakes. Violations will be judged by an ad-hoc Disciplinary Subcommittee of FPL.

5. National Fair Play Specialists (NFS)

5.1 National Federations are encouraged to form their own National Fair Play Specialists.

5.2 FIDE FPL will deliver online seminars for National Fair Play Specialists and award attendance certificates.

5.3 Fees for National Seminars and Licences are considered in the Financial Regulations.

5.4 National Federations are responsible for devising the national qualification system of National Fair Play Specialists.

6. "Konstantin Landa" Award

The "Konstantin Landa" award will be presented biannually at the Chess Olympiad to the most outstanding performance by an FPE/FPO. FIDE FPL devises the regulations and coordinates the awards.

7. Contact Persons

Whenever an FPO is not available on site for a particular tournament, the FPL will assign one or more FPOs to act as contact persons whom the CFPO/FPO candidate can contact during the tournament if questions or problems arise for which the candidate requires assistance.

8. Temporary provisions

8.1. These temporary provisions apply until 30 June 2026 and may be renewed thereafter upon a decision of Council.

8.2. Given the shortage of FPOs and Candidate FPOs, the Fair Play Commission reserves the right to appoint an FPE who has not yet passed the FPO seminar test as Event FPO.

8.3. Given the shortage of FPEs and Candidate FPEs, the Fair Play Commission reserves the right, in exceptional circumstances, to appoint an FPE Candidate as Event FPO. In this case, the appointed Event FPO may receive a double FPE norm; 1.3.3 applies accordingly.

8.4. FPE and FPO Titles and Categories may be awarded by the FPL Commission on motivated and discretionary grounds.

How to become FPE or FPO

Preliminary remark: At the time of editorial deadline, further changes to the FP title regulations are under discussion, which could also result in consequential changes to other

FP provisions. To find out about the current status, it is therefore recommended that you also consult the FIDE Handbook.

On 27 October 2021, the FIDE Council adopted the Fair Play Commission Procedural Rules, which came into force on 1 January 2022. Section 7 introduced separate titles for the first time in the area of fair play: Fair Play Expert and Fair Play Officer. Details are governed in a separate set of rules, the Fair Play Title Regulations, which followed in 2023 and were revised in 2024. On 11 December 2025, the FIDE Council again approved important changes to the FPL-TR, which came into force on 1 January 2026. Of particular significance is the abolition of the previous supervision system, which made the achievement of a title norm dependent on the title candidate being monitored by a supervisor during a tournament, usually online. This system proved to be impractical and made it difficult to acquire title norms. It is now generally the responsibility of the Chief Fair Play Officer (CFPO) of the respective tournament to issue title norms *(note: the term "Fair Play Officer" is used in two senses – on the one hand, it refers to the role in a tournament as the person responsible for ensuring compliance with fair play rules, and on the other hand, it is the name given to the higher of the two fair play titles. A CFPO does not therefore necessarily have to hold the title of FPO).*

To become a Fair Play Expert (FPE), you must be at least 18 years old, have attended an FPE seminar and successfully completed an exam, and have achieved three FPE norms. The FPE seminars are offered by the Fair Play Commission (FPL) several times a year at various locations, often as part of an important FIDE event, and usually last 12 hours, including the exam, spread over four days. Norms can be acquired in all FIDE-rated tournaments where, in theory, an IA norm could also be achieved. However, only one of the three norms may have been obtained in an official rapid or blitz tournament. The condition is that the FPE candidate has been appointed by the FPL for the tournament in question. The CFPO is responsible for issuing the norm confirmation. Norms can only be obtained after successfully attending an FPE seminar.

The requirements for the title of Fair Play Officer (FPO) are similar. The minimum age is 21, the FPO candidate must have held the FPE title for two years, must have attended a seminar and successfully completed an examination, and requires four norms, which can only be obtained after passing an examination. All Level 1 and Level 2 tournaments are eligible for norms in accordance with the Fair Play Protection Measures, essentially all FIDE and Continental competitions, tournaments where player norms can be acquired, national championships and tournaments with a higher prize fund or rating average. Here, too, only one of the four norms may be acquired in an official rapid or blitz tournament, and the FPO candidate must again have been appointed by the FPL for the tournament in question. The norm is issued by the CFPO. If the CFPO only has an FPE title, the FPL chairperson or a person designated by him may issue the FPO norm. However, in this case, the FPO Candidate must also register at the FPL, describe the planned fair play measures in advance and send a detailed report after the tournament. At least one of the four norms must have been issued by an (on-site) CFPO who holds the FPO title himself.

Since not all CFPOs currently hold the FPO title and, accordingly, not all FPO candidates will find an FPO title holder on site who can guide them and decide on critical issues, the FPL appoints a contact person for such tournaments who can be approached if the CFPO or FPO candidate needs help.

The FPL does not currently offer any FPO seminars because there are too few FPEs who could participate. In justified individual cases and with sufficient practical experience, the FPL therefore currently proposes FPO candidates for appointment even without seminar participation.

FIDE FPL APPOINTMENT REGULATIONS

Approved by FIDE Council on / /Applied from 1 January, 2026

PREFACE

The ideal composition of the Fair Play Team depends on a number of factors difficult to anticipate in advance and, as such, cannot be fully determined without knowing the specifics of each tournament. What follows is a set of criteria that will be taken into consideration in determining Fair Play Teams. The actual composition of the Fair Play Team will be determined by the Fair Play Commission, taking into account such factors as proficiency, gender balance, equal distribution of work, expertise, capacity building, and shall in all cases be subject to approval by the FIDE President. Under exceptional circumstances, FIDE President may deviate from these regulations in the superior interest of any Event.
This document regulates appointments of FPEs, FPOs and FPTs at Level 1 and Level 2 tournaments. You are referred to the Fair Play Commission Title Regulations for Definitions and the Fair Play Protection Measures.

1. Composition of Fair Play Teams

1.1 General rules

1.1.1 Level 1 (Maximum Protection) events must have a minimum of one FPO.

1.1.2 The composition of Fair Play Teams may vary in their FPO/FPE breakdown. More complex tournaments may require a higher number of FPOs.

1.1.3 In Level 1 and some Level 2 events, as specified in the Fair Play Protection Measures, the members of the Fair Play Team are to work exclusively on Fair Play-related matters. This means they cannot have any other official role in the Event.

1.2 Number of Fair Play Specialists

The recommended number of Fair Play Specialists at an event is specified in the Fair Play Protection Measures.

1.3 Open and Women OTB Tournaments

1.3.1 In every open tournament, the Fair Play Team is made up of at least one man and one woman.

1.3.2 In every women's tournament, the Fair Play Team is made up of only women.

1.4 Venue-related factors

1.4.1 The number of members of the Fair Play Team may need to be increased due to the following factors: Venue layout, expected number of guests, expected number of media teams, expected number of spectators.

1.4.2 The number of members of the Fair Play Team may be decreased when either (or both) of the following are present: i) when a security service is hired and members of the security team are assigned to Fair Play tasks or ii) significant numbers of volunteers are available to the Fair Play Team.

2. Appointment procedure

2.1 In order to determine the actual composition of the Fair Play Team at an event where Fair Play Specialists are required (see Fair Play Protection Measures), the Organizing Team will contact FPL via email as early as possible, but preferably at least two months before the start of the event, and provide the initial layout of the venue together with any other information that can be useful for an early evaluation of critical fair play issues.

2.2 On the basis of the provisions in the Fair Play Protection Measures and of the information provided under 2.1, FPL, in cooperation with the Organizing Team, will determine the actual number of required Fair Play Specialists and/or volunteers.

2.3 Once the composition of the FPT has been established, the FPL Chair shall, after consulting with the Organizing Team and the supervising Management Board Member, and where appropriate with GSC, EVE, or DIS, provide the FIDE President with the proposed Fair Play Specialists for the specific event.

2.4 The Fair Play Commission will issue calls of interest at least biannually to determine the availability of potential Event FPEs and FPOs. When informed of the final dates for a specific event requiring Fair Play Specialists, the Commission will check actual availability to confirm appointments.

2.5 For all official FIDE World events, appointments are made by the FIDE President at the suggestion of the FPL Chair and in consultation with the supervising Management Board Member.

2.6 After the FIDE President has appointed the Fair Play Specialists, the Fair Play Commission will inform the appointed Fair Play Specialists, the relevant Commission (GSC, EVE or DIS) and the organizers in writing.

3. Financial matters

All financial matters pertaining to the appointment of FPEs, FPOs, and FPTs are dealt with in the FPL Financial Regulations.

FIDE FPL FINANCIAL REGULATIONS

Approved by FIDE Council on / /
Applied from 1 January, 2026

This document regulates the FIDE FPL Financials. All references to Arbiter remunerations are references to Arbiter Stipend Regulations as in Fide Handbook B.06.6.

1. FPL event fees

1.1 Minimum FPO fees

1.1.1 Any person acting as Chief FPO at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same level as the Deputy Chief Arbiter +15%.

1.1.2 Any person acting as FPO at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same terms as a Deputy Chief Arbiter -15% .

1.2 Minimum FPE fees

1.2.1 Any person acting as FPE at FIDE tournaments under the jurisdiction of the Events Commission (EVE) and Global Strategy Commission (GSC) will be remunerated on the same level as a Match Arbiter.

1.2.2 In larger teams, when more than ten FPS/volunteers are appointed, e.g. at the Olympiad, one male acting FPE and one female FPE will be remunerated on the same level as a Sector Arbiter.

FIDE FAIR PLAY DEFINITIONS

Approved by FIDE Council on / / Applied from 1 January, 2026

Definitions[2]

Chief Fair Play Officer (CFPO)

The FPO who is the main FPO at an event and takes all final Fair Play decisions regarding the Event.

Event FPE

The person who acts as FPE at any event.

Event FPO

The Fair Play specialist who acts as FPO at any event.

Fair Play Expert (FPE)

A Fair Play specialist who is characterized by integrity, attentiveness, dependability and an attitude towards teamwork. FPEs can run Level 2 and Level 3 tournaments and be part of a Fair Play Team in Level 1 Events. May also act as Event FPO in Level 1 events.

Fair Play Officer (FPO)

A Fair Play top specialist who is characterized by utmost integrity, high levels of attentiveness, full dependability, excellent knowledge of the Fair Play Legal framework and superior organisational and communication skills. FPOs can run an event on their own, devising the fair play plan and then implementing it by coordinating with the other members of the Fair Play Team, if any.

Fair Play Team (FPT)

Fair Play Teams are in charge of securing Fair Play at events where FPTs are required. The FPTs are made up of Fair Play Specialists, volunteers, security guards, and others who are coordinated by the Chief Fair Play Officer in charge of the event. The FPT may consult with external experts, including but not limited to Grandmasters, body language experts, psychologists, and computer engineers.

FIDE Events

FIDE Events - as listed in the FIDE Handbook - FIDE Regulations for Arbiters (effective from 1st July, 2021) / B.06.3 – FIDE Regulations for the Classification of Arbiters.

FPE Candidate

A person who does not hold the FPE title but acts as FPE at an event.

FPO Candidate

A Fair Play specialist who holds the FPE title and acts as FPO at an event.

National Fair Play Specialist (NFS)

Is a licensed National Fair Play Specialist who can assist at Level 3 tournaments.

[2] Title Norms - FPO/FPE- Procedural Rules of the Fair Play Commission 2022 (21-24; 37-43).

CHIEF ARBITER-CHIEF FAIR PLAY OFFICER DIVISION OF TASKS

Approved by FIDE Council on 10/11/2024
Applied from 18 November, 2024

When a CFPO is appointed at a tournament, co-operation between the CFPO, the CA, the Organizing Team (generally represented by the Tournament Director) is of paramount importance. Not all situations at a tournament can be foreseen in advance, and it is expected that the top officials at tournaments will work together to resolve any issues that arise in the best interests of the tournament. Any and all provisions relating to the interaction between the work of the CFPO and primarily the CA (but in reality, any other tournament official), should be read in this light, with cooperation in the interest of the tournament being the guiding principle of any action.

In tournaments where a CFPO is appointed, all Fair Play matters shall be referred to the CFPO. The CFPO is responsible for taking all decisions relating to Fair Play. Whenever possible, the CFPO shall consult with other interested tournament officials (CA and TD) before taking decisions that may gravely impact the tournament. Any decision involving a sanction shall be made in writing. All decisions made by the CFPO on matters within Fair Play jurisdiction shall be deemed as final.

It is essential that the CFPO notifies the CA of a decision immediately with the expectation that the CA will receive the decision. However, the CA reserves the right to overturn a decision of the CFPO. If the CA wishes to overturn the decision, they shall do so in writing, after having consulted the CFPO on the reasons for their decision and shall state the legal grounds on which the overturning decision is based. The overturned decision must be fully explained in the CA's and CFPO's reports and both reports submitted to the Fair Play Commission and Arbiters Commission.

Any decision by the CFPO is subject to the normal appeals procedure. Reversals of decisions may also be the subject of appeals by any interested party, including the CFPO, in accordance with the normal appeals procedure.

The main areas of responsibility of the Fair Play Team at an event are the fair play aspects of: crowd management (including officials, media, VIPs and spectators),use of electronic devices, match-fixing items allowed in the playing hall, venue layout. Before the start of the event the CFPO shall interact with the Organizing Team and the CA with a view to determining the best solution in terms of fair play in each of these areas, and all decisions shall be promptly shared with all interested tournament officials. All Fair Play Measures adopted at an event shall be reflected in the specific event regulation and presented by the CFPO at the Technical Meeting of the event. Please note that the above list is not exhaustive and may need to be modified to suit the needs of the tournament after consultation with the Organizing Team.

The following table gives general areas of responsibility. This list is not exhaustive, but anything not provided for that relates to Fair Play should be referred to the CFPO.

General areas of responsibility	
CHIEF ARBITER-	**CHIEF FAIR PLAY OFFICER**
Implements Event Plan from TD	*Construction of Fair Play Plan*
In charge of Arbiter team	*In charge of Fair Play Team*
Inspection of venue with respect to tournament matters. Findings to be reported to Tournament Director.	*Inspection of venue with respect to Fair Play Matters. Findings to be reported to Tournament Director.*
In collaboration with the CFPO, decides any deviation from the tournament regulations in terms of who may enter the playing hall.	*In collaboration with the CA, decides any deviation from the tournament regulations in terms of who may enter the playing hall.*
Deals with matters pertaining to the tournament	*Deals with matters pertaining to Fair Play*
Ensures Event Plan is being enacted by team members	*Ensures Fair Play Plan is being enacted by team members*
Ensures traffic flow into playing hall does not disturb players	*Flow management including VIPs from a fair play risk assessment point of view*
Contributes to determining the venue layout with respect to tournament needs	*Contributes to determining the venue layout with respect to Fair Play needs*
Ensures the smooth running of the tournament	*Prior to event and in consultation with the Organizing Team, determines banned items in the playing hall*
Sanctioning of players for rules violations.	*Sanctioning of players for Fair Play violations*
	Fair Play Devices being used
	Checks for unauthorized used of Electronic Devices
Produces a Chief Arbiter's Report at the end of the Tournament and sends it to Fide Office	*Produces a Fair Play Report at the end of the tournament and sends it to Fide Office*

Notes by Professor Ken Regan on the application of Statistical Evidence

This section doesn't form a part of FIDE Handbook. It applies for both Over the Board (OTB) and online events.

The following relates to this part of the outline:

Use of statistics

1. Private hint to the arbiter
2. Support physical evidence
3. Applying sanctions for unexplainable deviations (1 in 60 years)

I. Purposes of Statistical Results

The committee proposes that statistical analysis of moves in games will be applied in three different ways:

1. During competitions, when tests indicate a potential anomaly, it can give a hint to arbiters to watch certain players more closely.
2. During or after competitions, it can support physical or observational evidence accompanying a complaint.
3. Only with very high results, it can be primary evidence---for consideration and possible judgment by a central office after the event.

II. Statistical Tests

Several quantities can be tested: agreement with a computer's first move (called MM for move-matching), average error per move (AE), and variants that count moves tied for top as matched (TT) or those in the top 3 moves (T3). There are two kinds of statistical game-analysis tests, and they give different kinds of results.

4. A "quick test" runs an entire file of games to look for potential anomalies. Any strong engine can be used for this test. By current procedures, a standard 16-core web server can process on average 5--7 games per processor core per hour. Thus using 2 cores (of server or laptop), one can process 100--140 games in 10 hours. However, quick-test results can only be used for purpose I.1, that is, giving hints.
5. A "full test" uses Multi-PV mode to obtain reliable values for all available moves in a position, and its results can be used for all purposes. Currently it takes 4—8 hours per core per game, however. The committee is evaluating possibilities that may make this possible in real time at least for top boards while a competition is ongoing. For purpose I.3, however, the committee considers that a second, independent test must be done after the competition.

A full-test result is expressed as a *z-score*, which is a multiple of a standard "normal" deviation. Some simpler chess-specific thresholds such as "70% matching" have been suggested but they do not work. A z-score corresponds to odds against a deviation of that or higher magnitude occurring "by chance." By common civil convention the minimum z-score considered "significant" is 2.00, which corresponds to 43—1 odds.

III. Types of Arbiter Actions

Statistical results can help arbiters decide which actions to take, and not to take, before the event of a formal complaint.

1. *Unobtrusive actions* are those which ideally are not noticed by players, or any specific player. They may include stepped up watch (where it is not obvious that a particular player is being watched), the use of silent EF-detection equipment, monitoring a camera, and so on. Consultation in private and referring games for a full test also count as unobtrusive.
2. *"Orange Alert" actions* are still not revealing a specific player as target, but put the whole tournament on a heightened alert. These can include introducing a screening check at the entrance for a particular round, delaying transmission of moves for that round, increased "random" spot-checks, restricting spectators and player movements, and general increased surveillance that is obvious.
3. *Obtrusive actions* include requests to interview or search specific players, or surveillance obviously singling them out, or actions against specific spectators.

IV. Instructions for Using Statistical Evidence

If there is a formal complaint against a specific player, then this is already an "obtrusive" situation. And if there is already physical or observational evidence of someone cheating, then this is the same kind of situation. So this section deals with cases where the only information is statistical. The main principles are:

1. Any obtrusive action requires having a full test with a z-score.
2. If all players were equal before the tournament, then the z-score should be at least 3.00 to warrant an obtrusive action.
3. If a player was knowingly singled out before the tournament, then the standard civil significance threshold of 2.00 can apply, only for this player.
4. Quick-test results may be used for unobtrusive and "orange alert" actions.
5. In no case is 3.00 being used as a sole basis for judgment against a player---as detailed below that should require at least 4.50, perhaps safer 4.75 or 5.00. Nor is it a "prosecution"---it is merely a "warrant" for further action at the event site.

We do not have a quantitative rule for quick-test results; the examples below and general awareness of deviations ("Littlewood's Law") can inform the common sense of the arbiter. A reasonable idea is to use 70% matching for 2800 and subtract 1.5% for every 100 Elo, so that for instance 64% matching might be considered unusual for a 2400 player, 61% for 2200, and so on. (These numbers add 12% to a linear fit of actual matching percentages shown in the paper by Regan-Haworth at the AAAI 2011 conference.) However, the player's games may vary in "forcing" quality, so that the true nature of the deviation is shown only by the full test.

The z = 3.00 threshold is appropriate for tournaments of about 50—150 players, which covers the majority of Opens. For more players there should be a somewhat higher threshold, such as 3.30 (which is 2,000—1 odds) for up to 400 players, so that the odds are no less than 5x the number of players.

An example of how this procedure can unfold is:

1. Quick-test indicates a potential anomaly after 2 or 3 rounds.
2. Full test gives z-scores above 2.00 from round 4, climbing to 3.00 by round 6 or 7.
3. Higher steps taken unobtrusively from round 4, then obtrusively in round 6 or 7.
4. The obtrusive action may yield physical or observational evidence, which in turn makes z = 3.00 sufficient to count as strong supporting evidence for judgment.

V. Process Apart From Observational Evidence

When there is no observational evidence, even after obtrusive actions, the Committee recommends that:

6. A z-score under 4.00 should be ignored. Such a deviation would expect to happen naturally more than once every six months. You may suppose yours to be the tournament at which it happened.
7. A score over 4.00 can be grounds for follow up queries and possible private investigation.
8. A score over 4.50, which is expected just once in six years, can be grounds fora public process. This threshold may be more conservatively placed at 4.75 (once in 20 years) or 5.00 (once in 70 years).

   Point 3 is still under debate. In a larger sense, the Committee recognizes that no system is perfect, and catching 99 percent may entail error in 1 percent, butthe high cost in human dignity is a greater factor when the only evidence is statistical. However, in the past with such high z-scores and even lower ones, other players or third parties have invariably noticed and aired comments in public anyway, so the situation becomes tantamount to having a complaint.

VI. Instructions for Considering Complaints

The attitude is that imposing a high standard for a would-be complainant will both educate the public about “normal” deviations and forestall cases of witch-hunting.

9. The arbiter shall not entertain a complaint unless and until it is made in writing, signed by the complainant, and complies with the next point if it applies.
10. If a complaint mentions move-matching to an engine, then there are several further requirements on the filer.
    a. The filer must specify the procedure used to obtain the move-matching results, including the engine version used, the engine settings including hash-table size, the number of PVs, and the GUI and platform used.
    b. The procedure for analyzing moves must be *regular*, so that others can carry out the same tests.

c. The filer must give the ranges of moves tested for each game, the rationale for the range (e.g. moves since novelty until overwhelming advantage, or a critical phase in the game), and the number of matches obtained. A claim such as "matched 10 moves in a row" must specify which moves.

If the arbiter receives a complaint submitted in private that does not meet these requirements, then the arbiter may inform the person of these requirements and invite a revision and re-submission. This shall not be considered a breach on the part of the person complaining. It shall, however, be considered a violation to release in public a complaint that does not meet these requirements.

VII. Instructions for Evaluating Complaints

A complaint shall be evaluated the same way whether it

- Is made by an opponent of the accused player, say after testing their game;
- Is made by a third party---another player or an observer;
- Is filed by the arbiter (or the Commission) based on procedures above.

The third bullet makes clear that the criteria for acting on and evaluating thecomplaint should be the same as outlined above:

- If the complaint has evidence from analysis of moves only, then it can be grounds for doing a full test of the games. No obtrusive action should be taken from such a complaint, however, without the z-score from the full test. As above, the z-score should be at least 3.00 if the accused player was not distinguished before the start of the event, and at least 2.00 in all cases.
- If it includes observational evidence, then it can be grounds for obtrusive action, with support from statistical results taken into consideration.

A complaint should be *dismissed* if it does not meet the above criteria. There are also two ways a complaint *may* be dismissed even if it includes observational evidence:

- The z-scores of all tests are below 2.00.
- The "Intrinsic Performance Rating" (IPR) computed by the full test is not appreciably higher than the player's rating.

The latter has been instrumental for several "statistical exonerations" which have led to the awarding of delayed prizes. In another case, the IPR of a person who tied for first was 70 Elo *lower* than his/her rating, while the IPR of his/her opponents' moves was several hundred points lower. The logic is that even if such a player were cheating on (say) 2—3 moves per game, getting Elo 3000+ value on those moves, the IPR on all other moves would then have to be *a hundred points lower still*, which makes no sense. In such a case the arbiter should be more critical of the behavioral claims madein the complaint---for instance, the player may just have been going out to smoke.

VIII. On-Site Judgments and Further Steps

11. *Under no circumstances shall a disqualification be made on-site based on statistical evidence alone.* As noted above, extreme z-scores in absence of observational evidence must be referred to the central committee for independent testing; this also reflects the principle of separating judgment from prosecution.
12. The purpose of obtrusive action taken on-site is to *determine whether a law of chess has been violated*. That, and only that, can be grounds for disqualification while a tournament is in progress.
13. If a violation is established during *or after* a tournament, the case may be referred to the Ethics Committee for further review and possible sanction.

CHAPTER 4: TYPES OF TOURNAMENTS

Chess tournaments employ several pairing systems depending on the size of the event and the time available. This chapter outlines the types of tournament formats and explains circumstances under which each system may be used.

1. Round Robin System

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

Usually the Berger Tables are used to establish the pairings and the colours of each round.
If the number of players is odd, then the player who was supposed to play against the last player has a free day in every round.

Example: In a 9-player tournament the 10 player Berger table is used with the number 10 not allocated. Players who would play 10 are effectively given a 0-point bye in that round. Berger tables are constructed in this way to ensure that players willhave an equal number of whites and blacks. When there is an even number of players the first half (1-5 in this case) get an additional white over the second half players (6- 10). This is one reason why a Round Robin should NOT have the players arranged in rating order.

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

An example of a cross table of the final ranking of a Round Robin Tournament:

FIDE Candidates Tournament 2024

Final Ranking crosstable after 14 Rounds (Double Round Robin)

Rk.		Name	Rtg	FED	1	2	3	4	5	6	7	8	Pts.	TB1	TB2	TB3
1	GM	Gukesh, D	2743	IND	***	½ ½	½ ½	½ ½	1 ½	½ 1	0 1	1 1	9	57	5	0
2	GM	Nakamura, Hikaru	2789	USA	½ ½	***	½ ½	½ 1	½ 1	0 0	1 1	½ 1	9	56	5	0
3	GM	Nepomniachtchi, Ian	2758	FID	½ ½	½ ½	***	½ ½	½ ½	1 1	1 ½	½ ½	9	56	3	0
4	GM	Caruana, Fabiano	2803	USA	½ ½	½ 0	½ ½	***	½ 1	½ 1	½ 1	1 ½	9	54	4	0
5	GM	Praggnanandhaa, R	2747	IND	0 ½	½ 0	½ ½	½ 0	***	1 ½	½ ½	1 1	7	42.5	3	0
6	GM	Vidit, Santosh Gujrathi	2727	IND	½ 0	1 1	0 0	½ 0	0 ½	***	1 ½	½ ½	6	40.3	3	0
7	GM	Firouzja, Alireza	2760	FRA	1 0	0 0	0 ½	½ 0	½ ½	0 ½	***	½ 1	5	32.8	2	0
8	GM	Abasov, Nijat	2632	AZE	0 0	½ 0	½ ½	0 ½	0 0	½ ½	½ 0	***	4	25.5	0	0

Tata Steel Chess – Masters 2024

Final Ranking crosstable after 13 Rounds

Rk.		Name	Rtg	FED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	TB1	TB2
1	GM	Wei, Yi	2740	CHN	*	0	½	½	1	½	0	1	½	½	1	1	1	1	8.5	1
2	GM	Gukesh, D	2725	IND	1	*	½	0	½	½	½	1	0	1	½	1	1	1	8.5	2
	GM	Abdusattorov, Nodirbek	2727	UZB	½	½	*	1	0	½	½	0	½	1	1	1	1	1	8.5	2
	GM	Giri, Anish	2749	NED	½	1	0	*	½	½	½	½	½	1	1	1	½	1	8.5	2
5	GM	Vidit, Santosh Gujrathi	2742	IND	0	½	1	½	*	½	1	½	½	½	½	½	1	½	7.5	0
	GM	Praggnanandhaa, R	2743	IND	½	½	½	½	½	*	½	½	1	½	1	½	½	½	7.5	0
	GM	Firouzja, Alireza	2759	FRA	1	½	½	½	0	½	*	1	1	1	0	0	1	½	7.5	0
8	GM	Nepomniachtchi, Ian	2769	RUS	0	0	1	½	½	½	0	*	1	½	½	½	½	1	6.5	0
9	GM	Ding, Liren	2780	CHN	½	1	½	½	½	0	0	0	*	½	½	½	½	1	6	0
10	GM	Van Foreest, Jorden	2682	NED	½	0	0	0	½	½	0	½	½	*	1	½	½	0	4.5	0
	GM	Ju, Wenjun	2549	CHN	0	½	0	0	½	0	1	½	½	0	*	½	½	½	4.5	0
	GM	Donchenko, Alexander	2643	GER	0	0	0	0	½	½	1	½	½	½	½	*	½	0	4.5	0
	GM	Maghsoodloo, Parham	2740	IRI	0	0	0	½	0	½	0	½	½	½	½	½	*	1	4.5	0
14	GM	Warmerdam, Max	2625	NED	0	0	0	0	½	½	½	0	0	1	½	1	0	*	4	0

2. Swiss Systems

In a Swiss-system tournament, pairings are not predetermined but are made at the end of each round, with participants on the same or similar scores paired together. This typically produces a bi-pyramidal structure in the standings, which helps to identify those who fared the best (or, incidentally, the worst).

FIDE regulations define seven different Swiss systems to be used for pairings:

a. The FIDE (Dutch) System

It is the most used Swiss system for open tournaments well known by players and organizers, and will be described in detail later (see paragraph 8: “Annotated rules for the FIDE (Dutch) Swiss System”).

b. The Dubov System

The objective of this system is to equalize the rating average (ARO) of all players. Therefore, in a score group, the white-seeking players are sorted according to their ARO, the black-seeking players according to their rating. Then, the white-seeking player with the highest ARO is paired against the black-seeking player with the lowest rating.

c. The Burstein System

The players in a score group are sorted according to Buchholz points first and then Sonneborn-Berger. Then the top ranked player is paired against the last ranked player,

the second ranked player against the last but one, and so on, with outcoming floaters coming from the middle.

To properly seed the system, approximately the first half of a tournament run with the Burstein System is paired using the FIDE (Dutch) System.

It was used to pair teams in the Olympiad between 1996 and 2010.

d. The Lim System

The pairings are made from to top score group down before the middle group, then from the bottom score group to the middle group and finally the middle score group;

e. The Team Pairing System

Based on match points or game points, the Team Pairing System pairs teams using Dutch-like rules (with upfloaters instead of downfloaters). These rules, however, place less importance on colour preferences and floating status, making them much simpler than the FIDE (Dutch) rules.

f. The Double-Swiss System

Double-Swiss competitions are tournaments in which every pairing is a match between two players. The match consists of two games played in succession, with alternating colours and with points assigned for each game.

Double-Swiss competitions are roughly equivalent to two-board team competitions based on game points, which is why the pairing rules for these two types of tournament are very similar.

The use of the pairing systems presented thus far is deprecated, except for those systems for which a tournament handler program approved by FIDE is available that also includes a free pairing checker able to verify tournaments run with them.

g. The Olympiad Pairing System used in Olympiad since 2006

This system is similar to the Lim system for individual tournaments with only small amendments (reduced requirements for colour preference and floating) for team pairings.

An example of a cross table of the final ranking of a Swiss Tournament:

Final ranking

Rank	SNo.		Name	IRtg	FED	1.Rd.	2.Rd.	3.Rd.	4.Rd.	5.Rd.	6.Rd.	7.Rd.	8.Rd.	9.Rd.	Pts	Res	BH.	BH.	BL		Rtg+/-	Ra	
1	6	IM	J. Thybo	2466	DEN	30 b 1	6 w 0	54 b 1	18 w 1	8 b 1	24 w 1	4 b ½	7 b ½	13 w 1	7	0	46½	50½		6	13,6	2371	2591
2	9	IM	J. Plenca	2440	CRO	33 w 1	37 b ½	27 w ½	59 b 1	15 w ½	25 b ½	53 w 1	16 b 1	7 w 1	7	0	40½	44		5	13,0	2336	2556
3	2	GM	B. Deac	2559	ROU	11 b ½	38 w 1	22 b 1	16 b 1	9 w ½	12 b 1	7 w ½	5 w ½	4 b ½	6½	0	48	52½		4	1,2	2387	2551
4	7	IM	L. Livaic	2461	CRO	66 w 1	32 b 1	21 w 1	14 b ½	7 w 0	29 b 1	1 w ½	24 b 1	3 w ½	6½	0	45	48½		5	14,4	2415	2581
5	3	IM	M. Santos Ruiz	2505	ESP	46 w 1	24 b ½	17 w ½	37 b 1	10 w 1	16 b ½	14 w ½	3 b ½	20 w 1	6½	0	44	48½		4	3,2	2357	2523
6	33		J. Radovic	2330	SRB	68 w 1	1 b 1	14 w 0	53 b 1	29 w ½	26 b ½	12 w 1	10 b ½	15 w 1	6½	0	44	47½		5	30,1	2377	2543
7	1	IM	H. Martirosyan	2570	ARM	25 w 0	60 b 1	46 w 1	48 b 1	4 b 1	9 w 1	3 b ½	1 w ½	2 b 0	6	0	47	51		5	-5,1	2390	2510
8	39		I. Akhvlediani	2303	GEO	77 w 1	12 b 1	9 w ½	15 b ½	1 w 0	23 b ½	48 w 1	31 b 1	10 w ½	6	0	45½	48		4	25,3	2343	2464
9	8	IM	N. Morozov	2461	MDA	62 b 1	56 w 1	8 b ½	20 w 1	3 b ½	7 b 0	15 w ½	18 w ½	25 b 1	6	0	44	48		4	5,9	2385	2510
10	17	FM	B. Haldorsen	2397	NOR	57 w 1	55 b ½	25 w ½	27 b 1	5 b 0	38 w 1	11 b 1	6 w ½	8 b ½	6	0	43½	47½		4	4,1	2307	2432
11	45	FM	M. Askerov	2281	RUS	3 w ½	17 b 0	73 w 1	43 b 1	21 w 1	19 b ½	10 w 0	53 b 1	26 w 1	6	0	42½	45½		5	32,2	2373	2498
12	12	FM	I. Janik	2418	POL	79 b 1	8 w 0	40 b 1	41 w 1	28 b 1	3 w 0	6 b 0	54 w 1	24 w 1	6	0	42	44½		6	3,9	2326	2451
13	11	IM	M. Costachi	2418	ROU	72 w ½	40 b ½	66 w 1	21 b ½	37 w 1	15 b ½	17 w 1	14 b 1	1 b 0	6	0	41½	44½		4	6,8	2350	2475
14	4	FM	A. Sorokin	2486	RUS	67 b 1	44 w 1	6 b 1	4 w ½	24 b 0	20 w 1	5 b ½	13 w 0	17 b ½	5½	0	46	49½		4	-3,2	2375	2455
15	18	FM	S. Tica	2389	CRO	64 b 1	54 w 1	28 b ½	8 w ½	2 b ½	13 w ½	9 b ½	39 w 1	6 b 0	5½	0	45	49		3	1,7	2318	2398
16	63		K. Yayloyan	2142	ARM	53 w 1	59 b 1	41 b 1	3 w 0	19 b 1	5 w ½	24 b ½	2 w 0	18 b ½	5½	0	44½	48		4	61,6	2410	2492
17	32	FM	D. Tokranovs	2334	LAT	49 b ½	11 w 1	5 b ½	19 w 0	79 b 1	28 w 1	13 b 0	38 w 1	14 w ½	5½	0	43½	46		4	10,1	2321	2401
18	23	FM	J. Haug	2379	NOR	60 w ½	45 b ½	39 w 1	1 b 0	66 w 1	33 b 1	26 w ½	9 b ½	16 w ½	5½	0	41½	45		3	-0,9	2283	2363
19	15	FM	M. Warmerdam	2399	NED	39 w ½	72 b ½	23 w 1	17 b 1	16 w 0	11 w ½	56 b 1	25 w ½	22 b ½	5½	0	41½	44½		3	-4,8	2275	2355
20	21	IM	A. Sousa	2386	POR	63 w 1	25 b ½	55 w 1	9 b 0	57 w 1	14 b 0	27 w 1	34 w 1	5 b 0	5½	0	41	45		5	6,2	2351	2431
21	30	FM	R. Lagunow	2357	GER	75 b 1	76 w 1	4 b 0	13 w ½	11 b 0	30 w ½	62 b 1	28 w ½	39 b 1	5½	0	39½	42		4	-2,2	2247	2327
22	28	IM	A. Perez Garcia	2361	ESP	78 b 1	58 w ½	3 w 0	57 b 0	63 w 1	45 b 1	23 w 1	26 b ½	19 w ½	5½	0	39	42		4	-1,1	2263	2343
23	56	FM	M. Jogstad	2259	SWE	31 b 0	80 w 1	19 b 0	76 w 1	35 b 1	8 w ½	22 b 0	47 w 1	42 b 1	5½	0	38½	40½		5	15,1	2262	2329
24	36		G. Kouskoutis	2314	GRE	70 b 1	5 w ½	34 b 1	26 b 1	14 w 1	1 b 0	16 w ½	4 w 0	12 b 0	5	0	47	50½		4	14,7	2368	2409
25	44	FM	T. Lazov	2289	MKD	7 b 1	20 w ½	10 b ½	42 w ½	44 b 1	2 w ½	31 w ½	19 b ½	9 w 0	5	0	45½	50		2	25,7	2423	2466
26	10	FM	J. Vykouk	2440	CZE	38 b ½	49 w 1	47 b 1	24 w 0	56 b 1	6 w ½	18 b ½	22 w ½	11 b 0	5	0	42	46		3	-12,2	2287	2330
27	40	FM	I. Lopez Mulet	2302	ESP	80 b 1	31 w ½	2 b ½	10 w 0	36 b 1	42 w ½	20 b 0	68 w 1	34 b ½	5	0	41½	43½		3	6,3	2294	2319
28	57	FM	V. Sevgi	2240	TUR	50 w 1	43 b 1	15 w ½	29 b ½	12 w 0	17 b 0	46 w 1	21 b ½	32 w ½	5	0	41	45½		3	26,6	2362	2405
29	16	FM	R. Haria	2398	ENG	36 b 1	47 w ½	58 b 1	28 w ½	6 b ½	4 w 0	39 b 0	40 w ½	54 b 1	5	0	40½	44½		3	-9,4	2276	2319
30	49	FM	C. Meunier	2270	FRA	1 w 0	68 b 1	50 w 1	31 b 0	48 w ½	21 b ½	41 b 1	42 w ½	35 b ½	5	0	40½	44		3	18,9	2349	2392
31	13		S. Drygalov	2415	RUS	23 w 1	27 b ½	37 w 0	30 w 1	55 b ½	62 w 1	25 b ½	8 w 0	33 b ½	5	0	40	44		3	-10,8	2285	2328
32	37		K. Nowak	2314	POL	86 - +	4 w 0	81 b ½	36 w ½	39 b ½	58 w 1	42 b ½	35 w ½	28 b ½	5	0	38½	40		2	-8,4	2244	2192
33	52	FM	K. Karayev	2266	AZE	2 b 0	74 w ½	49 b ½	75 w 1	41 b 1	18 w 0	47 b ½	56 w 1	31 w ½	5	0	37½	40		3	4,8	2244	2287
34	5	IM	V. Dragnev	2483	AUT	40 w ½	61 b 1	24 w 0	55 b 0	72 w 1	37 b 1	44 w 1	20 b 0	27 w ½	5	0	37	40		4	-17,0	2287	2330
35	29		V. Lukiyanchuk	2358	UKR	61 w 0	52 b 1	57 w ½	45 b ½	23 w 0	60 b 1	66 w 1	32 b ½	30 w ½	5	0	36	39½		3	-14,7	2197	2240
36	59	FM	C. Patrascu	2227	ROU	29 w 0	83 b 1	43 w ½	32 b ½	27 w 0	59 b 1	50 w ½	44 b ½	53 w 1	5	0	35½	37		3	20,1	2302	2329
37	38	FM	K. Koziol	2313	POL	74 b 1	2 w ½	31 b 1	5 w 0	13 b 0	34 w 0	58 b ½	62 w 1	41 b ½	4½	0	42	44½		3	3,0	2326	2321
38	53		M. Friedland	2264	ISR	26 w ½	3 b 0	69 w 1	51 w 1	42 b ½	10 b 0	55 w 1	17 b 0	43 w ½	4½	0	40½	44		3	14,2	2357	2357
39	58		J. Thorgeirsson	2232	ISL	19 b ½	42 w ½	18 b 0	82 w 1	32 w ½	51 b 1	29 w 1	15 b 0	21 w 0	4½	0	40½	42		3	14,1	2314	2285
40	48	FM	S. Tifferet	2273	ISR	34 b ½	13 w ½	12 w 0	73 b 1	53 w 0	61 b 1	43 w ½	29 b ½	48 w ½	4½	0	39	42		2	10,3	2340	2340

In the above table the opponent's number in each round refers to the current positionand not the initial PIN allocated.

3. Scheveningen System

The Scheveningen system is mainly used for teams.

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

Recently, Schiller and Scheveningen tournaments have been removed from the list. Now, organisers have to get prior permission from the QC, if they want to organise such kind of norm tournaments.

In a Semi-Scheveningen system, the players of first half of one team meet all players of the first half of the opposing team and players of the second half of one team play against players of the second half of the other team. Example: Team A and B have eight players each. A1, A2, A3 and A4 play versus B1, B2, B3 and B4. At the same time A5, A6, A7 and A8 play versus B5, B6, B7 and B8.

Standard Tables

Match on 2 Boards

Round 1: A1-B1 A2-B2
Round 2: B2-A1 B1-A2

Match on 3 Boards

Round 1: A1-B1 A2-B2 B3-A3
Round 2: B2-A1 A2-B3 B1-A3
Round 3: A1-B3 B1-A2 A3-B2

Match on 4 Boards

Round 1: A1-B1 A2-B2 B3-A3 B4-A4
Round 2: B2-A1 B1-A2 A3-B4 A4-B3
Round 3: A1-B3 A2-B4 B1-A3 B2-A4
Round 4: B4-A1 B3-A2 A3-B2 A4-B1

Match on 5 Boards

Round 1: A1-B1 A2-B2 A3-B3 B4-A4 B5-A5
Round 2: B2-A1 B3-A2 B4-A3 A4-B5 A5-B1
Round 3: A1-B3 A2-B4 B5-A3 B1-A4 A5-B2
Round 4: B4-A1 B5-A2 A3-B1 A4-B2 B3-A5
Round 5: A1-B5 B1-A2 B2-A3 A4-B3 A5-B4

Match on 6 Boards

Round 1: B1-A1 B5-A2 A3-B4 A4-B2 A5-B3 B6-A6
Round 2: B2-A1 A2-B1 B3-A3 B4-A4 A5-B6 A6-B5
Round 3: A1-B3 A2-B2 B1-A3 B6-A4 B5-A5 A6-B4
Round 4: A1-B4 B6-A2 A3-B5 A4-B1 B2-A5 B3-A6
Round 5: B5-A1 B4-A2 A3-B6 B3-A4 A5-B1 A6-B2
Round 6: A1-B6 A2-B3 B2-A3 A4-B5 B4-A5 B1-A6

Match on 7 Boards

Round 1: A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7
Round 2: B2-A1 B3-A2 B4-A3 A4-B5 A5-B6 A6-B7 B1-A7
Round 3: A1-B3 A2-B4 A3-B5 B6-A4 B7-A5 B1-A6 A7-B2
Round 4: B4-A1 B5-A2 A3-B6 A4-B7 A5-B1 B2-A6 B3-A7
Round 5: A1-B5 A2-B6 B7-A3 B1-A4 B2-A5 A6-B3 A7-B4
Round 6: B6-A1 A2-B7 A3-B1 A4-B2 B3-A5 B4-A6 B5-A7
Round 7: A1-B7 B1-A2 B2-A3 B3-A4 A5-B4 A6-B5 A7-B6

Match on 8 Boards

Round 1: A1-B1 A2-B2 A3-B3 A4-B4 B5-A5 B6-A6 B7-A7 B8-A8
Round 2: B2-A1 B3-A2 B4-A3 B1-A4 A5-B6 A6-B7 A7-B8 A8-B5
Round 3: A1-B3 A2-B4 A3-B1 A4-B2 B7-A5 B8-A6 B5-A7 B6-A8
Round 4: B4-A1 B1-A2 B2-A3 B3-A4 A5-B8 A6-B5 A7-B6 A8-B7
Round 5: A1-B5 A2-B6 A3-B7 A4-B8 B1-A5 B2-A6 B3-A7 B4-A8
Round 6: B6-A1 B7-A2 B8-A3 B5-A4 A5-B2 A6-B3 A7-B4 A8-B1
Round 7: A1-B7 A2-B8 A3-B5 A4-B6 B3-A5 B4-A6 B1-A7 B2-A8
Round 8: B8-A1 B5-A2 B6-A3 B7-A4 A5-B4 A6-B1 A7-B2 A8-B3

Match on 9 Boards

Round 1: A1-B1 A2-B2 A3-B3 A4-B4 A5-B5 B6-A6 B7-A7 B8-A8 B9-A9
Round 2: B2-A1 B3-A2 B4-A3 B5-A4 A5-B6 A6-B7 A7-B8 A8-B9 B1-A9
Round 3: A1-B3 A2-B4 A3-B5 A4-B6 B7-A5 B8-A6 B9-A7 B1-A8 A9-B2
Round 4: B4-A1 B5-A2 B6-A3 A4-B7 A5-B8 A6-B9 A7-B1 B2-A8 B3-A9
Round 5: A1-B5 A2-B6 A3-B7 B8-A4 B9-A5 B1-A6 B2-A7 A8-B3 A9-B4
Round 6: B6-A1 B7-A2 A3-B8 A4-B9 A5-B1 A6-B2 B3-A7 B4-A8 B5-A9
Round 7: A1-B7 A2-B8 B9-A3 B1-A4 B2-A5 B3-A6 A7-B4 A8-B5 A9-B6
Round 8: B8-A1 A2-B9 A3-B1 A4-B2 A5-B3 B4-A6 B5-A7 B6-A8 B7-A9
Round 9: A1-B9 B1-A2 B2-A3 B3-A4 B4-A5 A6-B5 A7-B6 A8-B7 A9-B8

Match on 10 Boards

Round 1: A1-B1 A2-B2 A3-B8 B9-A4 B5-A5 A6-B3 A7-B4 B6-A8 B7-A9 B10-A10
Round 2: B2-A1 B1-A2 B4-A3 A4-B7 A5-B10 B8-A6 B3-A7 A8-B5 A9-B6 A10-B9
Round 3: A1-B3 A2-B8 A3-B1 B2-A4 B6-A5 A6-B4 A7-B10 B7-A8 B9-A9 B5-A10
Round 4: B4-A1 B3-A2 A3-B9 B1-A4 A5-B7 B10-A6 A7-B6 B8-A8 A9-B5 A10-B2
Round 5: A1-B5 A2-B4 B2-A3 A4-B3 B1-A5 B9-A6 B7-A7 A8-B10 B8-A9 A10-B6
Round 6: B6-A1 A2-B7 B5-A3 B4-A4 A5-B8 A6-B1 A7-B9 A8-B2 B10-A9 B3-A10
Round 7: A1-B7 B5-A2 A3-B10 A4-B6 B4-A5 B2-A6 B1-A7 B9-A8 A9-B3 A10-B8
Round 8: B8-A1 B6-A2 B3-A3 B10-A4 A5-B9 A6-B5 A7-B2 A8-B1 A9-B4 B7-A10
Round 9: A1-B9 A2-B10 A3-B6 A4-B8 B2-A5 A6-B7 B5-A7 B3-A8 B1-A9 B4-A10
Round 10: B10-A1 B9-A2 B7-A3 A4-B5 A5-B3 B6-A6 B8-A7 A8-B4 A9-B2 A10-B1

4. Schiller System

In theory, the Schiller System is a team tournament format in which each member of a team plays every member of the opposing teams, but not their own teammates. It can be regarded as a multi-team equivalent of the Scheveningen system.

In practice, when authorized, it is used for individual tournaments in which players may achieve title norms. For example, in a Schiller tournament there may be four teams of three players one of which consists entirely of WGMs, while each ofthe other teams includes one WFM. In this way, every non-WGM player can face the required combination of title-holders within nine games to achieve a WGM or WIM norm (subject, of course, to meeting the other norm requirements, such as rating performance and the required number of opponents from the same and from different federations). Higher titles may be substituted, where appropriate.

An example of Schiller pairings is shown below; in it, no player faces members of the strongest team in consecutive rounds.

Round 1	Round 2	Round3
A.1 - D.1	C.1 - A.1	A.1 - B.1
A.2 - D.2	C.2 - A.2	A.2 - B.2
D.3 - A.3	A.3 - C.3	B.3 - A.3
B.1 - C.1	B.1 - D.1	D.1 - C.1
B.2 - C.2	B.2 - D.2	D.2 - C.2
C.3 - B.3	D.3 - B.3	C.3 - D.3

Round 4	Round 5	Round 6
D.2 - A.1	A.1 - C.2	B.3 - A.1
A.2 - D.3	C.3 - A.2	B.1 - A.2
D.1 - A.3	A.3 - C.1	A.3 - B.2
C.2 - B.1	D.2 - B.1	C.1 - D.2
B.2 - C.3	B.2 - D.3	D.3 - C.2
C.1 - B.3	D.1 - B.3	C.3 - D.1

Round 7	Round 8	Round 9
A.1 - D.3	C.3 - A.1	B.2 - A.1
D.1 - A.2	A.2 - C.1	A.2 - B.3
A.3 - D.2	C.2 - A.3	A.3 - B.1
B.1 - C.3	B.1 - D.3	D.3 - C.1
C.1 - B.2	D.1 - B.2	C.2 - D.1
B.3 - C.2	B.3 - D.2	D.2 - C.3

5. Skalitzka System

The Skalitzka System is used in team competitions when three teams with an even number of players are involved and it is not desirable for any team to sit out one or more rounds. This may occur, for example, when a pairing-allocated bye is to be avoided (thereby necessarily involving two other teams), or in single or double round-robin competitions with three teams, which, by using the Skalitzka System, can be compressed into two or four playing rounds instead of the usual three or six.

The main Skalitzka scheme is as follows:

A.1 - B1
C.1 - A2
B.2 - C2

This basic scheme can then be adapted to the specific circumstances described below.

5.1 Avoiding the pairing-allocated bye

To avoid assigning a pairing-allocated bye to a team, the last three unpaired teams may be paired using the Skalitzka scheme (subject to the competition regulations allowing this type of pairing and to a clearly defined procedure for the selection of the teams and the allocation of points).

In this case, A1/B1/C1 represent half of a team, and A2/B2/C2 the other half. For balancing purposes, if a team consists of four players, A1/B1/C1 represent the first and fourth boards of the teams, while A2/B2/C2 represent the second and third boards. If the teams consist of six players, a perfect balance cannot be achieved; by default, however, A1/B1/C1 are taken to represent the first, fourth and sixth boards.

5.2 Single round-robin between three teams

When three teams are to play a single round-robin, the Skalitzka System allows the three theoretical rounds (with one team resting in each round) to be compressed into two rounds in which all teams play and all three matches nevertheless take place. In this case:

(a) the main Skalitzka scheme is applied to the first two boards;
(b) the same pattern is applied to the third and fourth boards, with boards and colours reversed; with six-player teams, the main scheme is applied to the fifth and sixth boards;
(c) the second round is derived from the first by rotating the main scheme by one position to pair the first two boards, and by proceeding as in (b) for the third and fourth boards; with six-player teams, the pairings on the fifth and sixth boards are handled as described below.

For teams of four players, the resulting pairings are therefore as follows:

Round 1	**Round 2**
A.1 - B.1	B.1 - C.1
C.1 - A.2	A.2 - B.2
B.2 - C.2	C.2 - A.1
B.4 - A.4	C.4 - B.4
A.3 - C.4	B.3 - A.3
C.3 - B.3	A.4 - C.3

With six players per team, repeating this scheme does not produce a perfect balance. In the second round, either the overall team colour balance may be favoured, or the colour balance of the players on the fifth and sixth boards may be preserved. Accordingly, two alternative constructions of Round 2 are possible:

Round 1	**Round 2**		
	Player colour balance		***Team colour balance***
A.5 - B.5	B.5 - C.5	or	C.5 - B.5
C.5 - A.6	A.6 - B.6		B.6 - A.6
B.6 - C.6	C.6 - A.5		A.5 - C6

5.3 Double round-robin between three teams

In the case of a double round-robin between three teams of four players, a semi-Scheveningen structure can be achieved with the following pairings, which ensure perfect balance:

Round 1	Round 2	Round 3	Round 4
A.1 - B.1	C.2 - A.1	B.2 - A.1	A.1 - C.1
C.1 - A.2	B.1 - A.2	A.2 - C.2	A.2 - B.2
B.2 - C.2	C.1 - B.2	B.1 - C.1	C.2 - B.1
B.4 - A.4	A.4 - C.3	A.4 - B.3	C.4 - A.4
A.3 - C.4	A.3 - B.4	C.3 - A.3	B.3 - A.3
C.3 - B.3	B.3 - C.4	C.4 - B.4	B.4 - C.3

6. Other systems

6.1 Matches

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

> *Normally a match ends when the winner is known and the remaining games are abandoned, or sometimes played in a different format. However, if the match continues, the games played after the match has been decided are not rated, unless a prior request has been made to waive this requirement.*

6.2 Knock-out

A Knock-out tournament is a competition where two players or teams play a match against each other. The winner (possibly after tie-breaks) advances to the next round, while the loser is eliminated, unless they are eligible for consolation prizes. The last remaining participant wins the tournament.

The number of participants is often a power of two (2, 4, 8, 16, 32, 64, etc.), especially in the later rounds, so as to halve the number of participants in each round. Byes can be used at any stage to balance the number of participants in a round. Pairings are usually based on seeding: the highest-seeded participant meets the lowest-seeded participant, the second highest meets the second lowest, and so on. If a lower-seeded participant wins, they may take over the seed of the eliminated participant, unless the tournament uses reseeding after each round.

Regardless of the number of participants or the arrangement of byes, a Knock-out tournament always requires exactly one fewer match than the total number of participants.

C. GENERAL RULES AND TECHNICAL RECOMMENDATIONS FOR TOURNAMENTS

C.04. FIDE Swiss Rules / C.04.1 Basic rules for Swiss Systems / C.04.1 Basic rules for Swiss Systems (effective from 1 February 2026) /

C.04.1 Basic rules for Swiss Systems (effective from 1 February 2026)

BASIC RULES FOR SWISS SYSTEMS

Approved by the Council on 28/10/2025
Applied from 1st February, 2026

The following rules are valid for each Swiss system unless explicitly stated otherwise:

1. The number of rounds to be played is declared beforehand.

   As a rule, after the start of the tournament, we are not allowed to change the number of rounds – however, this may become inevitable by force of circumstances, for example when some external event disrupts the tournament, or when it is impossible to complete the pairing for a new round. See also Article 1.9.3 of the FIDE Swiss (Dutch) System (or Article 1.8.3 of Dubov system rules, or 1.8.3 of Burstein rules, or 1.9.3 of Team Pairing System, which say all the same thing) and the relevant comment.

2. Two participants shall not play against each other more than once.

   This is the only principle of Swiss Systems that a FIDE-approved system cannot dispense with - unless doing differently is really inevitable! (See, e.g., Article C.04.3:1.9.3).

3. Should the number of participants to be paired be odd, one player is not paired. This participant receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the rules of the tournament state otherwise.

   This number of points shall be the same for all pairing allocated byes.

   This rule, besides stating that a Pairing-Allocated Bye ("PAB") has no opponent and no colour, allows event organisers to establish a different score value for the PAB instead of the usual whole point. For example, the tournament rules may specify that the PAB be worth half a point instead (or even no points at all). This helps to reduce the playing strength imbalance in subsequent round(s) for weak players. In fact, such players, after receiving a full-point PAB in the first round, will meet a (too) strong opponent in the next round, and possibly even in the following one, damaging both the player's morale and the opponent's Buchholz (or other tiebreak).

   Please note that, although the tournament rules can freely choose the value for the PAB, they cannot change it during the tournament.

4. A participant who has already received a pairing allocated bye, or has already scored in one single round, without playing, as many points as rewarded for a win, shall not receive the pairing allocated bye.

   Whatever the value of a pairing allocated bye, it cannot be assigned to any player who either has already received a previous one or has scored the equivalent of a win without playing. This includes forfeit wins, and, starting with these new rules, also the full-point bye (a "last option" sometimes used by the arbiter in order to correct some unforeseen circumstances). The allocation of a PAB, though, is not prevented by previous "byes on request" – when such provision is permitted by the tournament rules – even if the player received more than one Half-Point Bye.

5. In general, participants are paired to others with the same score.

The location of this principle before colour balancing rules highlights its greater importance with respect to the latter. It is because of this rule that we cannot make players float to suit colour preferences that are not absolute (see C.04.3:1.7.1).

6. For each participant the difference between the number of rounds they play with Black and the number of rounds they play with White shall not be greater than 2 or less than –2. Each pairing system may have exceptions to this rule.

7. No participants shall receive the same colour three times in a row. Each pairing system may have exceptions to this rule.

*Exceptions to Articles **6** and **7** above are possible, but not compulsory. The FIDE (Dutch) system makes such exceptions in the last round (but only when there are very good reasons to do so). Other systems do not do the same – e.g., the Dubov Swiss System does not allow such exceptions, which seem to be inconsistent with the basic principles of that system, while the Team Pairing System allows them in all rounds.*

8. In general, a participant is given the colour with which they played fewer rounds. If colours are already balanced, then, in general, the participant is given the colour that alternates from the last one with which they played.

This rule enforces the good colour balancing that all FIDE-approved Swiss Systems must give.

9. The pairing rules must be such transparent that the person who is in charge for the pairing can explain them.

Sometimes, players ask the Arbiter to justify, or explain, the pairings, which, nowadays, are usually prepared with the help of a software program (which should be approved by FIDE if possible). Even when pairings are computer-made, the arbiter always takes full responsibility for them – and, therefore, must be able to explain and justify any given pairing. Hence, the pairing rules should not be so complex as to make an explanation impossible, even considering that a player could be completely unaware of how pairings are made – and, to call a spade a spade, the Dutch system barely qualifies… On a more important note, we should also emphasise that this rule leaves out all those systems that, because of their mathematical or logical complexity, can only be implemented by means of computer software, so the pairings they yield cannot be explained in plain words.

C.04.2 General handling rules for Swiss Tournaments (effective from 1 February 2026)

GENERAL HANDLING RULES FOR SWISS TOURNAMENTS

Approved by the Council on 28/10/2025 Applied from 1st February, 2026

1. Pairing Systems

The rules in this section try to prevent any tampering with the pairings in favour of some participants (e.g., to help a player to obtain a norm). To this effect, the rules must be well specified, transparent, and unambiguous in the first place.

1.1 The pairing system used for a FIDE-rated Swiss tournament should be one of the published FIDE Swiss Systems. Accelerated methods are acceptable if they were announced in advance by the organiser and are published under FIDE-Approved Accelerated Systems.

1.2 Pairing systems or accelerated methods not published by FIDE may be permitted, provided that a detailed written description of their rules:

1.2.1 be submitted in advance to the Qualification Commission (QC) and temporarily authorised by them; and

1.2.2 be included in the tournament regulations and explicitly presented to the participants before the start of the tournament.

These rules allow the use of an experimental (or custom) system also, on condition that it is authorised by the proper authority and that its rules are made duly known.

1.3 While reporting a tournament to FIDE, the Chief Arbiter shall declare which official FIDE Swiss system and acceleration method (if any) were used, or provide the temporary authorisation(s) given by the QC as per Rule 1.2.1.

This rule makes an effective check of the pairings both possible and practical.

1.4 The Swiss Pairing Systems defined by FIDE pair the participants in an objective, impartial and reproducible manner. In any tournament where such systems are used, different arbiters, or different tournament handler programs approved by FIDE, must be able to arrive at identical pairings. However, the use of such systems is deprecated, unless a tournament handler program approved by FIDE is available for them, provided with a free pairing-checker able to verify tournaments run with that system.

A pairing system officially recognised by FIDE cannot be itself deprecated. However, a system should preferably not be used in a tournament if there is no approved software to make and check the pairings.

1.5 It is not allowed to alter the correct pairings in favour of any participant. Where it can be shown that modifications of the original pairings were made to help a player achieve a norm or a direct title, a report may be submitted to the QC to initiate disciplinary measures through the Ethics and Disciplinary Commission.

Terrible things happen to people who tamper with pairings... see, e.g., FIDE Arbiters Disciplinary Sub-Committee decision on Case DSC-002-2023-002 (spoiler: eighteen months ban for the arbiter) and FIDE Ethics and Disciplinary Commission decision EDC 10/23 (spoiler: four years ban plus IO title revoked for the father of a player).

2. Initial Order and Late Entries

2.1 Before the start of the tournament a measure of the participant's strength is assigned to each participant. The strength is usually represented by rating lists of the players. If one rating list is available for all participating players, then this rating list should be used. It is advisable to check all ratings supplied by players. If no reliable rating is known for a player, the Chief Arbiter should make an estimation of it as accurately as possible.

The fundamental principle of all Swiss systems is to pair tied players (i.e., players with the same number of points) so that, in the top echelon, the number of ties is approximately halved at every round. Thus, in a tournament with T rounds, if the number N of players is less than 2^T [i.e., $T \geq \log_2(N)$], we should (theoretically) have no ties for the first-place ranking.

Practice shows that, to reach this goal in a real environment (which includes draws and unexpected results), a precise evaluation of the strength of players is essential. When no better information is available, the estimated rating of an unknown player can be determined based on a national rating (if available) using the appropriate conversion formulas; or other rating lists, tranches, tournament results, and so on may be used, if reliable. Chief Arbiters must use their sound judgment to obtain the best possible evaluation with what data is available.

2.2 Before the first round the participants are ranked in order of, respectively:

2.2.1 Strength (for example ratings)

For individual competitions, the player's rating is usually adopted as playing strength measure. As mentioned above, this rating can be either official or presumptive. The rating, when used, is that applying at the day the tournament starts. Possible subsequent rating list updates do not affect the initial order. (However, the list can be sorted again – within limits, see Article 2.3 – when errors need to be corrected, or new participants are admitted to the tournament.)

For team competitions, there is no team rating. Still, we have the individual ratings of the team members, from which an estimate of the team strength can be derived. However, there is no universal rule to do that – the responsibility to define a formula is left with the tournament rules.

2.2.2 FIDE-title (GM-IM-WGM-FM-WIM-CM-WFM-WCM-no title), for individual tournaments

FIDE titles are ordered by descending nominal ratings. When ratings are equal, titles obtained through norms precede automatic ones. (This is the case for WGM and FM titles, and for WIM and CM.)

2.2.3 Alphabetically (unless it has been previously stated that this criterion has been replaced by another one)

Alphabetical sorting is unessential, its only rationale being that of ensuring an unambiguous order. Thus, this criterion can be replaced by any other sorting method capable of giving an unambiguous order, provided this method has been previously declared. (For example, if many players are unrated, sorting such unrated players in random order might be a fairer solution than alphabetical sorting.)

2.3 This ranking is used to determine the participant's Tournament Pairing Number ("TPN"); the highest ranked participant gets #1 etc. If, for any reason, the data used to determine the rankings were not correct, they can be adjusted at any time. The TPNs may be

reassigned accordingly to the corrections. No modification of a TPN for this reason is allowed after the fourth round has been paired.

Tournament Pairing Numbers (TPN) are used as a guide by most Swiss pairing systems – hence, changing them will change the subsequent pairings. We would expect this to happen, if at all, in the first round of a tournament – or, in some (rare) instances, even in the second or third round. When such changes happen, checking the pairings becomes difficult. To make such checks a little easier in the advanced stages of a tournament, this rule prohibits late changes of TPNs.

However, to be able to rate the tournament correctly, we must correct ratings, titles, and so on. Such data may be amended any time an error is discovered, even in late rounds (even after the tournament is finished!) – only, in late rounds, we do that without changing TPNs.

Please note that this restriction to the renumbering of participants only applies to corrections – late entries (see Article 2.4 below), whatever the entry round, should get their correct place in the list, and TPNs should be reassigned consequently.

2.4 A Late Entry is a participant who is only taken into account for the pairing of rounds after the first. If admitted to the tournament, late entries receive no points for unplayed rounds (unless the rules of the tournament say otherwise), and are given an appropriate TPN and paired only when they actually arrive.

The admission of a Late Entry is a responsibility of the Chief Arbiter (in agreement with the Organiser). A Late Entry may or may not be admitted to the tournament, depending on the specific conditions and, in some instances, on the event rules. (For example, these rules may stipulate that a participant be admitted to a later round with a given number of points – e.g., the so called "Half-Point Bye", or "HPB").

The rule also clarifies that Late Entries should not be given a TPN (and paired) until they actually join the tournament (thus avoiding the risk of having empty boards).

2.5 Due to late entries, the TPNs given at the start of the tournament are provisional. The definitive TPNs are given only when the List of Participants is closed, and corrections made accordingly in the results charts.

See also Article 2.3.

3. Pairing, Colour, and Publishing Rules

3.1 Adjourned games (in an individual competition) or adjourned matches (in a team competition) are considered draws for pairing purposes only.

Nowadays, adjourned games or matches are only used when some unforeseen event prevents the game or match from being completed normally. So, usually, by the time the next round is paired, we do not know the outcome yet. Thus, to make the pairings, we need some presumptive result (which might well be wrong). This rule assigns to both participants a "temporary draw", to limit the possible difference with the real result. Since pairings obtained by means of this presumptive result are potentially incorrect, we should minimise the number of rounds in which the real result is unknown – i.e., complete the adjourned game or match as soon as possible.

3.2 Participants who withdraw from the tournament will no longer be paired.

3.3 Participants known in advance not to play in a particular round are not paired in that round and score zero (unless the rules of the tournament say otherwise).

The exception clause (the one in parentheses) gives to Organisers the freedom to accept "Half Point Byes" in their tournament rules.

3.4 Only played games or matches count in situations where the colour sequence is meaningful. So, for instance, a participant with a colour history of BWBuW ("u" for unplayed, i.e., no valid game or match in round-4) will be treated as if their colour history was uBWBW. WBuWB will count as uWBWB, BWWuBuW as uuBWWBW and so on.

We look only at games that were actually played, skipping the possible "holes", which float to the top of the list. Thus, for example, in the comparison between the colour histories of two players, the sequences WuuB, WuBu, WBuu, uWuB, uWBu are all equivalent to uuWB.

3.5 Two paired participants, who did not play their game or match, may be paired together in a future round.

3.6 After a pairing is complete, sort the pairs before publishing them. The recommended sorting criteria are (with descending priority):

3.6.1 the highest score of the higher ranked participant of the involved pairs;

3.6.2 the highest sum of the scores of both participants of the involved pairs;

3.6.3 the smallest TPN of the higher ranked participant of the involved pairs.

Even when using a pairing software, we want to check board order before publishing the pairing, because some players interpret an incorrect board order as a "pairing error". Please note that these sorting criteria are only recommended, in order to allow the management of special needs – e.g., the arbiter can change the board order, or assign a fixed board to some players, to manage specific problems as well as health issues. Some pairing software can do this automatically.

When using an accelerated pairing system (see C.04.7), some participants receive virtual points that are added to the real score for the purposes of pairing and sorting pairs (see Article C.04.7:1.5).

4. Competition Rules

4.1 Any prospective participants who have not confirmed their presence to a FIDE competition before the time scheduled for the drawing of lots shall be excluded from the tournament unless the Chief Arbiter decides otherwise.

The admission of a latecomer is a choice of the Chief Arbiter, who takes the final decision – and must take responsibility too (e.g., if during the round there are empty seats). Thus, before accepting a latecomer and making the actual pairing, we want to be quite sure that the player will be there in time to play. If we are not that sure, it is probably better to let the player enter the tournament, and be paired, only for a subsequent (second, third) round.

When we accept late entries in the tournament, whatever the round, the new players should occupy their correct place in the players' list. Hence, entering a late player causes the TPNs to change according to the new ranking list. Some players will thus play the following rounds with a different TPN, and this may cause bewilderment. For example, consider a player, who is registered from the beginning, but enters a tournament (say, with 100 players) in the second round, as #31. In the first round that player had no TPN – hence, the players who (now) have numbers 33, 35, 37 and so on, in the first round had even TPNs and thus the colour opposite to that of player #1.

In addition, we want to remember that the limit imposed by Article 2.3 on the regeneration of TPNs does not extend to the case of a newly added late player.

4.2 The results of a round shall be published at the usual place of communication at announced time due to the schedule of the tournament.

4.3 If either

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

and this is notified to the Chief Arbiter within a given deadline after publication of results, the new information shall be used for the standings and the pairings of the next round. The deadline shall be fixed in advance according to the timetable of the tournament. If the error is notified after the pairing but before the end of the next round, it will affect the next pairing to be done. If the error is notified after the end of the next round, the correction will be made after the tournament and only for submission to rating evaluation.

The application of rules 4.2 and 4.3 requires Chief Arbiter to establish, and post, a timetable for the publication of pairings. These rules put a constraint on the possible revision of the pairings – if an error is not reported within the specified deadline, all subsequent pairings, as well as the final standings, shall be prepared making use of the wrong result just as if it were correct. However, the rating variation must always be computed based on the actual results, so the correction is made just before submitting the tournament for rating.

4.4 Once published, the pairings shall not be changed unless one of the following situations occurs and the Chief Arbiter considers that changing the pairings is in the best interest of the tournament:

4.4.1 the accidental pairing of two participants who have already played each other

4.4.2 the rules of the specific competition explicitly allow the Chief Arbiter to modify the pairings

4.4.3 two participants close in the standings are without an opponent and both agree to play each other

4.4.4 a late entry is admitted to the tournament, the changes to the published pairings are minimal and are agreed by all participants involved

4.4.5 unforeseeable circumstances (such as a sudden withdrawal or an incorrectly recorded result) affect the top boards of the final round (Note: "top boards" are those identified as such by the Chief Arbiter)

The underlying principle is that a player could devote several hours to prepare for the announced opponent, and this effort should not be wasted.

However, in some instances, a modification of the pairings might be in order, and this article was extended to cover them all, including those mentioned in C.05 "General Regulations for Competitions". In the past, the only case when pairing alterations were allowed was when a match was (accidentally) repeated (on this regard, see also Article C.04.3:1.9.3 and the relevant comment). Now, we can intervene also when some participants have no opponent (extending what is mentioned in Articles C.05:6.4 and C.05:6.7.3), or when something occurs that can disrupt the correctness of the pairings in the final rounds (Article 4.4.5). The latter situation provides for cases in which the system, which usually "repairs" errors during subsequent pairings, has no time to do that, so that the final standings would be adversely affected. Of course, different tournaments may call for different decisions. In a high-level tournament, players would probably be upset by a change in the pairings. On the contrary, in a children tournament for beginners, it is far more important to have all children playing than to preserve an improbable preparation. It is always the responsibility of Chief Arbiters to use their sound judgement in the best interest of the tournament.

C. GENERAL RULES AND TECHNICAL RECOMMENDATIONS FOR TOURNAMENTS

C.04. FIDE Swiss Rules / C.04.3 FIDE (Dutch) System / C.04.3 FIDE (Dutch) System (effective from 1 February 2026)

Foreword

Hereafter, we present the general rules for Swiss Systems (FIDE Handbook C.04.1 and C.04.2) and the Rules for the FIDE (Dutch) System (FIDE Handbook C.04.3), together with some notes to explain them.

The first part contains rules that define the technical requirements any Swiss pairing system must obey, whilst the second part targets a set of various aspects relating to the handling of tournaments, from the fairness of the systems to the management of late entrants, and several rules that are common to all the FIDE approved Swiss pairing systems. The third part contains the Rules for the FIDE (Dutch) System, which in its turn is comprised of the following sections:

(1) Introductory Remarks and Definitions: containing the basic concepts about the system and its control variables. The last paragraph (Round Pairing Outlook, Article 1.9) is an essential description of the pairing process.

(2) Pairing Criteria: defining limitations to the possible pairings of the players. Some of those limitations are common to all FIDE Swiss pairing systems, while others are specific to the FIDE (Dutch) system and give origin to some of its peculiarities. Those criteria fall into two distinct categories. The first consists of criteria that must be strictly adhered to (absolute criteria). The second relates to criteria that should be met as far as possible (quality criteria), but which can, to some extent, be relaxed. We will define a pairing as legal only if it fully complies with all the criteria of the first type. A pairing that is not legal can only be immediately discarded.

(3) Pairing process for a bracket: explaining a viable method to build a candidate pairing, determine its quality (checking it against the pairing criteria), and, when necessary, improve the quality of the pairing (by looking for better candidates). This section, contrary to others, does not give straightforward rules, but rather suggests a way to carry out the pairing, illustrating rather than defining the rules, which are in fact given by the pairing criteria in section 2 and the generation rules in section 4. In fact, the pairing can be made even with completely different methods, provided it yields identical results to those given by the algorithm described here.

(4) Rules for the sequential generation of the pairings: this section defines the transposition and exchange procedures, showing how to "shuffle" the players list when natural pairing is impossible (because two players have already played against each other, or because of colours incompatibility, and so on) or simply inadequate (e.g., because of clashing colour preferences).

(5) Colour Allocation Rules: after the completion of the pairing, each player receives its colour according to these rules.

With respect to the previous edition of the FIDE (Dutch) rules, in addition to some clarifications and window dressing, there are two major changes, which can cause pairings to be different than those made with the old rules. First, a pairing is now made in such a way that, by construction, the rest of the players can always be paired. Contrary to the past, now we never need to resort to a different pairing route. This allows us to get rid of those Special Collapsed Scoregroup (SCS), Collapsed Last Bracket (CLB) and Penultimate Pairing Bracket (PPB) that where a serious difficulty of the previous edition. This new rule can modify the resulting pairings but does not overturn them because, even when different opponents are chosen, they are still tantamount to the opponents chosen by the previous version of the rules. The second change is a different management of the pairing-allocated bye, which is now assigned in such a way that the assignee will always have the lowest possible score and, in most cases, as many played games as possible (although in some instances this criterion cannot apply). This is a critical change, which can significantly modify the resulting pairing (hopefully, for the better!).

The new version of the FIDE (Dutch) rules, as most FIDE approved Swiss pairing systems, replaced the traditional "pairing number" with the new "Tournament Pairing Number" ("TPN"). This is essentially equivalent to its predecessor in the workings of the pairing system but marks a discontinuity in the way we think of it. We used to think of the pairing number as an identifier intrinsically linked to the rankings. Thus, we called a "low pairing number" that of a participant sitting near the bottom of the rankings, even though that number was high rather than low. Now, we consider the TPN as a pure number, so a "small" (or low) TPN is simply a number which is low and, therefore, is associated with a participant sitting in the high echelons of the ranking. On the contrary, a "large" (or high) TPN is a number that is high and, therefore, identifies a participant sitting in the bottom rankings.

C.04.3 FIDE (Dutch) System (effective from 1 February 2026)

FIDE (DUTCH) SYSTEM
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Terms and Definitions

Terms and Definitions added at the 88th FIDE Congress in Goynuk 2017.
See https://tec.fide.com/2025-fide-dutch-terms-and-definitions.

1. Introductory Remarks and Definitions

1.1 Tournament Pairing Number (TPN)

For the definition and management of TPNs, see Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order and Late Entries).

1.2 Order

For pairings purposes only, the players are ranked in order of, respectively:

1.2.1 Score

1.2.2 TPN (in ascending order)

> *Players are ordered in such a way that their presumable strengths are likely to decrease from top to bottom of the list (see also C.04.2:2). When we accept late entries, whatever the round, the new players should occupy their correct place in the players list. Therefore, the list should be sorted again, to assign new TPNs to the players (see C.04.2, Articles 2.3, 2.4, 2.5). The same may be done when some wrong rating had to be corrected. When this happens, some participants may play subsequent rounds with new, different numbers; if not adequately advertised, this change can muddle players who, in reading the pairings, still look for their old TPNs.*

1.3 Scoregroups and Pairing Brackets

1.3.1 A scoregroup is composed of all the players with the same score.

1.3.2 A (pairing) bracket is a group of players to be paired. It is composed of players coming from a non-empty scoregroup (called resident players) and (possibly) of players who remained unpaired after the pairing of the previous bracket.

> *These two definitions solve any ambiguity between scoregroups and pairing brackets, stating that the scoregroup is the "backbone" of a bracket, which is made of a scoregroup together with all the players remaining from the pairing of the previous bracket. The players from the scoregroup are called resident players and have all the same score – this is called the resident score and is the "nominal score" of the bracket.*
>
> *Please note that the previous edition of these rules provided for a "Special Collapsed Scoregroup" (SCS), where resident players could have different scores. The big news in this edition is that this special scoregroup is no more required. This simplifies the logic of the pairings, which are now made following always the very same strategy.*

1.3.3 A (pairing) bracket is homogeneous if all the players have the same score; otherwise, it is heterogeneous.

> *In a homogeneous bracket there are no score differences between players – such brackets are made of just a (normal) scoregroup and nothing more, whereas heterogeneous brackets contain players who were not paired in the preceding bracket(s) and therefore have higher score(s).*

1.3.4 A remainder pairing bracket ("remainder") is a sub-bracket of a heterogeneous bracket, containing some of its resident players (see Article 3.3 for further details).

> *Article 3.3 illustrates a way to build a candidate pairing for a bracket and explains how and when a remainder is built and used.*

1.4 Floaters and Floats

1.4.1 A downfloater is a player who remains unpaired in a bracket and is thus moved to the next bracket. In the destination bracket, such players are called "moved-down players" (MDPs for short).

> *A player may become a downfloater because of several reasons; for example, the bracket may contain an odd number of players, so that one of them remains unpaired; or the player has no possible opponent (and hence no legal pairing) in the bracket. Sometimes, two or more players share between them some possible opponents, but not enough of them, in such a way that no player is incompatible, but still we cannot pair all of them (e.g., two players with only one possible opponent, three players with only two possible opponents, and so on – this is sometimes called semi-incompatibility or island-(in)compatibility). In this case some player cannot be paired, although they are not incompatible, and will have to float.*
>
> *Last, but not least, sometimes some players may have to float down to comply with the Completion criterion (see Articles 1.9 and 2.2) and thus allow the completion of the round-pairing.*
>
> *In analogy to "downfloater", we often (but unofficially!) use the term "upfloater" to indicate a player paired with another one having a higher score (i.e., the opponent of a downfloater). Please notice that in other Swiss pairing systems (e.g., Dubov, TPS), the same term "upfloater" indicates a player transferred to a higher bracket, which is something completely different.*

1.4.2 After two players with different scores have played each other in a round, the higher ranked player (see Article 1.2) receives a downfloat, the lower one an upfloat.

1.4.3 A downfloat is also given to any player who receives a pairing-allocated bye (see Article 1.5) or who, without playing in a round, scores more points than those rewarded for a loss.

1.4.4 No players other than those listed in the previous two articles can receive floats.

Downfloats and upfloats are a sort of markers used to record previous unequal pairings of the player. We keep track of such pairings because we want to minimise, and, as far as possible, avoid, their occurrence for the same player. In fact, a pairing between floaters constitutes a disturbance to the general principle of Swiss systems that the players in a pair should have the same score, and therefore this rule tries to limit the repetition of such events in the same direction. The FIDE (Dutch) system uses a "local" approach to this problem, looking only to the last two rounds. On the contrary, the Dubov system adopts also a "global" approach, putting a limit on the number of floats in the whole tournament. The Team Pairing System uses yet a different approach, limiting the repetition of any float, independent of their direction.

We want to note that any player who scored points without playing in a round receives a downfloat also. This reduces the probability of a pairing with a lower-ranked opponent in the following two rounds.

1.5 Pairing-Allocated Bye ("PAB")

See Article 3 of the Basic Rules for Swiss Systems (*Should the number of participants to be paired be odd, one participant is not paired. This participant receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the rules of the tournament state otherwise. This number of points shall be the same for all pairing-allocated byes).*

In other Swiss systems (e.g., Dubov, Burstein) the player, whom the pairing-allocated bye (PAB) is assigned to, is selected before starting the pairing for the round. In the FIDE (Dutch) system, on the contrary, the round-pairing (see Article 1.9) ends up with an unpaired player, who will receive the PAB. However, this version of the pairing system introduces important innovations in the choice of the PAB-assignee, whose score must now be as low as possible, and whose number of played games should now be as high as possible. We will discuss these innovations in detail in due time (see Articles 2.3.1, 2.4.4).

1.6 Colour Difference

The colour difference of a player is the number of games played with White minus the number of games played with Black by this player.

1.7 Colour Preference

The colour preference is the colour that a player should ideally receive for the next game. It can be determined for each player who has played at least one game.

During the pairing process, we will try to accommodate (as much as possible) the colour preferences of the players – this is the reason for the good balance of colours of all modern Swiss systems. Participants, who have not played any games yet, just have no preference and shall therefore accept any colour (see Article 1.7.4).

1.7.1 An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player had the same colour in the two latest rounds they played. The preference is for White when the colour difference is less than -1 or when the last two games were played with Black. The preference is for Black when the colour difference is greater than +1, or when the last two games were played with White.

In general, the colour difference should not become greater than 2 or less than -2. The only possible exception are high-ranked players in the last round. Those players can receive, if necessary, a third colour in a row or a colour three times more than the opposite (but this is still a relatively rare event).

To determine an absolute colour preference, we examine only the rounds that were played, skipping any unplayed games (whatever the reason may be), in compliance with Article C.04.2:3.4 (e.g., the sequence WBBWuW gives an absolute colour preference). Please note the difference with floats, for which we look only at the last two rounds of the tournament schedule.

1.7.2 A strong colour preference occurs when a player's colour difference is +1 (preference for Black) or -1 (preference for White).

1.7.3 A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game they played.

It is worth noting that any disregarded colour preference, be it strong or mild, will give origin to an absolute colour preference in the next round.

Of course, a strong or mild colour preference has no meaning when the same player has an absolute preference (see Article 1.7.1).

1.7.4 Players who did not play any games have no colour preference (the preference of their opponents is granted).

If neither player has a colour preference, we assign colours through rule 5.2.5 and the initial-colour decided by drawing of lots before the first round (see Section 5, Colour allocation rules). This is normal when pairing the first round but may sometimes happen also in subsequent rounds.

1.8 Topscorers

Topscorers are players who have a score of over 50% of the maximum possible score when pairing the final round of the tournament.

Such high-scoring players are especially important in the determination of the winner and of the top rankings. Even if not all of them are really competing for top-ranking places, they are nonetheless likely to be of more importance in the formation of the top standings than low-ranked players, in several collateral ways (e.g., they may be opponents to prospective prize winners, or their score may give a determinant contribute in tiebreak calculations, and so on). Hence, we apply special treatment to their pairings – namely, a player may receive the same colour three times more than the other one, or three times in a row, if this is needed to make them meet an opponent better suited to the strength the player demonstrated.

Please note that the player's score must be over 50% – i.e., a player who has half the possible points is not a topscorer. For example, in a nine-rounds tournament, the maximum score a player can have before the last round is eight points. Thus, the topscorers are all the players with 4.5 points or more (please note that topscorers are not top-scorers – top-ranking players will probably have more than six points).

1.9 Round-Pairing Outlook

This article essentially gives a panoramic vision of the pairing process. Additionally, it also states that the PAB-assignee is a downfloater. This is very important because, in pairing the last bracket (which is when we allocate the PAB), we must consider possible previous downfloats, and select the assignee accordingly.

1.9.1 The pairing of a round (called round-pairing) is complete if all the players (except at most one, who downfloats from the last bracket and receives the pairing-allocated bye) have been paired and the absolute criteria [C1]-[C3] *(see Article 2.1)* have been complied with.

This definition does not refer to a single bracket but to the complete round. Thus, we cannot accept unpaired players (apart from a possible PAB) – all players must be paired. The requirements for a complete pairing, which are set forth here, are therefore the fundament for the Completion test (see [C4]).

On the other hand, the constraints for a complete pairing are definitely loose, not to say minimal – we only ask for it to be legal, i.e., for it to comply with the absolute criteria. (This does not mean that we may feel free to make a poor pairing. In general, several complete pairings are possible for each round, but "The Pairing" – the right one – is the one that best satisfies all our pairing criteria.)

1.9.2 The pairing process starts with the top scoregroup, and continues bracket by bracket until all the scoregroups, in descending order, have been used and the round-pairing is complete.

The pairing process starts with the topmost scoregroup. With it, we build the first bracket and try to pair it. The pairing of this bracket can possibly leave some downfloaters that, together with the next scoregroup, will form the next bracket, and so forth – until all players have been paired.

1.9.3 If it is impossible to complete a round-pairing, the Chief Arbiter shall decide what to do.

There are some (luckily, rare) instances when no pairing at all is possible without violating some fundamental rules – i.e., absolute criteria. In those exceptional circumstances, this rule gives the right, and the duty as well, to the Chief Arbiter to break such rules, and act according to their best judgment to avoid the disruption of the tournament, if possible.

Before starting the pairing of the first bracket, we must verify that at least one legal pairing exists for all the players. This condition is informally called the "Requirement Zero". Its check is called a "Completion test" and it is required by the Completion criterion (see [C4]. This test is always reasonably simple because we are not looking for the "right" pairing, we only want to make sure that a legal pairing exists.

We must perform this test before pairing the first bracket. If it fails, then there is no way at all to complete the round-pairing – we have an impossible pairing – which is unwelcome news. The Chief Arbiter can then usually choose among prematurely terminate the tournament and send (angry) players home; give a "strategic" bye to a well-chosen player; make a player meet a same opponent for the second time; or do anything else that can make the pairing possible. For example, if the number of players is odd, we could treat a forfeit win for one or more players (as low as possible in the ranking) as if they were played games, so that that player (or one of those players) can get a PAB, possibly resolving the impasse.

If this early test succeeds, we start to pair the bracket already confident that (at least) one legal pairing exists – so we cannot be stuck!

Then, we perform this check again – and, in fact, repeatedly – when we choose the downfloaters set, to verify that all the players still unpaired, together with the downfloaters left from the current bracket (of course, possibly none), allow a legal pairing. If the Completion test fails, the candidate pairing for the bracket is discarded and we look for a valid one.

Note: Article 2 defines all the criteria that the pairing of a bracket has to satisfy (in order of priority).
Article 3 describes the procedures for pairing a bracket.
Article 4 defines the rules for the sequential generation of the pairings.
Article 5 defines the colour allocation rules that determine which players will play with White.

Pairs are made based on expected colours (also), but colours should be assigned to players at the end of the pairing, at least in principle. (However, in practice, rather than waiting for the pairing process to be complete, we usually assign colours while pairing is still in progress.)

HISTORICAL NOTE

In previous Rules, the Completion test was performed only at the end of the bracket pairing. When it failed, the pairing was repeated, but this time using different rules for the choice of downfloaters. Now, on the contrary, the check is performed during the pairing process, becoming an essential part in the choice of downfloaters. Thus, we need no special pairing route or rules, and the pairing process is unified.

The Rules do not dictate a method to enforce compliance with the pairing criteria – both the arbiter and the programmer enjoy complete freedom in choosing their preferred method to implement the system (look-ahead, backtracking, weighted matching or other), provided the rules are fully complied with.

2. Pairing Criteria

2.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

Absolute criteria correspond to some of the requirements of Section C.04.1, "Basic Rules for Swiss Systems", which we may want to look at closely. Those criteria must be complied with, always. They cannot be renounced, whatever the situation (but there are situations in which no pairing at all exists, which complies with the absolute criteria – in such cases, Chief Arbiters must apply their better judgment to find a way out of the impasse, see 1.9.3). To enforce these criteria, players may even float as needed.

2.1.1 [C1] See the Basic Rules for Swiss, Article 2 (*Two participants shall not play against each other more than once*).

If a game is won by forfeit, for the purposes of the pairing those two players have never met. Therefore, that pairing may be repeated later in the tournament (and, sometimes, this happens, too!).

2.1.2 [C2] See the Basic Rules for Swiss, Article 4 (*A participant who has already received a pairing-allocated bye, or has already scored in one single round, without playing, as many points as rewarded for a win, shall not receive the pairing-allocated bye*).

Please notice that only PABs, forfeit wins and full-point byes prevent the allocation of a PAB (see Article 1.5). A player who received a requested bye (a half-point bye or an announced absence) may receive the PAB in a subsequent round, although the new criterion [C9] reduces the probability of such events. (For PAB assignment, see also [C5] and [C9].)

2.1.3 [C3] Non-topscorers (see Article 1.8) with the same absolute colour preference (see Article 1.7.1) shall not meet (see the Basic Rules for Swiss, Articles 6 and 7).

In general, a pairing between two players who have the same absolute preference is forbidden by C.04.1, Articles 6 and 7. In the last round of a tournament, this can obstruct a game that would be decisive in determining correct rankings (for example, assume that #1 and #2 of the ranking did not meet, but have the same absolute preference – in FIDE (Dutch) philosophy, they should play against each other for the first prize). Because of this, Article 1.8 defines the "topscorers" – players who, in the pairing of last round, have a high score (i.e., above half the possible score). Such players (who are of course well-known during this last pairing, but their opponents are still unknown) should therefore play with the "best possible" opponent, i.e., we want to pair them in the best conceivable way – and that's why this criterion frees them and their opponents from the duty of compliance with absolute colour preferences.

Two players, who cannot be paired to each other without infringing criteria [C1] or [C3], are said to be incompatible.

2.2 Completion Criterion

2.2.1 [C4] A pairing complying with all the absolute criteria (see Article 2.1) shall always exist for all players not yet paired.

This is sort of an absolute criterion too, but in a class of its own. If, at <u>any</u> stage of the pairing process, a legal pairing must always exist for all players not yet paired, then every pair must be built in such a way that the completion of the round-pairing remains possible (e.g., we could not pair the only player that can receive the PAB) – but it is in the choice of downfloaters that we actually verify that the completion of the round-pairing is possible – independent of the optimisation of the next bracket (which is sought for by criterion [C8] below).

In the previous edition of the Swiss rules, this criterion applied only to the processing of the now abolished "Penultimate Pairing Bracket" (see the Foreword) – i.e., only after a Completion test failure. Now, on the contrary, it applies to all brackets, and this brings a dramatic change in the pairing strategy, because a failure of the Completion test after the pairing of a bracket is now impossible.

Please note that [C4] precedes both [C6] and [C7] Compliance with this criterion may therefore cause a reduction in the number of pairs, or an increase in the (local) overall difference in score between paired players.

Criterion [C4] even precedes [C5] (or "PAB Criterion"), so it could even prevent the allocation of the PAB in the lowest possible scoregroup.

2.3 PAB Criterion

2.3.1 [C5] Minimise the score of the assignee of the pairing-allocated-bye.

In previous editions of the rules, it was sometimes possible that the PAB ended up to a leading player, even the topmost one, while most people would expect it to go to the lowest possible position of the ranking. This caused (understandable) bafflement among players, who considered it not a "proper" pairing. This new criterion was then introduced, which forces the assignment of the PAB to a player as low-ranked as possible.

The scoregroup in which the potential assignees of the PAB reside (the so-called "PAB-candidates") is usually called the "PAB-candidates scoregroup" (PCSG for short). We want to determine it right at the beginning of the pairing process, as this tells us the score of the PAB-candidates – which is most useful information.

Please note that, when (only) one player downfloats from the PCSG, that player will then continue to downfloat, bracket after bracket, until the last one, to be finally assigned the PAB (no player in the subsequent scoregroups can get the PAB, or else the current scoregroup would not be the PCSG).

(For PAB assignment, see also [C2] and [C9].)

2.4 Quality Criteria

To obtain the best possible pairing for a bracket, comply as much as possible with the following criteria, given in descending priority:

The criteria in the previous paragraphs (Articles 2.1–2.3) set conditions that must be obeyed. A candidate pairing that does not comply with them is not legal and is therefore immediately discarded. The following criteria are of a quite different kind, in that they establish a frame of reference for a quantitative evaluation of the quality of the pairings. This is done by setting a sequence of "test points", in order of decreasing importance, checking the pairing in accordance with the internal logic of the system.

The level of compliance with each one of the following criteria is not a binary quantity (yes/no) but rather a numerical quantity. We measure it by means of a "failure value" (FV), whose meaning is tightly connected to the criterion itself. For example, the failure value for [C6] could be the number of pairs less than the maximum possible (see MaxPairs, Article 3.1.2); or the list of downfloater scores that are higher than the minimum, for [C7]; or the number of players not getting their colour preference, for [C12] and [C13]; and so forth.

When we compare two candidates, in fact we compare the respective failure values for each criterion, one by one, in the exact sequence given by the Rules. If the two failure values are identical for a given criterion, we proceed to the next criterion. If they are different, we keep the candidate with the best value and discard the other one.

It seems worth noting that a candidate having a better failure value on a higher criterion is selected as the best one, even if the failure values for the following criteria are far worse. Hence, the optimisation with respect to a higher criterion can have a dramatic impact on the remaining failure values – and, we may add, the optimisation with respect to a criterion is always relative to the current status only, because even a small difference in a higher criterion may change the scenario completely.

Relative criteria are not so strict as absolute ones, and they can be disregarded, if this is needed to achieve a legal pairing. They are not important enough to make a player float – in fact, the first one of them, and hence the most important, instructs us to do just the very opposite, minimising the number of downfloaters! The spare player in odd brackets and incompatible or semi-incompatible players (see Article 1.4.1 and Article 3.1.3) are "inevitable" floaters. However, players could have to float also to ensure compliance with the Requirement Zero (see Article 1.9.3) or to allow the best choice of the PAB-assignee (see Article 2.3.1). This too is evidence of the attention of the FIDE (Dutch) system towards the choice of the "right strength opponent".

2.4.1 [C6] Minimise the number of downfloaters (*equivalent to: maximise the number of pairs*).

The first quality factor is the number of pairs, because its reduction increases the number of floaters. Maximising it means building MaxPairs pairs, which is the maximum number of pairs that can be built (see Article 3.1.2).

2.4.2 [C7] Minimise the scores (taken in descending order) of the downfloaters.

With the abolition of the Special Collapsed Scoregroup and Collapsed Last bracket (see comment to Article 1.3.2), the new rules could renounce the old concept of PSD in favour of a simpler way to obtain the same results.

Criterion [C6] determines the number of players that must downfloat from the bracket, but nothing is said about <u>who</u> those downfloaters should be.

Criterion [C7] tells us to choose as downfloaters those players who have the lowest possible scores. Of course, this criterion is useless in homogeneous brackets, where all possible downfloaters share the same score. On the contrary, it is essential in those brackets that contain MDPs. In general, if only possible, no MDP must float again – however, if some of them must necessarily float again, they must be those who have the lowest scores.

In addition, this criterion specifies that their scores must be minimised in <u>descending</u> order – this means that we must first minimise the highest between them, independent of what happens to the remaining ones; then we minimise the second highest; and so on. Sometimes, minimising the highest downfloater score might worsen the scores of subsequent downfloaters; nevertheless, we do it this way. (We will see an example of this presently.)

In such brackets, the choice of the downfloaters set is somewhat more complex than usual, as we need to do several things.

- First, we determine all the possible downfloaters sets, each of which must contain the number of downfloaters fixed by [C6]. Those downfloaters must be chosen in such a way that they allow the successful pairing both of the players that remain in the bracket from which they are downfloating, and of the whole Rest. Moreover, when required, they must also allow the allocation of the PAB to a player belonging to the PCSG.

- Then, we associate to each set of downfloaters the list of the corresponding scores, sorted in the required descending order. Since different players may well have the same score, several sets may share the same list.

- Now, we must sort those lists in lexicographic order. The first list corresponds to the set(s) of downfloaters with the lowest scores, among which we must choose the actual downfloaters set (all sets corresponding to subsequent lists are discarded).

The chosen list represents the scores of downfloaters (some of which will be residents, others MDPs). Its initial part contains the list (in descending order, by construction) of the scores of the MDPs that downfloat again – we call this part the <u>Refloaters Score List</u>

(RSL for short). This list can be used as a tool that will be useful later in the pairing (see Article 3.1.3).

From all the above, it follows that the higher scored MDPs are going to be paired (thus keeping the differences in score as little as possible). We already mentioned that, in some instances, the choice to downfloat the lowest scored MDPs – and, thus, to pair the highest ranked ones – may even cause a reduction in the total number of paired MDPs (nevertheless, the "top" MDPs must be paired first, whatever the price). This may seem rather obscure, so an example may be in order.

Example

Suppose that we have a bracket that must supply two downfloaters (as directed by [C6]), and let 1, 2, 3, and 4 be four MDPs with decreasing scores, while 5, 6, 7, and 8 are the residents of the bracket: $\{1^{(5)}, 2^{(4)}, 3^{(3)}, 4^{(2)}, 5, 6, 7, 8\}$. Also, suppose that #6, #7 and #8 cannot float because they are incompatible in the next bracket, which is the last one; so, at least one MDP is going to downfloat. The possible opponents for the players in the bracket be respectively Opps(1)={5,7}, Opps(2)={5,7}, Opps(3)={6,8}, Opps(4)={6}, Opps(5)={1,2}, Opps(6)={3,4,8}, Opps(7)={1,2}, Opps(8)={3, 6} (similar situations are not unusual in later rounds of a tournament).

Now, let us examine the effects of different choices of the downfloaters. If we make #4 float, the only possible pairing for #6 is with #8 (who cannot float), so #3 shall float also. If we choose #3 as downfloater, again we must have the pair 6-8, so #4 must float. In both cases, two MDPs (#3 and #4) are going to downfloat. Choosing #2, we would have the pairing 1-7, 3-8, 4-6, with #5 as a floater, i.e., only one MDP should float again. However, and this is the point, [C7] prevents this pairing, so two MDPs are going to float again. Finally, we can also compile the Refloaters Score List {3, 2}, which indicates the scores allowed for prospective downfloaters, and can be used to help the subsequent choice of the actual downfloaters set.

*

The location of [C7] before the colour-related criteria ([C10]-[C13]) is suggestive of the attention that the FIDE (Dutch) system gives to the choice of an opponent who has the "right strength" rather than one with the "right colour".

2.4.3 [C8] Choose the set of downfloaters so that in the following bracket every criterion from [C1] to [C7] (see Articles 2.1 to 2.4.2) is complied with.

When we get here, we have already done many things. We have complied with all absolute criteria (hence, the pairing is a legal one); made sure that the round-pairing can be completed; minimised the PAB-assignee score; and optimised the most important pairing quality parameters (number of pairs, downfloaters' scores).

Before proceeding to optimise colours and the treatment of MDPs, we look ahead into the next bracket ([C8]). The key point is that we do not want to come back to the current bracket ever again. Thus, we must make sure that the choice of the downfloaters we are going to send to the next bracket is the one that, in the same next bracket, best complies with [C6] and [C7], beyond of course criteria [C1]-[C5], which must be complied with always – and, in fact, ensuring compliance with [C4] can be somewhat tricky. From the current bracket, we must choose a set of downfloaters "well suited" to the next bracket – which, in turn, can produce downfloaters, and those downfloaters must allow the round-pairing to come to fruition ([C4], Requirement Zero). The minimisation of the PAB-assignee score ([C5]) may raise additional difficulties. It is worth noting that, although this criterion only addresses the next bracket, it might well influence subsequent brackets too.

- *First, we check that the downfloaters (which will become the MDPs of the next bracket) allow us to compose the maximum possible number of pairs. For example, let us suppose that the current bracket produces only one downfloater and that the next scoregroup contains an odd number of players. Also, let us suppose that (1) one player in the next scoregroup has no possible opponent and that (2) we can choose between two possible downfloaters with the same score, both compatible in the destination bracket, but only one of them can be paired to the "problematic" player. Then, we must choose the downfloater that can be paired with that player, because the other one would leave an incompatible player in the destination bracket (and therefore a downfloater that could be avoided). (Note that, if the next scoregroup contained an even number of players, then the bracket built with it and the current downfloater would have an odd number of players – it would then necessarily yield at least one downfloater, so that, probably, the choice of the downfloater would not be critical for the number of pairs.)*

- *Only when the number of pairs have been maximised, we proceed to optimise the choice of downfloaters in the destination target. In the previous step, we focused on the pairing of all resident players – now, we are focusing on the pairing of MDPs. This means that, if we can choose between two or more possible downfloaters and all other conditions are equivalent, we must choose a downfloater that can be paired, thus giving the lowest score for the downfloater that will result from the next bracket. (All resident players of the next bracket have the same score – however, players that cannot be paired in the next bracket will have to float again.)*

This optimisation is extended only to the next bracket. In fact, there are situations in which a minor change in a previous pairing would bring in large benefits – however, looking several brackets ahead would be an operation too difficult to be carried on every time. So, the rules settle for a practical optimisation, renouncing what is out of reasonable reach. But this is not the only reason – in the core philosophy of the FIDE (Dutch) system, the pairings for higher ranked players are considered far more important than those for lower ranked ones. Changing the pairing of the current bracket for the benefit of some player located two brackets below this one, would be opposite to that philosophy (even if, sometimes, we must do just that, to be able to assign the pairing-allocated bye to the lowest-scored player as per [C5]).

2.4.4 [C9] Minimise the number of unplayed games of the assignee of the pairing-allocated-bye.

Note: Apply to brackets that downfloat exactly one player, who will end up receiving the pairing-allocated bye.

This is a brand-new article. The underlying idea is that a player who already had fewer games than the other players in the bracket should not get another unplayed round if possible. Now, although the validity of the principle is general, there are some instances in which a full application of this criterion would be so complex as to involve too many brackets (sometimes, even those that precede the PCSG defined in the comment to 2.3.1). Hence, the note limits somewhat the scope of this criterion, which applies in many cases but not always.

For example, let B_A be a bracket with a higher score than the PCSG, and suppose that, in this bracket, we can choose among two or more possible downfloaters. It may then happen that only one of those possible downfloaters will allow to choose, in the PCSG, the downfloater with the highest number of played games – while choosing another downfloater in B_A will force us to choose a different downfloater in the PCSG, with fewer played games. In conclusion, to apply this criterion to a general extent, we should analyse the choice of downfloaters, and its consequences, in every bracket, which is impractical.

2.4.5 [C10] Minimise the number of topscorers or topscorers' opponents who get a colour difference higher than +2 or lower than -2.

2.4.6 [C11] Minimise the number of topscorers or topscorers' opponents who get the same colour three times in a row.

Having made sure that both the number of floaters and their scores are at a minimum, we now try to optimise colour matching. In fact, colour is less important than score differences – that's why, consistently with the inner logic of the system, the colour allocation criteria are located after those that address the number of pairs and choice of downfloaters, both in the current and in the following bracket.

Criterion [C3], in accordance with Articles C.04.1:6 and C.04.1:7, states that when two non-topscorers meet, their absolute preferences shall be complied with. Here, we have the special case of a topscorer who, for some reason, is bound to be paired with a player who has the same absolute preference – and that prospective opponent may or may not be also a topscorer. The outcome of those players' games can be important in determining the final ranking and podium positions, and such exceptions are explicitly provided for by Articles 6 and 7 just mentioned. We are therefore allowed to compose such pairs, choosing the best matched opponent – but there must not be more of them than the bare minimum!

The subdivision into two individual rules, [C10] and [C11], establishes a definite hierarchy, giving more importance to colour differences than to repeating colours. Suppose that, for one same opponent, we can choose between two possible topscorers, and all those players have absolute colour preference. In this case, we must select the components of the pair in such a way that colour differences are minimised as far as possible.

As hinted above, a player, who has an absolute colour preference without being a topscorer, may happen to be paired with a topscorer having an absolute preference for the same colour. These two rules equate the players of the pair – thus, players may sometimes be denied their absolute colour preference, just as if they were a topscorer, even if they are not!

2.4.7 [C12] Minimise the number of players who do not get their colour preference.

We can have an idea about the minimum number of players who cannot get their colour preference, by inspecting the bracket prior to the pairing.

In the previous phases of the bracket pairing, we determined the number of floaters ([C6]) – thus, we know by now the number MaxPairs (see Article 3.1.2) of pairs that the bracket produces (it is the total number of players in the bracket reduced by the number of floaters and divided by two).

*Let us suppose that **m** players prefer a colour and **n** players prefer the other one, with **m** ≥ **n** – let us call those **m** players the "majority", and the **n** players the "minority". Sometimes, in addition to those m+n players, the bracket contains **a** more players who have no colour preference ("a" for "any") and, therefore, can get any colour. In principle, such players should get the minority colour, so that they subtract to the number of disregarded colour preferences. Thus, we have a total of **n+a** players who can "accommodate" the **m** players who belong to the majority.*

*As mentioned, we must build **MaxPairs** pairs. Among those, **n+a** pairs can satisfy both colour preferences, while the remaining **x = MaxPairs-n-a** cannot help but disregard one colour preference – but, of course, **x** cannot be less than zero (a negative number of pairs has no meaning). Thus, we obtain a general definition for **x**:*

x = max (0, MaxPairs-n-a)

*A perfect pairing always has <u>exactly</u> **x** disregarded colour preferences – no more (we don't want them!), no less (we can't!).*

In practice, there might be even more pairs in which a player does not get the expected colour. This follows from incompatibilities due either to absolute criteria or to stronger relative ones. Thus, at first, we propose to make the minimum possible number of such pairs, but we may need to increase this number, to find our way around various pairing difficulties.

Since the general philosophy of the FIDE (Dutch) system gives more importance to the correct choice of opponents than to colours, the pairs containing a disregarded colour preference will typically be among the first to be made. (Please note that transpositions (see Article 3.6.1) swap players beginning with the last positions of S2 (see Article 3.2.1) and going upwards, causing the bottom pairs of the bracket to be modified early in the transposition process, while the top pairs are modified later. Hence, a "colour-defective" pair located at the bottom of the candidate has a high probability to be changed sooner than a similar pair located at the top. Perfect pairings with top "colour-defective" pairs have therefore a higher probability.)

Incidentally, we might also mention that players often seem to worry about "colour doublets" (like, for example, WWBB) and some think that such colour histories are more frequent with the FIDE (Dutch) system than with other Swiss pairing systems. This is not so. In fact, such histories are usual enough (and unavoidable) in all manners of Swiss pairings – in the FIDE (Dutch) system they may seem more frequent just because they appear somewhat more often in the top pairs of the bracket, therefore involving higher ranked players, and this makes them more noticeable.

2.4.8 [C13] Minimise the number of players who do not get their strong colour preference.

Only now, having maximised the number of "good" pairs, we can set our attention to satisfying as many strong colour preferences as possible.

Of course, if x=0 all preferences must be complied with, be they strong or mild. Moreover, in principle, it should always be possible to comply with a colour preference belonging to the minority. Therefore, we only consider this issue when there are both strong and mild preferences of the majority colour, so that some mild preferences can be "sacrificed" to satisfy just as many strong ones. In fact, a strong preference can be complied also with by pairing the player with an opponent who has a mild preference for the same colour, because a strong colour preference (or absolute, at that) always pre-empts a mild one in a clash.

*As we did for preferences in general, we would like to know how many strong preferences will be unavoidably disregarded. Now, the minimum number of players not getting their strong colour preference, which is usually represented by **z**, is part of the total number **x** of disregarded colour preferences (see note to [C12]) – hence, **z** is at most equal to **x**.*

*For instance, let the number W_S of white seekers (players whose colour preference is for White) be greater than the number B_S of black seekers (we call White "the majority colour"). The **x** players will typically all be White seekers, and as many as possible among them should have mild colour preferences, while the rest will have strong colour preferences. (During the last round, some absolute colour preferences might be disregarded for topscorers or their opponents (see [C10], [C11]), so that part of **x** may represent such players. In those instances, our line of reasoning should be suitably adapted.) We can estimate **z** simply as the difference between **x** and the number W_{SM} (resp. B_{SM}) of White (resp. Black) seekers who have a mild colour preference, with the obvious condition that **z** cannot be less than zero. Hence:*

$\mathbf{z = max\ (0,\ x - W_{SM})}$ ***if*** $\mathbf{W_S \geq B_S}$ *(White majority)*
$\mathbf{z = max\ (0,\ x - B_{SM})}$ ***if*** $\mathbf{W_S < B_S}$ *(Black majority)*

With a careful choice of transpositions and/or exchanges, we might be able to minimise the number of disregarded strong preferences. Since the total number of disregarded preferences cannot change (again, we cannot have it smaller, and we do not want it to grow larger!), this may only happen at the expense of the same number of mild preferences.

An example can shed some light on the matter. Consider the bracket {1B, 2b, 3B, 4b}, where B is a colour strong preference, b is a mild one. Here, we have $\boldsymbol{x}=2$*, but* $\boldsymbol{z}=0$*. This means that we can build the pairs in such a way that any one of them contains no more than one strong colour preference – and, in fact, a simple transposition allows us to obtain just this result.*

For several reasons (e.g., incompatibilities), the number of players who cannot get their strong preference may be greater than that.

2.4.9 [C14] Minimise the number of resident downfloaters who received a downfloat the previous round.

2.4.10 [C15] Minimise the number of MDP opponents who received an upfloat the previous round.

2.4.11 [C16] Minimise the number of resident downfloaters who received a downfloat two rounds before.

2.4.12 [C17] Minimise the number of MDP opponents who received an upfloat two rounds before.

This group of criteria ([C14]-[C17]), which apply to residents only, aims to optimise the management of floaters, which is the last step towards the perfect pairing.

Article C.04.1:5 states that, in general, players should meet opponents with the same score. This is best achieved by pairing players inside their own scoregroup. However, there are situations in which a player cannot be paired in their scoregroup and then, by necessity, must float. These criteria limit the frequency with which such an event can happen to the same player – but they are weak criteria, in the sense that they are almost the last to be enforced, and almost the first to be ignored in case of need.

Here, each criterion establishing a certain protection for downfloaters is immediately followed by a similar one establishing the very same protection for upfloaters. Because of this, there is a slight residual asymmetry in the treatment – viz. downfloaters are (just a little bit) more protected than upfloaters. In some other Swiss systems, floaters' opponents are not considered floaters themselves, and, therefore, enjoy no protection at all.

We want to note that criteria [C14] and [C16] do not protect MDPs – their scope is explicitly limited to resident players. This is because MDPs are players who floated into the current bracket and, therefore, there is no point in protecting them against floating – they are already downfloaters! However, this does by no means imply that they can downfloat again easily – in fact, they are protected by all the criteria that minimise the score of downfloaters in the current bracket ([C7]) and in the next one (through [C8], which enforces [C1]-[C7] in the next bracket); and by criteria ([C18] and [C20]).

2.4.13 [C18] Minimise the score differences (taken in descending order) of MDPs who received a downfloat the previous round.

2.4.14 [C19] Minimise the score differences (taken in descending order) of MDP opponents who received an upfloat the previous round.

2.4.15 [C20] Minimise the score differences (taken in descending order) of MDPs who received a downfloat two rounds before.

2.4.16 [C21] Minimise the score differences (taken in descending order) of MDP opponents who received an upfloat two rounds before.

Criteria [C14]-[C17] minimise the number of players who, having recently floated, may have to float again in this round. However, those rules give no special protection either to a player who, being an MDP in a bracket in this round, cannot be paired and must therefore float down again, or to those residents who have to face an MDP. Such players and their opponents will have larger score differences than their fellow "single" floaters – they are usually called "double floaters" or "Refloaters".

Criteria [C18]-[C21] take care of protected players whose protection has already failed once or more and try to prevent such players from further floating. Criteria [C18] and [C20] apply when some MDPs have to float down again. In this case, we should, as far as possible, choose those MDPs that are not (or are least) protected because of previous downfloats. Criteria [C19] and [C21] apply when some residents have to face a MDP from at least two scoregroups up. In this case, we should choose, as far as possible, those residents that are not (or are least) protected because of previous upfloats.

Although the score difference of a downfloater in not explicitly defined by the rules, we should assume that it is greater than any score difference of a resident player (even when this resident has zero score).

We must consider this when dealing with a downfloater who will become the PAB assignee. If such downfloater must be an MDP, and higher priority criteria do not discriminate (scores, number of games, colour preferences, and so on, are all equal), the application of criteria [C18] and [C20] ensures that the PAB goes to an MDP who is not protected against downfloating rather than to one who recently floated – and is therefore protected.

Examples

● *Let us suppose that a bracket contains two MDPs with different scores, and two resident players (hence, with identical score), only one of which is protected against upfloat. Thus, each resident must be paired with one of those two MDPs, but the protected resident should be paired to the MDP who has the lower score. Please note that, if we had only one resident, this resident would be paired to the higher-scored MDP, independent of float protection, and even of colour matching, because criterion [C7] has higher priority than either of these other criteria.*

● *Another interesting example is that of two MDPs with identical score and colour preference, only one of which is protected against downfloat, sitting in a bracket containing only one resident player. In this case, the resident will be paired to the protected MDP, while the other one is bound to double-float.*

3. Pairing Process for a Bracket

This section's goal, from the rules' standpoint, is to univocally define the sequence of generation for the candidate pairings – and, to this aim, it precisely defines the constraints inside which the pairing must be built. From the arbiter's point of view, however, this section may also be used as a roadmap to build the pairing and evaluate its quality. In fact, it can be readily adopted as a guideline to make – or, far more often, explain – a pairing.

3.1 Parameter Definitions

3.1.1 M0 is the number of MDP(s) coming from the previous bracket. It may be zero.

3.1.2 MaxPairs is the maximum number of pairs that can be produced in the bracket under consideration (see [C6], Article 2.4.1).

Note: MaxPairs is usually equal to the number of players divided by two and rounded downwards. However, if, for instance, M0 is greater than the number of resident players, MaxPairs is at most equal to the number of resident players.

At the beginning of the pairing process, MaxPairs, which is a constant of the bracket, is unknown – so we need to make an "educated guess" for it. In fact, we only know the total number N of players in the bracket and the number M0 of MDPs entering the bracket.

Of course, the number of pairs can never be greater than N/2; thus, this value should make a good starting point, independent of the kind of bracket (homogeneous or heterogeneous).

The actual value of MaxPairs can be less than that because some players might prove impossible to pair in the bracket. Moreover, a bracket could have to provide the downfloaters required to complete the round-pairing (see [C4]), and that, too, would detract from the number of pairs that can be built. (This includes the downfloaters who can possibly be required to be able to assign the PAB in the scoregroup selected by means of [C5].)

Hence, the process to find the exact MaxPairs value is somewhat empirical and may require some experimenting. In practice, we start with a plausible guess – then, if we cannot make all those pairs, i.e., our initial estimation of MaxPairs was too optimistic, we gradually decrease the expected number of pairs. Any remaining players will eventually float down into the next bracket.

3.1.3 M1 is the number of MDP(s) that are paired in the bracket.

Note: M1 is usually equal to the number of MDPs coming from the previous bracket, which may be zero. However, if, for instance, M0 is greater than the number of resident players, M1 is at most equal to the number of resident players. M1 can never be greater than MaxPairs.

In each bracket, we have a given number M0 of MDPs (who are the downfloaters of the previous bracket, possibly none), but we have no certainty that all those MDPs can be paired in this bracket. For example, the number of MDPs may be greater than MaxPairs; or some among them may be incompatible; or we may have a semi-incompatibility, in which a group of players 'compete' for too few possible opponents, just as described in the comment to Article 1.4.1.

In the comment to [C7], we defined the Refloaters Score List, which contains the scores of the MDPs that cannot be paired and, therefore, are bound to float again. Now, we define a second parameter, M1, representing the number of MDPs that are paired. This number is the difference between the total number of MDPs and the number of Refloaters, which is also the length L_{RSL} of the Refloaters Score List, i.e.,

$M1 = M0 - L_{RSL}$.

Of course, M1 is less than or equal to M0. Ultimately, the bracket can yield at most MaxPairs pairs, among which M1 pairs contain an MDP.

From a different point of view, we should mention that, while M0 is a well-known constant, we usually do not know how many players, and especially MDPs, can be paired, until the actual pairing is made. Therefore, in fact, we do not know the true value of M1 yet, and we must 'predict' it somehow – the RSL is a powerful new tool, which can be used to do just that. Alternatively, a first educated guess is M0 minus the number of incompatible MDPs (if any). When there are semi-incompatible players (see comment to Article 1.4.1), we must determine how many of them cannot be paired and subtract them too. Actually, we need to "divine" the Refloaters Score List, and thus M1, as well as MaxPairs, out of sound reasoning (based on [C6] and [C7]), assuming a tentative value, which might initially be wrong. Nonetheless, those numbers, however identified, are constants – that is why there is no rule to change them.

3.2 Subgroups (Original Composition)

3.2.1 To make the pairing, each bracket will be usually divided into two subgroups, called S1 and S2.

3.2.2 S1 initially contains a group of players (sorted according to Article 1.2). If the bracket is homogeneous, the group consists of the first MaxPairs players in ascending order of TPN, otherwise it consists of the first set of M1 pairable MDPs as defined by Article 4.4.2.

In a heterogeneous bracket, we have players who are already floating down (i.e., MDPs) and therefore need some special protection against further floating in the same round. This is why the composition of the original subgroups is different for homogeneous and heterogeneous brackets.

If the bracket is heterogeneous ($M0 \neq 0$), then we must populate S1 with a set of M1 MDPs, chosen in such a way that the scores of the MDPs that we are not going to pair coincide with the RSL we "divined" in the previous step. We will then pair them first, before proceeding with the rest of the players.

Since we are focusing on pairing MDPs first, in the subgroup S1 we put M1 MDPs. If there is no way to make all those pairs, our guess for the value of M1 was apparently too optimistic and, therefore, we try a different value until we guess the right one. Any remaining MDPs can't help but join the Limbo (see Article 3.2.4) and shall eventually float again (after the completion of the pairing for the bracket). The number of pairs made in the MDP-pairing will be subtracted from the total number of pairs to be made in the bracket, yielding (a plausible guess of) the number of pairs we must build in the remainder (which contains all the resident players remaining after the MDP-pairing). Then, finally, to pair the remainder, we put in S1 the top half of its players (which means that we are trying to pair all of them).

To avoid any misunderstanding, please note that the pairing of the MDPs and that of the remainder are two phases of a single operation, which is performed as a unit. Thus, "pairing MDPs first" is just a procedural indication that has nothing to do with the order of generation of candidates. Independent of the method and algorithm used to generate them, each candidate must be regarded as a whole unit. When we choose the 'earlier'

candidate from a pool of equivalent ones, we only consider the order of generation of the complete candidates.

A homogeneous bracket, by definition, does not contain MDPs and is thus essentially identical to a remainder. To pair it, we simply populate the subgroup S1 with MaxPairs players, which means that we are trying to pair the entire bracket all at once.

3.2.3 S2 initially contains all the remaining resident players.

3.2.4 When M1 is less than M0, some MDPs are not included in S1. The excluded MDPs (*in number of M0 - M1*) who are neither in S1 nor in S2 are said to be in a *Limbo*.

Note: the players in the Limbo cannot be paired in the bracket and are thus bound to double-float.

After M1 moved-down players were selected for pairing, the remaining MDPs, in number M0-M1, cannot be paired in the bracket. (The number and scores of such players are defined in the Refloaters Score List, if we use it – see Article 2.4.2.) Those players are not necessarily incompatible in the bracket – there may just be no place for them (for example, if two MDPs share the same only possible opponent, neither of the two is incompatible – nevertheless, either one of the two cannot be paired). Those players form a special subgroup, called the "Limbo" (of course, the number and scores of the players in the Limbo are the same of those of the players whose scores are included in the Refloaters Score List. In other words, there is a one-to-one correspondence between the scores in the RSL and those of the players who belong to the Limbo). During the pairing proceedings, some players might need to be swapped between S1 and the Limbo (to be exact, we change the distribution of MDPs between S1 and Limbo, but the final effect is tantamount to swapping players – we will discuss this in Article 3.7.3 and Article 4.4). However, at the end of the pairing, the players still in the Limbo will be bound to float again.

3.3 Preparation of the Candidate

3.3.1 S1 players are tentatively paired with S2 players, the first one from S1 with the first one from S2, the second one from S1 with the second one from S2 and so on.

3.3.2 In a homogeneous bracket: the pairs formed as explained in Article 3.3.1 and all the players who remain unpaired (bound to be downfloaters) constitute a candidate (pairing).

A candidate can contain no downfloater (this is normal when the number of players in the bracket is even). Somewhat less usual, but not at all impossible, is the case in which the candidate contains no pairs (only downfloaters).

3.3.3 In a heterogeneous bracket: the pairs formed as explained in Article 3.3.1 match M1 MDPs from S1 with M1 resident players from S2. This is called an MDP-Pairing. The remaining resident players (*if any*) give rise to the remainder (see Article 1.3), which is then paired with the same rules used for a homogeneous bracket.

Note: M1 may sometimes be zero. In this case, S1 will be empty and the MDP(s) will all be in the Limbo. Hence, the pairing of the heterogeneous bracket will proceed directly to the remainder.

Sometimes, all the MDPs are incompatible in the bracket. This is not unusual in late rounds and high brackets, where players already met and there is no choice but make them float (maybe several times) until we can give them a viable opponent.

3.3.4 A candidate (pairing) for a heterogeneous bracket is composed by an MDP-Pairing and a candidate for the ensuing remainder. All players in the Limbo are bound to be downfloaters.

Here is where we build the candidate pairing. In the most general case, this is done in two steps:

- *first, we build M1 pairs, each of them containing an MDP,*
- *then, we pair the remaining resident players.*

Of course, if the bracket is homogeneous, or if none of the MDPs can be paired (i.e., if M1 is zero), the first step is omitted.

Thus, in general, the candidate is comprised of three parts:

- *an MDP-Pairing (heterogeneous brackets only), made of M1 pairs (possibly none) each containing an MDP and a resident player,*
- *a set of pairs of resident players, coming from the pairing either of a homogeneous bracket or of a remainder from a heterogeneous bracket,*
- *a set of unpaired players, containing players from the Limbo (if any) together with resident players that could not be paired. All those players cannot help but get a downfloat.*

3.4 Evaluation of the Candidate

3.4.1 If the candidate built as shown in Article 3.3 complies with all criteria from [C1] to [C5] (see Articles 2.1 to 2.3), and all the quality criteria from [C6] to [C21] (see Article 2.4) are fulfilled, the candidate is called "perfect" and is (immediately) accepted. Otherwise, apply Article 3.5 in order to find a perfect candidate; or, if no such candidate exists, apply Article 3.8.

Having prepared a candidate, we must evaluate its quality – that is, we must check the compliance of the candidate with the pairing criteria given in Section 2. If we are lucky, it may be perfect – in this case, we accept it straight away. Otherwise, we must apply some changes to try and make it perfect (see Article 3.5). If this proves impossible, the last resource is accepting a candidate that, although it is not perfect, is nonetheless the best we can have (see Article 3.8).

Of course, a candidate that does not comply with the absolute criteria is illegal and therefore is not even acceptable. This also includes candidates that do not allow all the remaining players to be paired (see the "Requirement Zero", in the comment to Article 1.9.3) and candidates in which the pairing allocated bye is not assigned to a player with the lowest possible score.

As we mentioned above, the evaluation is performed only when we have a complete candidate. However, in several instances we can save lots of time by applying the pairing criteria smartly. For example, if we are pairing a heterogeneous bracket and a pair in the MDP-pairing is illegal, no possible candidate containing that MDP-pairing can be legal – so we can safely discard it at once.

3.5 Actions when the Candidate is not perfect

3.5.1 The composition of S1, Limbo and S2 has to be altered in such a way that a different candidate can be produced.

3.5.2 Articles 3.6 (for homogeneous brackets and remainders) and 3.7 (for heterogeneous brackets) define the precise sequence in which the alterations must be applied.

3.5.3 After each alteration, a new candidate shall be built (see Article 3.3) and evaluated (see Article 3.4).

The process of pairing is an iterative one. If the pairing is not perfect, we try (one by one) a precise sequence of alterations in the subgroup S2 only, then in S1 and S2 in homogeneous brackets and remainders, and finally in S1 and the Limbo in heterogeneous brackets. Each time we apply an alteration, we repeat the preparation and evaluation of candidates. There are, in fact, two different sequences:

- *one for homogeneous brackets (Article 3.6), which contain no MDPs (this sequence also applies to remainders),*
- *one for heterogeneous brackets (Article 3.7). Those brackets contain MDPs, some of which (in number M0-M1, which can be zero) are in the Limbo, so the alterations must also consider the possibility to change the composition of the Limbo.*

The first perfect candidate found in this process is the required pairing. As soon as we find it, the process is finished. If there is no perfect candidate, we use the best available one. Since we are scrutinising all candidates, we can find the best one as we proceed. To do that, when we find the first legal (but not perfect) candidate, we mark it as "provisional-best". Each time we find another legal (but still not perfect) candidate, we compare it with the current provisional-best and keep the best of the two as the new provisional-best.

Two candidates are compared based on their compliance with all the pairing criteria, which are defined in order of priority in section 2. The first check is on the priority of the highest infringed criterion – the higher it is, the lower the quality of the candidate.

The second check is on a "failure value" (see Article 2.4) which is peculiar to that criterion. Often, this will be the number of times the criterion is infringed (e.g., the numbers of disregarded colour preferences) but it may also be of a different nature (e.g., the number of games played by the only downfloater from the bracket where the PAB assignee is determined).

Then we go to the second highest infringed criterion; then to the latter's failure value - and so on until we find a difference. When there is no difference at all, the first generated candidate takes precedence.

For example, a candidate that infringes criteria [C12] and [C13] is better than one that only infringes [C9]. Similarly, a candidate failing on [C9] and [C12] is worse than one failing on [C9] and [C13].

If the new candidate is better than the old provisional-best, we mark it as the new provisional-best, discarding the previous one – otherwise, we keep the old one. In the end, all candidates will have been examined – hence, the surviving provisional-best, although it may seem imperfect, is, in fact, the best possible candidate, so it is accepted as "the pairing", because of Article 3.8.

All detail about the iterative pairing process is given in Articles 3.6 and 3.7.

3.6 Alterations in Homogeneous Brackets or Remainders

3.6.1 Alter the order of the players in S2 with a transposition (see Article 4.2). If no more transpositions of S2 are available for the current S1, alter the original S1 and S2 (see Article 3.2) applying an exchange of resident players between S1 and S2 (see Article 4.3) and reordering the newly formed S1 and S2 according to Article 1.2.

Since we are now managing only homogeneous brackets, we do not need to worry about pairing MDPs. The possible actions here are:

- *a transposition, consisting in applying a different order to the players in S2. In simple words, a transposition "shuffles" the players in S2 according to specific rules (see Article 4.2) but keeping them separate from the players of S1. This leads to a change of the second player in some pairs. The basic idea is to alter the pairing by modifying players' order in rankings as low as possible, thus minimising the disturbance in the upper pairs of the bracket (which are more important than the lower ones in the philosophy of the Dutch system).*
- *an exchange, consisting in swapping one or more players from subgroup S1 with the same number of players from subgroup S2. As above, the basic idea is to try to alter the pairings as little as possible. We therefore swap players in as low as possible rankings of S1 with players in as high as possible rankings of S2, assuming that, being near in ranking, the swapped players have an approximately equivalent playing strength. After any exchange, both the subgroups S1 and S2 must be put in order again with the usual rules. An exchange makes it possible to pair players of the same original subgroup between them.*

After we made transpositions in a bracket, the alteration in order is desired – hence, players in the S2 subgroup should not be sorted again (S1 does not need to be sorted, as it has not been changed).

On the contrary, after each exchange, which swaps one or more players between subgroups S1 and S2, we must sort both subgroups S1 and S2 according to Article 1.2, to restore the correct order before beginning a new sequence of pairing attempts.

If the first pairing attempt after an exchange fails to give a valid result, we will try transpositions too, thus changing the natural order in the modified S2.

Both transpositions and exchanges should not be applied at random: section 4 dictates the precise sequence of possible transpositions and exchanges. This sequence begins with alterations that give mild disturbances to the pairing (with respect to the "natural" one), moving gradually towards changes that cause important effects.

The order of actions is as follows: first, we try, one by one, all the possible transpositions (see Article 4.2). If we find one that allows a perfect pairing, then the process is completed. Otherwise, we try the first exchange (see Article 4.3). With this exchange, we proceed trying every possible transposition, until we succeed or use them up. In this last case, we try the second exchange, once again with all the possible transpositions, and so on.

If we get to the point in which we have used up all the possible transpositions and exchanges, then a perfect pairing simply does not exist. In that case, we apply Article 3.8, thus accepting a less-than-perfect result.

HOW MANY PLAYERS CAN WE EXCHANGE?

Let us consider the example of a six players bracket {[1,2,3][4,5,6]}. In this bracket, let us exchange players 3 and 4 between S1 and S2, thus obtaining the new subgroups composition {[1,2,4][3,5,6]}. Please note that player 4, now in S1, has a higher BSN (i.e., a lower rank) than that of player 3, now in S2. This exchange is "useful" because it yields candidates that were not previously found (i.e., those that contain the pairs 1-3 or 2-3, and 4-5 or 4-6, which we did not find with the previous attempts). However, all candidates that pair together the two exchanged players are useless, because they were already checked (before the exchange, we tried all the possible transpositions in S2 – hence, we already tried all the candidates that contain the pair 3-4!) – e.g., exchanging (3,4) we obtain, among others, the candidates (1-5, 2-6, 4-3) and (1-6, 2-5, 4-3) that were already examined as (1-5, 2-6, 3-4) and (1-6, 2-5, 3-4).

This is easily extended to brackets containing any number of players. Now, let us consider the exchange of two players per subgroup, e.g. {[1,4,5][2,3,6]}. Here, every candidate contains at least one pair formed by exchanged players and is therefore useless. We may see that this situation happens in any bracket, each time the number of exchanged players is greater than half the number of players in S2 (which is the largest subgroup). We conclude that there is a theoretical maximum to the number of players that can be usefully exchanged in the bracket, which is half the number of players in S2 (rounded down if needed).

In summary, we have the two following rules-of-thumb, which allow us to immediately discard many (in fact, most) candidates.

- ***Every time a pair contains a player from S1 with a higher BSN than their opponent from S2, this pair belongs to a candidate that has already been evaluated*** *(and can therefore be discarder right away).*
- ***Exchanging more than half of the original S2 players is useless****.*

3.7 Alterations in Heterogeneous Brackets

3.7.1 Operate on the remainder with the same rules used for homogeneous brackets (see Article 3.6).

Note: The original subgroups of the remainder, which will be used throughout all the remainder pairing process, are the ones formed right after the MDP-Pairing. They are called S1R and S2R (to avoid any confusion with the subgroups S1 and S2 of the complete heterogeneous bracket).

This article, a companion to the previous one, addresses the case of heterogeneous brackets. This kind of bracket is paired in two logical steps:

- *in the first step, we build an MDP-Pairing (see Article 3.3), which takes care of the pairable moved-down players (MDPs), giving rise to a remainder (and, possibly, a Limbo).*
- *in the second step, after the MDPs have been paired, we proceed to pair the remainder, which is made only of resident players.*

Of course, a practical implementation need not necessarily compose the pairing in two steps, as long as the final result is identical to the one yielded by the procedure described here (on this, see also the comment to Article 3.2.2).

The rules to operate on the remainder are just the same that apply to a homogeneous bracket. The difference shows itself only when we reach the point in which all the possible transpositions and exchanges in the remainder have been unsuccessfully tried.

3.7.2 If no more transpositions and exchanges are available for S1R and S2R, alter the order of the players in S2 with a transposition (see Article 4.2), forming a new MDP-Pairing and possibly a new remainder (to be processed as written in Article 3.4.1).

In a homogeneous bracket, this would be the moment when we lower our expectations, settling for a less-than-perfect pairing (see Article 3.6). In a heterogeneous bracket, however, we are not ready to surrender yet – before laying down arms, we can try to change the composition of the remainder. To do that, we try a new, different MDP-pairing by applying a transposition to the original subgroup S2 – i.e., the subgroup S2 of the complete bracket, not that of the remainder! This may leave us with a new, different remainder, which we process (just as described above) trying to find a perfect pairing – and, if we have no success, we continue trying transposition after transposition, until we succeed or exhaust them all. (Actually, we do not need to try all the transpositions, because not all of them are meaningful. In fact, we only try those transpositions that change the players, or their order, in the first part of the subgroup S2 – i.e., those players, who are going to be paired with the MDPs from S1. All the other players in S2 are just "spectators" – they do not take part in this phase of the pairing and are thus irrelevant, at least for the moment.)

3.7.3 If no more transpositions in S2 are available for the current S1, alter, if possible (i.e. if there is a Limbo), the original S1 and Limbo (see Article 3.2), selecting the next set of pairable MDPs according to Article 4.4.2 and restoring S2 to its original composition.

We got here because neither transpositions nor exchanges could bring us to a perfect pairing. After all the possible transpositions in the original S2 have been used up, if there is a Limbo, we still have a resource left – trying to change our choice of the MDP set (see Article 4.4). This means changing the MDPs to be paired and, thus, the original composition of S1.

To do that, we go to the next MDP set in the order established by Article 4.4.2, which minimises the scores of the downfloaters (and this in fact also maximises the scores of the paired MDPs).

After choosing a new MDP set, we are pairing an altogether different bracket. Hence, we need to reorder S1 and restore S2 to its original composition, in fact starting the pairing process anew. We must try all the possible MDP sets one by one and in the correct sequence, until we find a perfect pairing or use up all sets. For each set, we shall try all the possible transpositions in S2, thus generating a different remainder that will undergo all the usual pairing attempts as described above.

3.8 Actions when no Perfect Candidate Exists

3.8.1 Choose the best available candidate. In order to do so, consider that a candidate is better than another if it better satisfies the PAB Criterion ([C5], see Article 2.3) or a quality criterion ([C6]-[C21], see Article 2.4) of higher priority; or, all quality criteria being equally satisfied, it is generated earlier than the other one in the sequence of the candidates (see Articles 3.6 or 3.7).

This is where we must make ourselves content with what best we can. If we arrive here, we have already tried all possible transpositions and exchanges, only to reach a simple, if dismal, conclusion – there is no perfect candidate! Hence, we choose the best available candidate, which is the final provisional-best found during the evaluation of all candidates (as illustrated in Article 3.5).

THE SIEVE PAIRING

An interesting alternative to the procedure described above – not always a practical one, but important from a theoretical point of view – is the one we shall call "Sieve pairing" (because of its similarity with the famous Eratosthenes' Sieve).

The basic idea is remarkably simple. We build all the possible legal pairings (i.e., all those that comply with the absolute criteria). Then we start applying all the pairing criteria, one by one, starting with the most important one and proceeding downwards. By applying each criterion, we can discard some of the pairings, so that, as we proceed, the surviving candidates becomes fewer and fewer. If, at some stage in the process, only one candidate remains, we choose that one – it may even be a lousy one, but there is nothing better. If, after applying all the pairing criteria, we are left with more than one candidate, then we choose the one that would be the first to be generated in accordance with the sequence defined by Section 3.

This method is sometimes a powerful help in pairing those small but ugly brackets we occasionally find in the late rounds of a tournament.

4. Rules for the Sequential Generation of the Pairings

This section establishes rules to determine the sequence in which transpositions, exchanges, and MDP sets must be tried, to generate the candidates in the correct sequence. First, we should note that, in the FIDE (Dutch) system, any change of the order in S2 (transposition) is, by definition, preferable to even a single exchange of players between S1 and S2 (see Article 4.3.3). Then, we always move the player(s) whose displacement will cause the least possible difference of the candidate from the previous one (in the sense explained in the comments to Articles 3.5 and 3.6). The underlying idea is to operate by tiny steps, in order to obtain a pairing as similar as possible to the "natural" one, while at the same time allowing the best possible quality of the pairing itself.

4.1 In-Bracket Sequence-Number (BSN)

4.1.1 Before any transposition or exchange take place, all players in the bracket or in the remainder shall be tagged with consecutive BSNs representing their respective ranking order (according to Article 1.2) in the bracket (i.e. 1, 2, 3, 4, ...).

In this phase, the use of TPNs can be sometimes confusing. We will see presently that some rules are based on the numbers that represent the position of each player in the bracket. Those rules are meant for strictly sequential and contiguous numbers starting from 1 because we use the sum of such numbers to sort exchanges (see Article 4.3) – thus, in addition to their order, their actual numeric value is also important. The original TPNs are not necessarily in strict sequential order, so we give temporary sequence numbers ("BSN") to the players of the bracket or remainder, as a handy remedy to simplify the application of the following rules. Please note that the BSNs to be used for the pairing of the remainder in a heterogeneous bracket cannot be the same used for the MDP-pairing (they are not contiguous anymore). Thus, after the MDP-pairing, and before proceeding to the remainder, we must assign brand new BSNs to its players.

4.2 Transpositions in S2

4.2.1 A transposition is a change in the order of the BSNs (*all representing resident players*) in S2.

4.2.2 All the possible transpositions are sorted depending on the lexicographic value of their first N1 BSN(s), where N1 is the number of BSN(s) in S1.

Note: the remaining BSN(s) of S2 are ignored in this context, because they represent players bound to constitute the remainder in case of a heterogeneous bracket; or bound to downfloat in case of a homogeneous bracket. For example, in a 11-player homogeneous bracket, it is 6-7-8-9-10, 6-7-8-9-11, 6-7-8-10-11, ..., 6-11-10-9-8, 7-6-8-9-10, ..., 11-10-9-8-7 (720 transpositions); if the bracket is heterogeneous with two MDPs, it is: 3-4, 3-5, 3-6, ..., 3-11, 4-3, 4-5, ..., 11-10 (72 transpositions).

All transpositions are sorted and compared based on the dictionary ("lexicographical") order, so that a given transposition precedes or follows another one if the string formed by the players' BSNs of the first one precedes or follows that of the second one. (To decide which string precedes the other one, we compare the first number of the first string with the first number of the second string. If either of the two is lower than the other one, the string it belongs to is the "smaller" one. When they are equal, we proceed to the second element of each string and repeat the comparison. Then, if needed, we go on to the third, the fourth, and so on – until we find the first difference. Please note that there must necessarily be a difference because the two lists contain the same elements taken in different order. For the same reason, the two strings being compared are always of the same length, because neither transpositions nor exchanges can change the number of players in the subgroup.

The subgroup S1 may or may not have the same number of players as S2. For a meaningful comparison, we must define the number of elements in each of the two strings of BSNs that we are comparing. We are looking for mates for each element in S1 (each one of them represents a player). Thus, we only consider a number N1 of elements from S2, while the remaining ones are irrelevant, at least for the moment.

A simple example will help us clarify the matter. Consider a heterogeneous bracket {S1= [1]; S2 = [2, 3, 4]}. All the possible transpositions of S2 (properly sorted, and including the original S2) are:

[2,3,4]; [2,4,3]; [3,2,4]; [3,4,2]; [4,2,3]; [4,3,2].

(By the way, in the simple case where every BSN is a single digit, the string can be interpreted as a number, which becomes larger and larger as we proceed with each new transposition: 234, 243, 324, 342, 423, 432.)

Since we want to pair #1 with the first element of S2, it is apparent at once that [2,3,4] and [2,4,3] have the very same effect (of course, this equivalence is in no way general – it depends only on the fact that we are looking for just one element!). The same holds for [3,2,4] and [3,4,2]; and for [4,2,3] and [4,3,2]. Hence, the actual sequence of transpositions is as follows (elements between slashes "/.../" are irrelevant in this phase and we therefore ignore them for the time being): [2] /3, 4/; [3] /2, 4/; [4] /2, 3/.

4.3 Exchanges in Homogeneous Brackets or Remainders (original S1 ↔ original S2)

4.3.1 An exchange in a homogeneous bracket (also called a resident-exchange) is a swap of two equally sized groups of BSN(s) (*all representing resident players*) between the original S1 and the original S2.

> *The exchanged sets must of course have the same size because we must not change the size of S1 and S2.*
>
> *To evaluate the "weight" of the change, we want to consider the choice of players as well as the size of the exchanged sets. To do that, we need a set of criteria addressing the different aspects of this choice. The aim is, as always, the "minimum disturbance" – i.e., to try and have a pairing as similar as possible to the natural one (again in the sense explained in the comments to Articles 3.5 and 3.6).*

4.3.2 In order to sort all the possible resident-exchanges, apply the following "comparison rules between two resident-exchanges" in the specified order (*i.e. if a rule does not discriminate between two exchanges, move to the next one*).
The priority goes to the exchange having:

1. the smallest number of exchanged BSN(s) (e.g. exchanging just one BSN is better than exchanging two of them).

   > *In sorting exchanges, the first criterion is the number of involved players – the less, the better. In fact, what the rules say, here, is that exchanging only one player, however strong, is better than exchanging two players, even if they are very weak. (Some players would not accept this so easily.)*
   >
   > *We also want to note that, for each player exchanged from S1 to S2, two routes are possible –the player must either be paired with a higher-ranked opponent, or float (see "How many players can we exchange?", page 146).*

2. the smallest difference between "the sum of the BSN(s) moved from the original S2 to S1 and the sum of the BSN(s) moved from the original S1 to S2" (e.g. in a bracket containing eleven players, exchanging 6 with 4 is better than exchanging 8 with 5; similarly exchanging 8+6 with 4+3 is better than exchanging 9+8 with 5+4; and so on).

   > *In principle, all players in S1 should be stronger than any player in S2 (even though, in fact, this is not always true). Hence, when we swap two players across subgroups, we try to choose the weakest possible player in S1 and swap that player with the strongest possible one from S2. Thus, we use the BSNs to choose a player as low-ranked as possible from S1, and a player as high-ranked as possible from S2, and then swap them, with the idea that a higher rank should indicate a stronger player. The difference between exchanged numbers is (or, at least, should be) a direct measure of the difference in (estimated) strength and should therefore be as little as possible. (This constraint is equivalent to minimising the sum of the differences between exchanged BSNs. For a given set of players exchanged from S2, it is tantamount to minimising the sum of BSNs in S1. In the same way, for a given set of players exchanged from S1, it is the same as maximising the sum of BSNs from S2.)*

3. the largest differing BSN among those moved from the original S1 to S2 (e.g. moving 5 from S1 to S2 is better than moving 4; similarly, 5-2 is better than 4-3; 5-4-1 is better than 5-3-2; and so on).

*When two possible choices of players to be exchanged show an identical difference in the sum of their respective BSNs, we choose the set in which the lowest-ranked player from **S1** (i.e., the one with the highest BSN) has a lower rank.*

In the above example, {5-2} is better than {4-3} (in the logic of the FIDE Swiss (Dutch) system, of course) because exchanging #5 is better than exchanging #4. Similarly, {5,4,1} is a better choice than {5,3,2}, because exchanging #4 is better than exchanging #3.

Note: Sometimes, just as in the example above, we may end up exchanging a higher-ranked player (i.e., a player with a lower BSN), as a side effect of enforcing the exchange of the lowest-ranked possible player. This choice may seem peculiar, but it is correct if we consider that an exchange does not operate on "several single players" but on a complete set of them. Hence, we must determine if a given set is better or worse than another one. In this case, {5, 4, 1} is better than {5, 3, 2} – therefore, we exchange #1, who is the top-player, because this is the way to exchange #4 rather than #3. (We should note, in passing, that player #1, when exchanged, will unavoidably float, because there is no possible higher-ranked opponent for them – see "How many players can we exchange?", page 146).

4. the smallest differing BSN among those moved from the original S2 to S1 (e.g. moving 6 from S2 to S1 is better than moving 7; similarly, 6-9 is better than 7-8; 6-7-10 is better than 6-8-9; and so on).

*Finally, having optimised the difference in ranking and minimised the disturbance in S1, we can optimise the disturbance in **S2** too.*

Contrary to S1, here we try to exchange the lower possible BSNs (i.e., a player as high-ranked as possible). Hence, 6-9 is better than 7-8, because exchanging #6 is better than exchanging #7 – and so forth.

4.4 Set of pairable MDPs

4.4.1 A set of pairable MDP(s) is valid if it leaves a Limbo compliant with [C7] (see Article 2.4.2).

If a bracket is heterogeneous, before starting the pairing process we must prepare and sort the sets of pairable MDPs. Those sets will be used to populate the subgroup S1 (see Article 3.2.2), to pair them with resident players. Those MDPs that are not pairable in the current bracket go into the Limbo (whence they will eventually downfloat), so there is no point in putting any of them in a set of MDPs to be paired. This article defines which sets are acceptable, while the next one sets a rule to sort them, thus establishing the correct sequence in which they should be used.

An MDP set is valid if what players remain in the Limbo (and, thus, are going to downfloat) minimise the scores of downfloaters [C7] (and, of course, it must also comply with the Completion criterion [C4], i.e., it must allow the completion of the round-pairing). This means that, in some instances, the set could contain fewer MDPs than we could pair in the current bracket (e.g., to leave some of them available to accommodate players that otherwise could find no possible opponent in subsequent brackets – or, possibly, the player that must receive the PAB).

We obtain the absolute minimum scores when all downfloaters are residents. When there are MDPs among the downfloaters, those MDPs have, by definition, higher scores than any resident. To comply with [C7], we must minimise the score of the top-scored downfloater; then of the second-top; and so on.

Now, the number of downfloaters from the current bracket is determined by [C6] and, therefore, it is a fixed quantity. Part of those downfloaters can be MDPs (as we saw in the comment to [C7]). In order to comply with [C7], we must find (in fact, by gazing into a crystal orb…) not only the number of MDPs going to downfloat, but also their score.

It is worth mentioning that the use of the RSL (see the comment to [C7]) can facilitate this step. The RSL gives us the number and scores of the players in the Limbo, so no subsequent "resizing" of the MDP set is in order and no crystal orb is required. Besides, it also ensures compliance with [C7] by construction, i.e., score minimisation was already made.

4.4.2 Valid sets of pairable MDP(s) are sorted according to their smallest differing BSN.

Article 4.4.1 told us how to build the set of MDPs, choosing them so that it allows compliance with criterion [C7] – besides, of course, the Requirement Zero ([C4]). Now, it is time to choose, from all these valid sets, which one should be used for the candidate. This article provides the rule that let us decide which set comes first. An example is the best explanation.

Let us suppose that the current bracket contains players {1, 2, 3, 4} as MDPs and that the following MDP sets are valid (see Article 4.4.1).

{1, 3}; {1, 4}; {3, 4}; {1}; {3}; {4}.

It is understood that the larger is the number of MDPs in the set, the better is the set (provided we choose the highest available scores – any MDP not included in the set is bound to downfloat, thus causing the score of downfloaters to grow). Therefore, we ought to select among the sets D_1={1, 3}, D_2={1, 4}, and D_3={3, 4}. The rule tells us to compare the smallest differing BSNs – thus, we compare the <u>first</u> elements of each set, and this immediately excludes D_3, whose first element is different (in fact, larger) than those of D_1 and D_2 (so the first elements of D_1 and D_2 are the "smallest differing" BSNs). The latter two, however, have identical first elements, so the first differing element is the second one. Choosing the smaller one, we finally give precedence to D_1. In the end, we try D_1 first, then D_2 and then again D_3.

4.5 Next Element (follow-up of all Articles 4.2 to 4.4)

4.5.1 Any time an order has been established in accordance with Articles 4.2 to 4.4, any application of the corresponding article will pick the next element in the sorting order.

So, the basic configuration of S1 and S2 (sometimes, we informally call it the "transposition zero") did not work, and we had to change it. If we are lucky, the first attempt at a different transposition, exchange, or choice of an MDP set will yield the desired result. More often, we must persevere in our attempts until we find a successful one. To do that, we must follow the order (or sequence) established by the three rules illustrated above. Ideally, we should start by establishing a full list of all the possible transformations – be them transpositions or exchanges of any kind – sorting that list according to (respectively) Articles 4.2, 4.3, or 4.4 and then trying them one by one until we find the first useful one. In common practice, exchanges and transpositions will be tried together (usually, we try one or more transpositions for each exchange). To avoid mistakes, it is most advisable to annotate the last transformation we used (of each kind) so that, on the following attempt, we can be sure about which element of the sequence should be the next one.

5. Colour Allocation Rules

5.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

> *The initial-colour does not refer to any particular player. In fact, it is a parameter of the tournament, and the only one left to fate! It allows the allocation of the correct colour to each player who still has no colour preference.*

5.2 For each pair apply (with descending priority):

5.2.1 Grant both colour preferences.

5.2.2 Grant the stronger colour preference (see Article 1.7). If both are absolute (topscorers, see Article 1.8) grant the wider colour difference (see Article 1.6).

> *When two or more absolute colour preferences are involved, Article 5.2.2 also considers the colour differences of the players (see Article 1.6.1). Of course, such differences can happen only for topscorers, and therefore only in the last round (in previous rounds, a pairing with colliding absolute colour preferences is forbidden). Let us consider the example of two topscorers with absolute colour preferences and the following colour histories:*
>
> *1: BBWBWB*
> *2: WWBWBB*
>
> *Here, player #1 has a colour difference C_D=-2, while player #2 has C_D=0.*
>
> *Thus, we try to equalise the colour differences by assigning the preferred colour to player #1.*
>
> *This rule applies only to pairs in which both players have an absolute preference, while in all other cases the rule does not apply – e.g., in the pair:*
>
> *1: WBBWBWB (strong preference, C_D=-1)*
> *2: uWWBWBB (absolute preference, C_D=0)*
>
> *the absolute preference is satisfied, no matter how large the colour difference is.*

5.2.3 Alternate the colours to the most recent time in which one player had White and the other Black.

Note: Always consider Article 3.4 of the General Handling Rules for Swiss Tournaments.

> *To correctly manage colour assignments when one or both players have missed one or more games, we often need to compare colour histories by means of Article C.04.2:3.4. For example, in comparing the colour histories of two players, the sequence uuWB is equivalent to BWWB and WBWB – but take notice that the latter two are not equivalent to each other!*

5.2.4 Grant the colour preference of the higher ranked player (see Article 1.2).

> *We want to pay particular attention to this point – all other conditions being equal, the higher-ranked player does not get White but <u>their expected colour.</u> (This is a moderately common misunderstanding among players.)*
>
> *The higher-ranked player is selected as per Article 1.2, i.e., based primarily on higher score, and then on higher initial ranking (e.g., if #1 has 3 points, and #7 has 3.5 points, the latter has higher rank than the former).*

5.2.5 If the higher ranked player has an odd TPN (see Article 1.1), give them the initial-colour; otherwise give them the opposite colour.

> *We get here when both players of the pair have no colour preference at all. Therefore, we allocate colours to the players based on the initial-colour, which was decided by drawing of lots before the start of the tournament.*
>
> *Of course, this rule will always be used in the first round, obtaining the well-known results, but it will also be useful in subsequent rounds, when we have a pairing between two players who played no games yet (e.g., late entries or forfeits). Please note that, when using an accelerated pairing system, the usual colour alternation is disrupted, unless the number of players in the first scoregroup is a multiple of four.*
>
> *We ought to remember that players who enter the tournament only at a later round (and, therefore, were not paired in the previous rounds), in fact, do not exist yet. An obvious side effect of this is that we cannot expect all "odd-numbered" and "even-numbered" players in subsequent rounds to have the same colours as usual (i.e., as they would have in a "perfect" tournament). In fact, late entries may have different effects on TPNs, depending on how they are managed.*
>
> *If we insert all the players in the list straight from the beginning, TPNs will not change in the subsequent rounds, but the pairing of the first round will have to "skip" the absent players. For example, if player #12 is not going to play in the first round, players #13, #15, and so forth, who should seemingly get the initial-colour, will in fact have the opposite colour; while players #14, #16, and so on will get the initial-colour.*

If, on the contrary, we insert late players only when they actually enter the tournament (as required by Article C.04.2:2.4), we must put them in their correct place in the players' list. All the subsequent players shift forward in the list to accommodate the new entries and, thus, have their TPNs changed. (For example, if a newly inserted player gets #12, then the previous #12, who had colour opposite to the initial-colour, will now be #13, and so on for all subsequent play

C.04.4.1 Dubov System (effective from 1 February 2026)

DUBOV SYSTEM
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Preface

The Dubov Swiss Pairing System is designed to maximise the fair treatment of the players. This means that a player having more points than another player during a tournament should have a higher performance rating as well. If the average rating of all players is nearly equal, like in a round robin tournament, the goal is reached. As a Swiss System is a statistical system, this goal can only be reached approximately. The approach is the attempt to equalise the average rating of the opponents (ARO, see Article 1.7) of all players of a scoregroup. Therefore, the pairing of a round will now pair players who have a low ARO against opponents who have high ratings.

1. Introductory Remarks and Definitions

1.1 Rating

1.1.1 Each player must have a rating.

1.1.2 If a player does not have a rating, a provisional one must be assigned to the player by the Chief Arbiter.

1.2 Tournament Pairing Number ("TPN")

1.2.1 For the definition and management of TPNs, see Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order and Late Entries).

1.2.2 Each time a player's rating is introduced or modified before the pairing of the fourth round, the Chief Arbiter must recalculate the TPNs.

1.3 Scoregroups and Pairing Brackets

1.3.1 A scoregroup is composed of all the players with the same score.

1.3.2 A (pairing) bracket is a group of players to be paired. It is composed of players coming from the same scoregroup (called resident players) and (possibly) of players coming from lower scoregroups (called upfloaters).

1.4 Pairing-Allocated Bye

See Article 3 of the Basic Rules for Swiss Systems *(Should the number of participants to be paired be odd, one participant is not paired. This participant receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the rules of the tournament state otherwise. This number of points shall be the same for all pairing-allocated byes)*.

1.5 Colour Difference

The colour difference of a player is the number of games played with White minus the number of games played with Black by this player.

1.6 Colour Preferences

The colour preference (also called: **due colour**) is the colour that a player should ideally receive for the next game.

1.6.1 An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player had the same colour in the two latest rounds they played. The preference is for White when the colour difference is less than -1 or when the last two games were played with Black. The preference is for Black when the colour difference is greater than +1, or when the last two games were played with White.

1.6.2 A strong colour preference occurs when a player's colour difference is +1 (preference for Black) or -1 (preference for White).

1.6.3 A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game they played.

1.6.4 Players who did not play any games are considered to have a mild colour preference for Black.

1.7 Average Rating of Opponents (ARO)

1.7.1 ARO is defined for each player who has played at least one game. It is given by the sum of the ratings of the opponents the player met over-the-board *(i.e. only played games are used to compute ARO)*, divided by the number of such opponents, and rounded to the nearest integer number (the higher, if the division ends for 0.5).

1.7.2 ARO is computed for each player after each round as a basis for the pairings of the next round.

1.7.3 If a player has yet to play a game, their ARO is zero.

1.8 Maximum Upfloater

1.8.1 A player is said to be a maximum upfloater when they have already been upfloated a maximum number of times (MaxT).

1.8.2 MaxT is a parameter whose value depends on the number of rounds in the tournament (Rnds), and is computed with the following formula:

MaxT = 2 + [Rnds/5]

where [Rnds/5] means Rnds divided by 5 and rounded downwards.

1.9 Round-Pairing Outlook

1.9.1 The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria [C1] to [C3] (see Article 2.1) have been complied with.

1.9.2 The pairing process starts with the assignment of the pairing-allocated-bye (see Article 3.1) and continues with the pairing of all the scoregroups (see Article 3.2), in descending order of score, until the round-pairing is complete.

1.9.3 If it is impossible to complete a round-pairing, the Chief Arbiter shall decide what to do.

Note: Article 2 defines all the criteria that the pairing of a bracket has to satisfy (in order of priority).
Article 3 defines the pairing procedures and Article 4 the sorting criteria used in them.
Article 5 defines the colour allocation rules that determine which players will play with White.

2. Pairing Criteria

2.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

2.1.1 [C1] See the Basic Rules for Swiss, Article 2 *(Two participants shall not play against each other more than once)*.

2.1.2 [C2] See the Basic Rules for Swiss, Article 4 *(A participant who has already received a pairing-allocated bye, or has already scored in one single round, without playing, as many points as rewarded for a win, shall not receive the pairing-allocated bye)*.

2.1.3 [C3] Two players with the same absolute colour preference (see Article 1.6.1) shall not meet (see the Basic Rules for Swiss, Articles 6 and 7).

2.2 Completion Criterion

2.2.1 [C4] A pairing complying with all the absolute criteria (see Article 2.1) shall always exist for all players not yet paired.

2.3 Quality Criteria

To obtain the best possible pairing for a bracket, comply as much as possible with the following criteria, given in descending priority:

2.3.1 [C5] Minimise the number of upfloaters.

2.3.2 [C6] Minimise the score differences (taken in descending order) in the pairs involving upfloaters, i.e. maximise the scores (taken in ascending order) of the upfloaters.

2.3.3 [C7] Minimise the number of players who do not get their colour preference.

2.3.4 [C8] Unless it is the last round, minimise the number of upfloaters who are maximum upfloaters (see Article 1.8).

2.3.5 [C9] Unless it is the last round, minimise the number of times a maximum upfloater is upfloated.

2.3.6 [C10] Unless it is the last round, minimise the number of upfloaters who upfloated in the previous round.

3. Pairing Procedures

3.1 Pairing-Allocated-Bye Assignment

The pairing-allocated-bye is assigned to the player who:

3.1.1 has neither received a pairing-allocated-bye, nor scored a (forfeit) win in the previous rounds (see [C2], Article 2.1.2)

3.1.2 allows a complete pairing of all the remaining players (see [C4], Article 2.2.1)

3.1.3 has the lowest score

3.1.4 has played the highest number of games

3.1.5 has the largest TPN (see Article 1.2)

3.2 Pairing Process for a Bracket

3.2.1 Determine the minimum number of upfloaters needed to obtain a legal pairing of all the (remaining) resident players of the scoregroup.

Note: A pairing is legal when the criteria [C1], [C3] and [C4] (see Articles 2.1.1, 2.1.3 and 2.2.1 respectively) are complied with.

3.2.2 Choose the first set of upfloaters (first in the order given by Article 4.2) that, together with the (remaining) resident players of this scoregroup, produces a pairing that complies at best with all the pairing criteria ([C1] to [C10], see Articles 2.1 to 2.3).

Note: To choose the best set of upfloaters, consider that the ensuing bracket (residents + upfloaters) is paired better than another one if it better satisfies a quality criterion ([C5] to [C10], see Article 2.3) of higher priority.

3.2.3 The players of the bracket are divided in two subgroups:

1. **G1**

This subgroup initially contains the players who have a colour preference for White, unless all the players in the bracket have yet to play a game (like, for instance, in the first round). In the latter case, this subgroup contains the first half of the players of the bracket (according to their TPN).

1. **G2**

This subgroup initially contains the remaining players of the bracket.

3.2.4 G1/G2 re-composition

1. If players from the smaller subgroup (or from G1, if their sizes are equal) must unavoidably be paired together, a number of players equal to the number of such pairs must be shifted from that subgroup into the other one. Find the **best** set of such players and proceed with the shift.
2. Now, if the number of players in (the possibly new) G1 is different from the number of players in (the possibly new) G2, in order to equalise the size of the two subgroups, extract the **best** set of players from the larger subgroup, and shift those players into the smaller subgroup.

*Note: **Best**, in both instances, means the first set of players (first in the order given by Article 4.3) that can yield a legal pairing that complies at best with [C7] (see Article 2.3.3).*

3.2.5 Sort the players in (the possibly new) G1 in order of ascending ARO or, when AROs are equal, according to their ascending TPN. S1 is the subgroup resulting from such sorting.

Note: The sorting of G2 players is described in Article 4.3.

3.2.6 Choose T2, which is the first such transposition of G2 players (transpositions are sorted by Article 4.4) that can yield a legal pairing, according to the following generation rule: the first player of S1 is paired with the first player of T2, the second player of S1 with the second player of T2, and so on.

4. Sorting Criteria

4.1 Generalities

In the articles of this section, the schema below is followed:

4.1.1 A pool of P players is selected.

4.1.2 Each player in the pool is assigned a sequence number (from #1 to #P) according to a primary sorting criterion.

4.1.3 In order to select a set of K such players, the sets are sorted according to the smallest differing sequence number of their members. For instance, with K=2, the set {#1,#2} will precede {#1,#3}, the set {#1,#P} will precede {#2,#3}, and so on.

4.2 Sorting the Upfloaters

4.2.1 All those players that have a lower score than the resident players of the scoregroup to be paired, are possible upfloaters and constitute the selected pool (see Article 4.1.1).

4.2.2 Each possible upfloater receives a sequence number, according to their descending score and, when scores are equal, to their ascending TPN.

4.2.3 Compliance with criteria [C5] and [C6] (see Articles 2.3.1 and 2.3.2) determines the number of upfloaters and their scores in valid sets.

4.3 Sorting the Shifters

Any player in the bracket having a colour preference for White (Black) is a possible White (resp. Black) shifter. The need for shifters arises when, in order to make or complete a pairing, some players seeking a colour are shifted to the subgroup of players initially seeking the other colour.

4.3.1 The possible White (resp. Black) shifters constitute the selected pool (see Article 4.1.1).

4.3.2 White seekers are sorted in order of ascending ARO or, when AROs are equal, ascending TPN. Black seekers are sorted according to their ascending TPN.

4.3.3 With the list sorted as in 4.3.2, assign the sequence numbers, starting with the player in the (remaining) middle of the list or, when two players are in the (remaining) middle, to the one with a higher position in the list.

Example: If the sorted list contains seven players (in order: A, B, C, D, E, F, G), #1 goes to D (middle of the seven players), #2 to C (higher between C and E, both in the middle of the remaining six players), #3 to E (middle of the remaining five players), #4 to B, #5 to F, #6 to A, #7 to G.

Rationale: Since the system tries to equalise the ARO of the White seekers (while the Black seekers are "tools" for reaching this goal), it is statistically better to shift White seekers with AROs in the middle (their ARO is probably already equalised), and Black seekers with ratings in the middle (because ARO equalisation is usually performed better by Black seekers with extreme ratings).

4.4 Sorting G2 Players (Transpositions)

4.4.1 The players involved are the ones that end up in the G2 subgroup after the manoeuvres described in Article 2.2.4. Such players constitute the selected pool (see Article 4.1.1).

4.4.2 The players in the G2 pool are assigned sequence numbers according to their ascending TPN. The sorted sets of G2 players are also called Transpositions.

Note: If, for instance, players A, B, C (listed according to their ascending TPN) are in G2, the different Transpositions are {A, B, C} {A, C, B} {B, A, C} {B, C, A} {C, A, B} and {C, B, A}, in that exact order.

5. Colour Allocation Rules

5.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

5.2 For each pair apply (with descending priority):

5.2.1 When both players have yet to play a game, if the higher ranked player *(i.e. the player who has more points or, when points are equal, has a smaller TPN)* has an odd TPN, give them the initial-colour; otherwise, give them the opposite colour.

5.2.2 Grant both colour preferences.

5.2.3 Grant the stronger colour preference.

5.2.4 Alternate the colours to the most recent time in which one player had White and the other Black.

Note: Always consider Article 3.4 of the General Handling Rules for Swiss Tournaments.

5.2.5 Grant the colour preference of the higher ranked player (see Article 5.2.1).

C.04.4.2 Burstein System (effective from 1 February 2026)

BURSTEIN SYSTEM
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Preface

The BURSTEIN Swiss Pairing System is designed to maximise the fair treatment of players - in the sense that players having the same score should have met an average opposition as equal as possible during a tournament.

The system evaluates the strength of the opposition by means of an Index that only uses current data of the tournament, and it is based on tie-break derived method(s) (Ratings are taken into account only when everything else is equal - see Articles 1.7 and 1.8). If this Index gives a nearly equal evaluation of all players in the same scoregroup, the goal is reached. Nevertheless, since a Swiss System is a more or less statistical system, this goal can only be reached approximately.

The approach is to attempt to equalise the Index of all players in each scoregroup. Once the system is properly seeded (by pairing a number of early rounds using traditional methods - see Article 1.6), the Index becomes a good evaluator of players' strength. Henceforth, in each round, the system will try to pair players who have a high Index with players who have a low Index within the same scoregroup. Although the immediate effect of this manoeuvre is negligible (the Index is based on opponents' scores, and the players paired together often have equal scores), in the long run the desired effect is achieved (approximately, as mentioned above).

1. Introductory Remarks and Definitions

1.1 Tournament Pairing Number ("TPN")

For the definition and management of TPNs, see Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order and Late Entries).

1.2 Scoregroups and Pairing Brackets

1.2.1 A scoregroup is composed of all the players with the same score.

1.2.2 A (pairing) bracket is a group of players to be paired. It is composed of players coming from a scoregroup (called resident players) and (possibly) of players who remained unpaired after the pairing of the previous bracket (called incoming floaters).

1.3 Pairing-Allocated Bye

See Article 3 of the Basic Rules for Swiss Systems *(Should the number of participants to be paired be odd, one participant is not paired. This participant receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the rules of the tournament state otherwise. This number of points shall be the same for all pairing-allocated byes)*.

1.4 Colour Difference

The colour difference of a player is the number of games played with White minus the number of games played with Black by this player.

1.5 Colour Preferences

The colour preference (also called: due colour) is the colour that a player should ideally receive for the next game. It can be determined for each player who has played at least one game.

1.5.1 An absolute colour preference occurs when a player's colour difference is greater than +1 or less than -1, or when a player had the same colour in the two last rounds they played. The preference is for White when the colour difference is less than -1 or when the last two games were played with Black. The preference is for Black when the colour difference is greater than +1, or when the last two games were played with White.

1.5.2 A strong colour preference occurs when a player's colour difference is +1 (preference for Black) or -1 (preference for White).

1.5.3 A mild colour preference occurs when a player's colour difference is zero, the preference being to alternate the colour with respect to the previous game they played.

1.5.4 Players who did not play any games have no colour preference (the preference of their opponents is granted).

1.6 Seeding Rounds

1.6.1 In order to properly seed the system, some initial rounds, called seeding rounds, are paired following the rules of the FIDE (Dutch) System.

1.6.2 The number of seeding rounds is equal to half the number of rounds in the tournament (rounded down) or 4 (four), whichever is lower.

1.7 Opposition Evaluation

During the pairing process, the players in a bracket need to be sorted (see Articles 2.1.5, 5.2.1, 5.2.5, 4.1), by applying some or all of the methods defined here, as directed by Article 1.8.1.

1.7.1 Sorting Methods

1. **Buchholz**

It is the sum of the (current) scores of the opponents the player met.

1. **Sonneborn-Berger**

It is the sum of the products given by the points the player earned against each opponent times the (current) scores of that opponent.

Note: If the standard scoring system is used, the above means the sum of the score of the opponents a player has defeated plus half the sum of the score of the opponents with whom they have drawn.

1.7.2 Common Rules

1. **Unplayed Games**
2. If a player does not play in a round, the round shall be considered as one in which that player played against himself getting the result (win, draw, loss) that yields the same number of points as registered for the standings (and the future pairings).

3. Exception: if a player has a series of consecutive zero-point-byes up to the current round, each of the ones gathered in previous rounds, for the benefit of the player's actual over-the-board opponents, is considered as a draw.
4. **Acceleration Methods**
5. If virtual points are used (e.g. with the Baku Acceleration Method - see FIDE-approved Accelerated Systems), such virtual points shall be excluded from the computation of any method.

1.8 Ranking Order

After the seeding rounds (see Article 1.6), for pairings purposes only, the players in a bracket are ranked in order of, respectively:

1.8.1 (Opposition Evaluation) Index, which is a sequence of the methods seen in Article 1.7.1, to be applied in the following order *(any subsequent method is used when preceding method(s) yield equal values)*:

1. Buchholz (see Article 1.7.1.1)
2. Sonneborn-Berger (see Article 1.7.1.2)

1.8.2 TPN, in ascending order (see Article 1.1)

Note: Players' scores are not used in the pairing ranking order.

1.9 Round-Pairing Outlook

Note: This outlook is valid after the seeding rounds (see Article 1.6) have been completed.

1.9.1 The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria [C1] to [C3] (see Article 3.1) have been complied with.

1.9.2 The pairing process starts with the assignment of the pairing-allocated-bye (see Article 2.1) and continues by pairing the top scoregroup, and then bracket by bracket until all the scoregroups, in descending order, have been used and the round-pairing is complete.

1.9.3 If it is impossible to complete a round-pairing, the Chief Arbiter shall decide what to do.

Note: Article 2 defines all the criteria that the pairing of a bracket has to satisfy (in order of priority).
Article 3 defines the pairing procedures and Article 4 the sorting criterion used in them.
Article 5 defines the colour allocation rules that determine which players will play with White.

2. Pairing Criteria

2.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

2.1.1 [C1] See the Basic Rules for Swiss, Article 2 *(Two participants shall not play against each other more than once)*.

2.1.2 [C2] See the Basic Rules for Swiss, Article 4 *(A participant who has already received a pairing-allocated bye, or has already scored in one single round, without playing, as many points as rewarded for a win, shall not receive the pairing-allocated bye)*.

2.1.3 [C3] Two players with the same absolute colour preference (see Article 1.5.1) shall not meet (see the Basic Rules for Swiss, Articles 6 and 7).

2.2 Completion Criterion

2.2.1 [C4] A pairing complying with all the absolute criteria (see Article 2.1) shall always exist for all players not yet paired.

2.3 Quality Criteria

To obtain the best possible pairing for a bracket, comply as much as possible with the following criteria, given in descending priority:

2.3.1 [C5] Maximise the number of pairs (equivalent to: minimise the number of outgoing floaters).

2.3.2 [C6] Minimise the scores (taken in descending order) of the outgoing floaters.

2.3.3 [C7] Choose the outgoing floaters so that in the following bracket every criterion from [C1] to [C6] (see Articles 2.1 to 2.3.2) is complied with.

2.3.4 [C8] Minimise the number of players who do not get their colour preference.

3. Pairing Procedures

3.1 Pairing-Allocated-Bye Assignment

The pairing-allocated-bye is assigned to the player who:

3.1.1 has neither received a pairing-allocated-bye, nor scored a (forfeit) win in the previous rounds (see [C2], Article 2.1.2)

3.1.2 allows a complete pairing of all the remaining players (see [C4], Article 2.2.1)

3.1.3 has the lowest score

3.1.4 has played the highest number of games

3.1.5 occupies the lowest ranking (according to Article 1.8)

3.2 Pairing Process for a Bracket

3.2.1 **Preparation**

1. The pairing of a bracket is composed of pairs and outgoing floaters.
2. Determine the maximum number of pairs that can be obtained in the current bracket while complying with criteria from [C1] to [C5] (see Articles 2.1.1 to 2.3.1).
3. This automatically determines the number of outgoing floaters.

3.2.2 **Operations**

1. Choose the first pairing (as ordered according to Article 4) that complies best with all the pairing criteria ([C1] to [C8], see Articles 2.1 to 2.3).
2. Consider that a pairing is better than another if it better satisfies a quality criterion ([C5]-[C8], see Article 2.3) of higher priority.

4. Order of Pairings

4.1 All players in the bracket shall be tagged with consecutive in-bracket sequence-numbers (BSN for short) representing their respective ranking order (according to Article 1.8) in the bracket (i.e. 1, 2, 3, 4, ...).

4.2 The bracket is then extended, adding a number of virtual players equal to the number of outgoing floaters (see [C5], Article 2.3.1). All those virtual players are assigned a BSN equal to zero, meaning that their opponent shall float.

4.3 In order to sort all the possible pairings, apply the following rule: a pairing precedes another if its BSN #1's opponent has a larger BSN (i.e. lower ranking) than the other's. If BSN #1's opponents are the same, then compare BSN #2's opponents; and so on.

Note: Let us assume that the bracket contains six players (1 to 6) and only two pairs can be made, so there are two downfloaters. Then, we add two zeroes to indicate this. The first candidate pairing is 1-6, 2-5, 3-0, 4-0. Then we have, in order (left to right):

1-6, 2-4, 3-0, 5-0	1-6, 2-3, 4-0, 5-0	1-6, 2-0, 3-5, 4-0	1-6, 2-0, 3-4, 5-0	1-6, 2-0, 3-0, 4-5
1-5, 2-6, 3-0, 4-0	1-5, 2-4, 3-0, 6-0	1-5, 2-3, 4-0, 6-0	1-5, 2-0, 3-6, 4-0	1-5, 2-0, 3-4, 6-0
1-5, 2-0, 3-0, 4-6	1-4, 2-6, 3-0, 5-0	1-4, 2-5, 3-0, 6-0	1-4, 2-3, 5-0, 6-0	1-4, 2-0, 3-6, 5-0
1-4, 2-0, 3-5, 6-0	1-4, 2-0, 3-0, 5-6	1-3, 2-6, 4-0, 5-0	1-3, 2-5, 4-0, 6-0	1-3, 2-4, 5-0, 6-0
1-3, 2-0, 4-6, 5-0	1-3, 2-0, 4-5, 6-0	1-3, 2-0, 4-5, 6-0	1-3, 2-0, 4-0, 5-6	1-2, 3-6, 4-0, 5-0
1-2, 3-5, 4-0, 6-0	1-2, 3-4, 5-0, 6-0	1-2, 3-0, 4-6, 5-0	1-2, 3-0, 4-5, 6-0	1-2, 3-0, 4-0, 5-6
1-0, 2-6, 3-5, 4-0	1-0, 2-6, 3-4, 5-0	1-0, 2-6, 3-0, 4-5	1-0, 2-5, 3-6, 4-0	1-0, 2-5, 3-4, 6-0
1-0, 2-5, 3-0, 4-6	1-0, 2-4, 3-6, 5-0	1-0, 2-4, 3-5, 6-0	1-0, 2-4, 3-0, 5-6	1-0, 2-3, 4-6, 5-0
1-0, 2-3, 4-5, 6-0	1-0, 2-3, 4-0, 5-6	1-0, 2-0, 3-6, 4-5	1-0, 2-0, 3-5, 4-6	1-0, 2-0, 3-4, 5-6.

5. Colour Allocation Rules

5.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

5.2 For each pair apply (with descending priority):

5.2.1 When both players have yet to play a game, if the higher ranked player (according to Article 1.8) has an odd TPN, give them the initial-colour; otherwise, give them the opposite colour.

5.2.2 Grant both colour preferences.

5.2.3 Grant the stronger colour preference.

5.2.4 Alternate the colours to the most recent time in which one player had White and the other Black.

Note: Always consider Article 3.4 of the General Handling Rules for Swiss Tournaments.

5.2.5 Grant the colour preference of the higher ranked player (see Article 1.8).

C.04.4.3 Lim System (effective from 1 February 2026)

LIM SYSTEM
Approved by the General Assembly of 1987
Amended by the 1988, 1989, 1997, 1998 General Assemblies and 1999 Executive Board.
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

General Pairing Rules

1. Awarding the pairing-allocated bye

1.1 In addition of what is stated in Article 3 of the Basic Rules for Swiss Systems, the pairing-allocated bye is awarded to the player with the lowest rank in the lowest scoregroup.

2. Pairing a Scoregroup

2.1 Two players who have not yet played each other are said to be compatible provided that the pairing will not require either player to have the same colour in three successive rounds, or to have three more of one colour than the other.

2.2 The players with the same score form a scoregroup. The Median Scoregroup is the scoregroup with players having the score equal to half the number of rounds that have been played. Pairing begins with the highest scoregroup and proceeds downward until just before the Median Scoregroup, then continues with the lowest scoregroup and proceeds upwards to the Median Scoregroup which is paired last. The Median-Scoregroup is paired downward.

2.3 Before the players in a scoregroup are paired, the players in the scoregroup who have no suitable opponents for the following reasons are identified and transferred to a neighbouring scoregroup:

2.3.1 they have already played all the players of their scoregroup; or

2.3.2 they have already received two more of one colour over an equal allocation and there is no compatible opponent available in the scoregroup to enable them to have a permissible colour; or

2.3.3 they have already received the same colour in the previous two rounds and there is no compatible player in the scoregroup to enable them to have the alternate colour; or

2.3.4 it is necessary to make even the number of players in the scoregroup

Such a transferred player is described as a floater. Rules on how to select the floater, if a choice is available, are given in the section on "Floater Selection Rules" (Article 3

2.4 The players in a scoregroup, after transfer of players where necessary, are arranged in the order of their pairing numbers and the players in the top half are tentatively paired with the players in the bottom half. These pairings are said to be proposed pairings, to be confirmed after scrutiny for compatibility and proper colour. If the players in a scoregroup are numbered: 1, 2, 3 ... n, then the proposed pairings are (ignoring colours): 1 v (n/2 + 1), 2 v (n/2 + 2), 3 v (n/2 + 3) ... n/2 v n.

2.5 Where a proposed pairing would result in the pairing of players who have already played each other, the lower numbered player of the two is exchanged for another within the same scoregroup. Further exchanges of opponents may be made to allow alternation or equalisation of colours where possible. How players are exchanged is described in the "Exchange Rules" (Article 4).

2.6 Pairing a blocked median scoregroup

If the median scoregroup cannot be paired, it should be extended step by step under the following rules:

2.6.1 if the number of floaters from higher scoregroups is larger than the number of floaters from lower scoregroups the next pairing of the lower scoregroup shall be cracked and the players of this pairing shall be treated as additional floaters from the lower scoregroup. Then the pairing of the median scoregroup is started again.

2.6.2 if the above condition is not fulfilled, then the next pairing of the higher scoregroup shall be cracked and the players of this pairing shall be treated as additional floaters from the higher scoregroup. Then the pairing of the median scoregroup is started again.

3. Floater Selection Rules

3.1 The "floater" is a player who is transferred to another scoregroup in accordance with Article 2.3, or because a compatible opponent cannot be found for the player despite exchanges in the scoregroup.

3.2 Floater Selection

3.2.1 When pairing proceeds downward, the floater is transferred to the next lower scoregroup. When pairing proceeds upwards, the floater is transferred to the next higher scoregroup.

3.2.2 When making even a scoregroup, determine the due colours of the players and select as the floater a player who would tend to equalise the number of players due different colours.

3.2.3 (In Maxi-tournaments, when pairing downward, the difference in rating between the chosen player and the lowest numbered player in the scoregroup must differ by 100 points or less, otherwise the lowest numbered player in the scoregroup is chosen as the floater. When pairing upwards, the difference in rating between the player chosen and the highest numbered player in the scoregroup must differ by 100 points or less, otherwise the highest numbered player is chosen as the floater.)

3.2.4 If the number of players due White equals the number of players due Black, the lowest numbered player is chosen as the floater when pairing downward, and the highest numbered player is chosen as the floater when pairing upwards.

3.3 If there is a choice as to which player floats to a lower scoregroup, the player chosen is the lowest numbered player in the scoregroup who has a compatible opponent in the lower scoregroup, after excluding the opponents of other floaters who have higher scores or higher pairing numbers than the proposed floater.

3.4 If there is a choice as to which player floats to a higher scoregroup, the player chosen is the highest numbered player in the scoregroup who has a compatible opponent in the higher scoregroup, after excluding the opponents of other floaters who have lower scores or lower pairing numbers than the proposed floater.

3.5 If a proposed floater has no compatible opponent in the adjacent scoregroup, they shall, if possible, be exchanged for another player in their scoregroup; otherwise, they shall be floated to a further scoregroup.

3.6 When pairing a group that includes floaters from a higher scoregroup, the floater with the highest score is paired first, or the floater with the highest pairing number, if scores are equal.

3.6.1 When pairing a group that includes down-floaters (DF) from a higher scoregroup, the floater with the higher pairing number is paired first.

3.6.2 When pairing a group with DF coming from different higher scoregroups, the floater coming from the highest score group is paired first (not always the one with the highest pairing number).

3.6.3 When there are DF and UF (up-floaters) in the same scoregroups (this should normally happen in the median scoregroup) in the upper half of scoregroups or in the median group, first pair the DF, then the UF and finally the remaining players.

3.7 When pairing a group that includes floaters from a lower scoregroup, the floater with the lowest score is paired first, or the floater with the lowest pairing number, if scores are equal.

3.7.1 When pairing a group that includes UF from a lower scoregroup (in the 2nd half) the floater with the lowest pairing number is paired first.

3.7.2 When pairing a group that includes UF coming from different lower groups, the UF coming from the lowest scoregroup is paired first (this is not always the player with the highest pairing number).

3.7.3 When there are UF and DF in the same score group in the second half of scoregroups, first pair the UF, then the DF, and finally the other remaining players.

3.8 When pairing downward, the floater is paired with the highest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less). When pairing upwards, the floater is paired with the lowest numbered player available who is due the alternate colour (provided, in Maxi-tournaments, that the ratings of proposed opponents who are exchanged for this purpose differ by 100 points or less).

3.9 Type of Floaters

3.9.1 Due to their origin and their compatibility in the adjacent scoregroup there are four types of floaters listed in descending order of disadvantages.

a. a floater who has already floated to the scoregroup just being handled and has no compatible opponent in the adjacent scoregroup.
b. a floater who has already floated to the scoregroup just being handled and has a compatible opponent in the adjacent scoregroup.
c. a floater who has no compatible opponent in the adjacent scoregroup.
d. a floater who has a compatible opponent in the adjacent scoregroup.

3.9.2 If there is a choice, the floaters should be chosen to minimise the disadvantages using the following priorities:

a. avoid floater(s) of type a
b. avoid floater(s) of type b
c. avoid floater(s) of type c

3.10 A floater who has floated the round just before shall not be floated due to Article 2.3.4 provided:

3.10.1 this will not produce other floaters of the types a, b, c of Article 3.9

3.10.2 this will not decrease the number of pairings of that scoregroup

4. Exchange Rules

4.1 The proposed pairings of players obtained according to Article 2.4 are scrutinised in turn for compliance with the compatibility statement (see Article 2.1). And,

4.1.1 when pairing downward, scrutiny of proposed pairings begins with the highest numbered player; if the pairing is found not to comply with Article 2.1, the lower numbered player is exchanged until a compatible pairing is found; or,

4.1.2 when pairing upwards, scrutiny of proposed pairings begins with the lowest numbered player; if the pairing is found not to comply with Article 2.1, the higher numbered player is exchanged until a compatible pairing is found.

4.2 In the following example of a scoregroup with six players, and pairing downward, the attempt is first made to find a compatible opponent for Player #1, the highest numbered player in the scoregroup.

Six players in a scoregroup with proposed pairings as follows:

1 v 4

2 v 5

3 v 6

If the pairing 1 v 4 is not compatible, for example, because the players had met in an earlier round, the positions of Player #4 and Player #5 are exchanged so that we have:

1 v 5

2 v 4

3 v 6

If the pairing 1 v 5 is also not compatible, a further exchange is made. The original proposed pairing and possible exchanges made to find a compatible opponent for Player #1 are as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #1

1 v 4	1 v 5	1 v 6	1 v 3	1 v 2
2 v 5	2 v 4	2 v 4	2 v 5	3 v 5
3 v 6	3 v 6	3 v 5	4 v 6	4 v 6

4.3 After a compatible opponent, for example, #6, has been found for Player #1, the proposed pairing for Player #2 is scrutinised. Exchanges to find a compatible opponent for Player #2 are as follows:

Proposed Pairing (col. 1) and Possible exchanges to find compatible opponent for #2

1 v 6	1 v 6	1 v 6	1 v 3	1 v 2
2 v 4	2 v 5	2 v 3	2 v 6	3 v 5
3 v 5	3 v 4	4 v 5	4 v 5	4 v 6

4.4 The exchanges to find a compatible opponent for Player #2 must at the same time leave Player #1 with a compatible opponent. If this cannot be done, for example, if Player #1 and Player #2 have previously played each other and all the other players except Player #6, then the original pairing of Player #1 with Player #6 is retained, and Player #2 is floated. And,

4.4.1 if the scoregroup originally had uneven members and the lowest numbered player was floated to make even the number of players in the scoregroup, #2 is exchanged with the floater, originally #7 in the scoregroup, or,

4.4.2 if the scoregroup was originally even, then the lowest numbered player remaining must be floated in company with #2 to maintain an even number of members in the scoregroup.

5. Colour Allocation Rules

5.1 Where possible, and by means of exchanges, each player shall be given the alternate colour; at the end of each even-numbered round each player shall have had an equal number of Whites and Blacks. Moreover,

5.1.1 no player shall be given the same colour in three successive rounds, and

5.1.2 no player shall be given three more of one colour than the other.

5.2 After the first scrutiny and exchanges necessary to establish that all pairings in a scoregroup are new pairings, a second scrutiny with exchanges where necessary is undertaken to give each player, if possible, the alternating colour and at the same time, the equalising colour.

5.3 If one of the players in a pairing had the same colour in the previous two rounds, this player must be given the alternating colour. If both players had the same colour in the previous two rounds and compatible opponents in the scoregroup are not available, then one or both players must be floated.

5.4 If both players in a pairing had the same colour in the previous round, then the colours they had in earlier rounds, going back in sequence, shall decide who is given the alternate colour. If players in the median scoregroup or above had identical histories, then the higher ranked is given the alternate colour, or, in even-numbered rounds, the equalising colour. If the players below the median scoregroup had identical histories, then the lower ranked player is given the alternate colour, or, in even numbered rounds, the equalising colour.

5.5 In the odd-numbered rounds, whenever possible, each player shall be given the colour which gives them one more only of one colour than the other.

5.6 In the even-numbered rounds, whenever possible, each player shall be given the colour that gives them an equal number of Whites and Blacks.

When both players of a pairing are due the same equalising colour, and further exchanges are not possible, the colour history will decide who is given the equalising colour, as in Article 5.4. One player will then have two more of one colour than the other colour.

This is allowed but care must be taken not to violate Articles 5.1.1 and 5.1.2, and to equalise the player's colours at the earliest opportunity.

5.7 (In Maxi-tournaments, an exchange of opponents to find, for example, one who is due the alternate colour is allowed only if the ratings of the opponents to be exchanged differ by 100 points or less.)

6. Exceptions applicable to the last round

In the last round, Article 5 of the Basic Rules for Swiss Systems, requiring players with the same score to be paired if they had not met in an earlier round, shall have priority over alternation and equalisation of colours, even if it is necessary for one of the players to be given the same colour for the third round in succession, or to be given three more of one colour than the other.

Brief examples of pairing

7. Pairing Round One

7.1 If the number of players is uneven, the lowest rated player in the Pairing List is given the pairing-allocated bye.

7.2 The colour to be given to Player #1 is decided by drawing lots; the other odd-numbered players in the upper half of the Pairing List are then given the same colour as Player #1. Player #2 together with the other even-numbered players in the upper half of the Pairing List are given the other colour.

Depending on the draw, the pairings for the first round in a tournament of forty players would be either 1 v 21, 22 v 2, 3 v 23, 24 v 4, ... 40 v 20; or 21 v 1, 2 v 22, 23 v 3, 4 v 24 ... 20 v 40, where the player having White is mentioned first. This is the only occasion when colours need be decided by lot.

7.3 Players who have won their games are each awarded one point; each of those who have drawn receives 0.5 point. Each of those who have lost receives 0 point.

8. Round Two

8.1 The players are arranged in groups of the same score.

8.2 If the number of players is uneven, then the pairing-allocated bye is awarded as in Article 1.

8.3 Pairing begins with the highest scoregroup (1 point), continues with the lowest scoregroup (0 point) and finishes with the Median Scoregroup (0.5 point).

Detailed instructions for pairing Round Two and subsequent rounds are above.

C.04.5 Double-Swiss Pairing System

DOUBLE-SWISS SYSTEM
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Preface

Double-Swiss competitions are tournaments in which every pairing is a match between two players. The match consists of two games played in succession, with alternating colours and with points assigned for each game.

In a Double-Swiss competition, the usual results of a match are 2-0, 1½-½, 1-1, ½-1½, or 0-2. Also, since a game can (rarely) end ½-0, 0-½, or 0-0, other possible match results are 1½-0, 1-½, ½-1, 0-1½, 1-0, ½-½, 0-1, ½-0, 0-½, and 0-0.

A match ends by forfeit only if at least one player forfeits both games. In this case, the same pairing may be repeated in a later round. In all other cases, the match is considered as regularly played and, for the purposes of tie-breaks and standings, any forfeited (single) game shall be treated as played. (This rule does not apply to rating.)

Byes (requested or assigned) apply only to matches, never to individual games.

1. Introductory Remarks and Definitions

1.1 Tournament Pairing Number ("TPN")

For the definition and management of TPNs, see Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order and Late Entries).

1.2 Order

For pairings purposes only, the players are ranked in order of, respectively

1.2.1 Score

1.2.2 TPN (in ascending order)

1.3 Scoregroups and Pairing Brackets

1.3.1 A scoregroup is composed of all the players with the same score.

1.3.2 A (pairing) bracket is an even numbered group of players all to be paired. It is composed of players coming from the same scoregroup (called resident players) and (possibly) of players coming from lower scoregroups (called upfloaters).

1.4 Pairing-Allocated-Bye (PAB)

Should the number of players to be paired be odd, one player is not paired. This player receives a pairing-allocated bye: no opponent, no colour, and as many points as if the player had played a match winning a game and drawing the other, unless the rules of the tournament state otherwise. This number of points shall be the same for all pairing-allocated byes *(See Article 3 of the Basic Rules for Swiss Systems)*.

1.5 Floaters

A floater is a player who plays against an opponent with a different score.

1.6 Colours

A player is said to have (had) a colour (White or Black) in a match if at least one game of the match was actually played and the player was scheduled to play the first game with that colour.

2. Pairing Criteria

2.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

2.1.1 [C1] See the Basic Rules for Swiss, Article 2 *(Two participants shall not play against each other more than once)*.

2.1.2 [C2] A player who has already received a pairing-allocated bye or won a match by forfeit (or been given a FIDE-deprecated full-point bye) shall not receive the pairing-allocated bye.

2.2 Completion Criterion

2.2.1 [C3] A pairing complying with all the absolute criteria (see Article 2.1) shall always exist for all players not yet paired.

2.3 Quality Criteria

In order to best pair all players of the top-scoregroup (see Article 3.2), comply as much as possible with the following criteria, given in descending priority:

2.3.1 [C4] Minimise the number of upfloaters.

2.3.2 [C5] Minimise the score differences (taken in descending order) in the pairs involving upfloaters, i.e. maximise the scores (taken in ascending order) of the upfloaters.

2.3.3 [C6] Unless all the players in the following scoregroup became or are upfloaters (thus this scoregroup is now empty), choose the set of upfloaters so that criteria [C1], [C3] and [C4] (see Articles 2.1.1, 2.2.1 and 2.3.1) are complied with in the bracket where this (not empty) scoregroup is paired.

Note: *Only the mentioned scoregroup is involved, even though some of the upfloaters come from lower scoregroups.*

2.3.4 [C7] With the exception of the last round, minimise the number of upfloaters who were floaters in the previous round (see Article 1.5).

2.3.5 [C8] With the exception of the last round, minimise the number of upfloaters' opponents who were floaters in the previous round (see Article 1.5).

3. Pairing Definitions and Rules

3.1 Legal Pairing

3.1.1 A pairing is legal when the absolute criteria [C1] and [C2] (see Article 2.1) are complied with.

3.1.2 During the pairing, the completion criterion [C.3] (see Article 2.2) is also to be complied with.

3.2 Top-Scoregroup

During the pairing, it is the group of one or more players who have the highest score among the players who are yet to be paired.

3.3 Round-Pairing Outlook

3.3.1 The pairing of a round (called round-pairing) is complete if all the players (except at most one, who receives the pairing-allocated bye) have been paired and the absolute criteria [C1] and [C2] (see Article 2.1) have been complied with.

3.3.2 The pairing process consists of the following steps:

1. The first step in the pairing process is the assignment of the pairing-allocated-bye (if needed) by applying Article 3.4.
2. Then, the top-scoregroup is combined, when needed, with a set of upfloaters (selected according to Article 3.5), to form a bracket that is paired according to Article 3.6.
3. The previous step-2 is then repeated until the round-pairing is complete.
4. Colours are then assigned according to Article 4.

3.3.3 If it is impossible to complete a round-pairing, the Chief Arbiter shall decide what to do.

3.4 Pairing-Allocated-Bye Assignment

The pairing-allocated-bye is assigned to the player who:

3.4.1 leaves a legal pairing for all players

3.4.2 has the lowest score

3.4.3 has played the highest number of matches

3.4.4 has the largest TPN

3.5 Selection of Upfloaters for the Top-Scoregroup

3.5.1 All players with a lower score than the resident players of the top-scoregroup are potential upfloaters.

3.5.2 Consider all sets of potential upfloaters that comply with [C4] and [C5] (see Articles 2.3.1 and 2.3.2).

Note: This somehow determines the number of upfloaters in the set and their scores.

3.5.3 In each set, the potential upfloaters, identified by their TPN, are first sorted by descending score and then, when scores are equal, by ascending TPN.

3.5.4 These sets are then sorted among themselves by the lexicographic order of their TPNs.

Example: L*et's assume that 2,6,8 have 3 points, and 1,3,5 have 2.5 points. [C4] determines that a set of three upfloaters is needed, and [C5] determines that two upfloaters must have 3 points and the other 2.5 points. The possible set of upfloaters are: {2,6,1} < {2,6,3} < {2,6,5} < {2,8,1} < {2,8,3} < {2,8,5} < {6,8,1} < {6,8,3} < {6,8,5}, already sorted in the proper order.*

3.5.5 Choose the first set that, together with the top-scoregroup, produces a legal pairing that also complies with criteria [C6] and [C7] (see Articles 2.3.3 and 2.3.4) - besides [C4] and [C5] (see Articles 2.3.1 and 2.3.2), which it complies with by construction.

3.6 Pairing of a Bracket

3.6.1 A pairing is a sequence of pairs that includes all players in the bracket. For each pair, the player with the smaller TPN is the top member of the pair; the player with the larger TPN is the bottom member of the pair.

3.6.2 A pairing is identified by the TPNs of the top members of each pair sorted in ascending order, followed by the TPNs of the bottom member of the corresponding pair.

Example: *If 11-24 16-6 10-9 8-4 is a pairing, its identifier is 4 6 9 11 8 16 10 24.*

3.6.3 Pairings are sorted by the lexicographic order of their identifiers.

3.6.4 Choose the first pairing that also complies with criteria [C1] and [C8] (see Articles 2.1.1 and 2.3.5 - besides the other criteria, which it complies with by construction).

4. Colour Allocation Rules

4.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

4.2 In a pair, the higher-ranked-player ("HRP") is the player with the higher score or, if both players have the same score, the smaller TPN.

4.3 For each pair apply (with descending priority):

4.3.1 When both players have yet to play a match, if the HRP has an odd TPN, give the HRP the initial-colour; otherwise, give the HRP the opposite colour.

4.3.2 Give White to the player with the lower number of Whites.

4.3.3 Alternate the colours to the most recent time in which one player had White and the other Black.

Note: Always consider Article 3.4 of the General Handling Rules for Swiss Tournaments.

4.3.4 Alternate the colour of the HRP from the HRP's last played round.

4.3.5 Alternate the colour of the HRP's opponent from the HRP's opponent last played round.

4.4 The player who gets White plays the first game of the match with White and the second with Black (see also the Preface and Article 1.6).

C.04.6 Swiss Team Pairing System (effective from 1 February 2026)

TEAM PAIRING SYSTEM
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Preface

The Swiss Pairing System Rules specified in the Basic Rules for Swiss Systems and in the Articles 1, 2.4, 2.5, 3 and 4 of the General Handling Rules for Swiss Tournaments are for individuals, but can also be applied mutatis mutandis to teams, with one significant exception: the Articles 6 and 7 of the Basic Rules for Swiss Systems never apply.

In fact, for teams, the colours are less important. This is mainly because individuals in a team can be substituted or shifted between the various boards, and because teams are often composed of an even number of players, resulting in each team having an equal number of players playing with White and Black. That is why the rules presented here display various lower-strength colour preferences than those described in the individual rules, and of different varieties, to facilitate various forms of team competitions. There may be competitions where colours have no importance at all (for instance because each individual plays one game with White and one with Black); other competitions where having a particular colour is not a decisive factor (for instance, because teams have an even number of players and all teams play in the same geographical place); and still others, where the colour is more meaningful (for instance, because the composition of the teams cannot be changed, or teams have an odd-number of players, or having a particular colour may mean a home or a road match). In any case, the colour will never be a factor so decisive as to prevent two teams from playing against each other. Therefore, there are no absolute colour preferences outlined in these regulations.

Articles 2.1-2.3 of the General Handling Rules for Swiss Tournaments, dealing with the initial order of the teams, have been deliberately omitted from the initial list shown above because there are too many variants to take into account to define an appropriate strength for teams, such as only using starters' ratings; including reserves; counting a fixed number of highest ratings; managing unrated players; and so on. In the end, it is preferable to leave any details out of the general rules and let the initial order of teams be determined by the rules of each specific competition.

1. Introductory Remarks and Definitions

1.1 Tournament Pairing Number ("TPN")

1.1.1 Each team must have a different TPN, from 1 to the TPN corresponding to the number of teams.

1.1.2 The rules of the team competition shall describe how to assign a TPN to each team. Otherwise, it is a decision of the Chief Arbiter.

Note: This provision overrides Articles 2.1 to 2.3 of the General Handling Rules for Swiss Tournaments.

1.1.3 Once defined, the TPN should not be modified (except as stated in Articles 2.4 and 2.5 of the General Handling Rules for Swiss Tournaments), unless the Chief Arbiter decides otherwise.

1.2 Score

1.2.1 The rules of the competition shall state which, between "match points" and "game points", is called "primary score" (or, more simply, "score"), and whether the other ("secondary score") is used for colour allocation (see Article 4.2.2).

1.2.2 The default is to use "match points" as the (primary) score and "game points" for colour allocation.

1.3 Scoregroups and Pairing Brackets

1.3.1 A scoregroup is composed of all the teams with the same score.

1.3.2 A (pairing) bracket is an even numbered group of teams all to be paired. It is composed of teams coming from the same scoregroup (called resident teams) and (possibly) of teams coming from lower scoregroups (called upfloaters).

1.4 Pairing-Allocated-Bye (PAB)

Should the number of teams to be paired be odd, one team is not paired. This team receives a pairing-allocated-bye: no opponent, no colour, and as many match points and game points as are rewarded for a draw, unless the regulations of the team competition state otherwise. These numbers of points shall be the same for all pairing-allocated byes *(See Article 3 of the Basic Rules for Swiss Systems)*.

1.5 Floaters

A floater is a team that plays against an opponent with a different score.

1.6 Colour Difference (CD)

1.6.1 A team is said to have (had) a colour (White or Black) in a match if the match was actually played and the player on the first board was scheduled to play with that colour.

1.6.2 The colour difference of a team is the number of matches where the team had White minus the number of matches where the team had Black.

1.7 Colour Preference

Type A colour preferences are used unless the rules of the team competition specify that either Type B colour preferences shall be used, or colour preferences are not to be used at all.

1.7.1 Type A colour preferences

1. A team has a simple (Type A) colour preference for White if its CD is less than -1, or, being its CD 0 or -1, the team had Black in the last two played matches.
2. A team has a simple (Type A) colour preference for Black if its CD is more than +1, or, being its CD 0 or +1, the team had White in the last two played matches.
3. In all other situations, the team has no (Type A) colour preference.

1.7.2 Type B colour preferences

1. A team has a strong (Type B) colour preference for White if its CD is less than -1, or, being its CD 0 or -1, the team had Black in the last two played matches.
2. A team has a strong (Type B) colour preference for Black if its CD is more than +1, or, being its CD 0 or +1, the team had White in the last two played matches.
3. A team has a mild (Type B) colour preference for White if its CD is -1, or, if it is zero and it is not the last round, the team had Black in the last played match.
4. A team has a mild (Type B) colour preference for Black if its CD is +1, or, if it is zero and it is not the last round, the team had White in the last played match.
5. A team has no (Type B) colour preference when it has yet to play a match, or when its CD is zero when pairing for the last round.

2. Pairing Criteria

2.1 Absolute Criteria

No pairing shall violate the following absolute criteria:

2.1.1 [C1] See the Basic Rules for Swiss, Article 2 *(Two participants shall not play against each other more than once)*.

2.1.2 [C2] A team that has already received a pairing-allocated bye or won a match by forfeit (or been given a FIDE-deprecated full-point bye) shall not receive the pairing-allocated bye.

2.2 Completion Criterion

2.2.1 [C3] A pairing complying with all the absolute criteria (see Article 2.1) shall always exist for all teams not yet paired.

2.3 Quality Criteria

In order to best pair all teams of the top-scoregroup (see Article 3.2), comply as much as possible with the following criteria, given in descending priority:

2.3.1 [C4] Minimise the number of upfloaters.

2.3.2 [C5] Minimise the score differences (taken in descending order) in the pairs involving upfloaters, i.e. maximise the scores (taken in ascending order) of the upfloaters.

2.3.3 [C6] Unless all the teams in the following scoregroup became or are upfloaters (thus this scoregroup is now empty), choose the set of upfloaters so that criteria [C1], [C3] and [C4] (see Articles 2.1.1, 2.2.1 and 2.3.1) are complied with in the bracket where this (not empty) scoregroup is paired.

Note: Only the mentioned scoregroup is involved, even though some of the upfloaters come from lower scoregroups.

2.3.4 [C7] With the exception of the last two rounds, minimise the number of upfloaters that were floaters in the previous round (see Article 1.5).

2.3.5 [C8] Minimise the number of teams whose colour preference, if any, is not fulfilled.

2.3.6 [C9] (Type B only) Minimise the number of teams whose strong colour preference, if any, is not fulfilled.

2.3.7 [C10] With the exception of the last two rounds, minimise the number of upfloaters' opponents that were floaters in the previous round (see Article 1.5).

3. Pairing Definitions and Rules

3.1 Legal Pairing

3.1.1 A pairing is legal when the absolute criteria [C1] and [C2] (see Article 2.1) are complied with.

3.1.2 During the pairing, the completion criterion [C.3] (see Article 2.2) is also to be complied with.

3.2 Top-Scoregroup

During the pairing, it is the group of one or more teams that have the highest score among the teams that are yet to be paired.

3.3 Round-Pairing Outlook

3.3.1 The pairing of a round (called round-pairing) is complete if all the teams (except at most one, which receives the pairing-allocated bye) have been paired and the absolute criteria [C1] and [C2] (see Article 2.1) have been complied with.

3.3.2 The pairing process consists of the following steps:

1. The first step in the pairing process is the assignment of the pairing-allocated-bye (if needed) by applying Article 3.4.
2. Then, the top-scoregroup is combined, when needed, with a set of upfloaters (selected according to Article 3.5), to form a bracket that is paired according to Article 3.6.
3. The previous step-2 is then repeated until the round-pairing is complete.
4. Colours are then assigned according to Article 4.

3.3.3 If it is impossible to complete a round-pairing, the Chief Arbiter shall decide what to do.

3.4 Pairing-Allocated-Bye Assignment

The pairing-allocated-bye is assigned to the team that:

3.4.1 leaves a legal pairing for all teams

3.4.2 has the lowest score

3.4.3 has played the highest number of matches

3.4.4 has the largest TPN

3.5 Selection of Upfloaters for the Top-Scoregroup

3.5.1 All teams with a lower score than the resident teams of the top-scoregroup are potential upfloaters.

3.5.2 Consider all sets of potential upfloaters that comply with [C4] and [C5] (see Articles 2.3.1 and 2.3.2).

Note: This somehow determines the number of upfloaters in the set and their scores.

3.5.3 In each set, the potential upfloaters, identified by their TPN, are first sorted by descending score and then, when scores are equal, by ascending TPN.

3.5.4 These sets are then sorted among themselves by the lexicographic order of their TPNs.

Example: L*et's assume that 2,6,8 have 3 points, and 1,3,5 have 2.5 points. [C4] determines that a set of three upfloaters is needed, and [C5] determines that two upfloaters must have 3 points and the other 2.5 points. The possible set of upfloaters are: {2,6,1} < {2,6,3} < {2,6,5} < {2,8,1} < {2,8,3} < {2,8,5} < {6,8,1} < {6,8,3} < {6,8,5}, already sorted in the proper order.*

3.5.5 Choose the first set that, together with the top-scoregroup, produces a legal pairing that also complies with criteria [C6] and [C7] (see Articles 2.3.3 and 2.3.4) - besides [C4] and [C5] (see Articles 2.3.1 and 2.3.2), which it complies with by construction.

3.6 Pairing of a Bracket

3.6.1 A pairing is a sequence of pairs that includes all teams in the bracket. For each pair, the team with the smaller TPN is the top member of the pair; the team with the larger TPN is the bottom member of the pair.

3.6.2 A pairing is identified by the TPNs of the top members of each pair sorted in ascending order, followed by the TPNs of the bottom member of the corresponding pair.

Example: *If 11-24 16-6 10-9 8-4 is a pairing, its identifier is 4 6 9 11 8 16 10 24.*

3.6.3 Pairings are sorted by the lexicographic order of their identifiers.

3.6.4 Choose the first pairing that also complies with criteria [C1], [C8], [C9] and [C10] (see Articles 2.1.1 and 2.3.5 to 2.3.7 - besides the other criteria, which it complies with by construction).

4. Colour Allocation Rules

4.1 The initial-colour is the colour determined by drawing of lots before the pairing of the first round.

4.2 The first-team is the team (first that applies):

4.2.1 with the higher primary score; or

4.2.2 with the higher secondary score *(unless the rules of the competition state not to use it*); or

4.2.3 with the smaller TPN.

4.3 For each pair apply (with descending priority):

4.3.1 When both teams have yet to play a match, if the first-team has an odd TPN, give it the initial-colour; otherwise, give it the opposite colour.

4.3.2 If only one team has a colour preference, grant it.

4.3.3 If the two teams have opposite colour preferences, grant them.

4.3.4 (Type B only) If only one team has a strong colour preference, grant it.

4.3.5 Give White to the team with the lower colour difference.

Note: -2 is lower than -1; +1 is lower than +2.

4.3.6 Alternate the colours to the most recent time in which one team had White and the other Black.

Note: Always consider Article 3.4 of the General Handling Rules for Swiss Tournaments.

4.3.7 Grant the colour preference of the first-team.

4.3.8 Alternate the colour of the first-team from its last played round.

4.3.9 Alternate the colour of the other team from its last played round.

C.04.7 FIDE-approved Accelerated Systems (effective from 1 February 2026)

FIDE-APPROVED ACCELERATED SYSTEMS
Approved by the Council on 28/10/2025
Applied from 1st February, 2026

0. Preface

In Swiss tournaments with a wide range of (mostly reliable) playing strengths, the results of the first round(s) are usually quite predictable. In the first round, only a few percent of the games, in an individual competition, or matches, in a team competition, have a result other than "win to the stronger part". The same may happen again in round two. It can be shown that, in title tournaments, this can prevent players from achieving norms.

An accelerated pairing is a variation of Swiss pairings in which the first rounds are modified in such a way as to overcome the aforementioned weaknesses of the Swiss system, without compromising the reliability of the final rankings.

It is not appropriate to design an entirely new pairing system for acceleration, but rather design a system that works together with existing FIDE-defined pairing systems. This result is normally achieved by rearranging score brackets in some way that does not only depend on the points that the participants have scored. For instance, one of the possible methods is to add so-called "virtual points" to the score of some higher rated participants (who are supposedly stronger) and henceforth build the score brackets based on the total score (real score + virtual points).

The following chapters will describe the methods that were statistically proven to accomplish the aforementioned goals. The Baku Acceleration Method is presented first, because it was the first that, through statistical analysis, was proven to be good and stable (and is also easy to explain).

Other accelerated methods may be added, as long as they can be proven, through statistical analysis, to get better results than already described methods or, if their effectiveness is comparable, to be simpler.

Unless explicitly specified otherwise, each described acceleration method is applicable to any Swiss Pairing System.

1. Baku Acceleration Method

1.1 Premise

The Baku Acceleration Method is applicable in any tournament where the standings are based on scoring point systems where the points for a win equal the points for two draws and the points for a loss are zero.

1.2 Initial Groups Division

Before the first round, the list of participants to be paired (properly sorted) shall be split in two groups, GA and GB. The first group (GA) shall contain the first half of the participants, rounded up to the nearest even number. The second group (GB) shall contain all the remaining participants.

*Note: For instance, if there are 161 participants in the tournament, the nearest even number that comprises the first half of the participants (i.e. 80.5) is 82. The formula 2 * Q (2 times Q), where Q is the number of participants divided by 4 and rounded upwards, may be helpful in computing such number - that, besides being the number of GA participants, is also the tournament pairing number ("TPN") of the last GA participant.*

1.3 Late Entries

1.3.1 If there are entries after the first round, those participants shall be accommodated in the pairing list according to Article 2 of the General Handling Rules for Swiss Tournaments (Initial Order and Late Entries).

1.3.2 The last GA-participant shall be the same participant as in the previous round.

Note 1: In such circumstances, the TPN of the last GA-participant may be different by the one set accordingly to Article 1.2.

Note 2: After the first round, GA may contain an odd number of participants.

1.4 Virtual Points

1.4.1 The "accelerated rounds" are the ones in the first half (rounded up) of the tournament.

1.4.2 Before pairing the first half (rounded up) of the accelerated rounds, all the participants in GA are assigned a number of points (called virtual points) equal to the number of points awarded for a win.

1.4.3 Such virtual points are halved before pairing the remaining accelerated rounds.

Note: Consequently, no virtual points are ever given to participants in GB, or to any participant after the last accelerated round has been played.

1.4.4 Examples:

1. In a nine-round individual tournament that uses the standard scoring point system, the accelerated rounds are five. The players in GA are assigned one virtual point in the first three rounds, and half virtual point in the next two rounds.

2. In an 11-round team competition with matchpoints [*] as the primary score (2 MP for win, 1 MP for draw), the teams in GA are assigned two virtual matchpoints in the first three rounds and one virtual matchpoint in the next three rounds.

[*] *Note that if gamepoints were the primary score, the Baku Acceleration could not be used*

1.5 Pairing Score

The pairing score of a participant (i.e. the value used to define the scoregroups and internally sort them - and, also, used to sort the boards, see Article 3.6 of General Handling Rules for Swiss Tournaments) is given by the sum of their standings points and the virtual points assigned to them.

General Regulations for Competitions. Annex 1: Details of Berger Table

Berger Tables for Round-Robin Tournaments

Where there is an odd number of players, the highest number counts as a bye.

3 or 4 players:
Rd 1: 1-4, 2-3.
Rd 2: 4-3, 1-2.
Rd 3: 2-4, 3-1.

5 or 6 players:
Rd 1: 1-6, 2-5, 3-4.
Rd 2: 6-4, 5-3, 1-2.
Rd 3: 2-6, 3-1, 4-5.
Rd 4: 6-5, 1-4, 2-3.
Rd 5: 3-6, 4-2, 5-1.

7 or 8 players:
Rd 1: 1-8, 2-7, 3-6, 4-5.
Rd 2: 8-5, 6-4, 7-3, 1-2.
Rd 3: 2-8, 3-1, 4-7, 5-6.
Rd 4: 8-6, 7-5, 1-4, 2-3.
Rd 5: 3-8, 4-2, 5-1, 6-7.
Rd 6: 8-7, 1-6, 2-5, 3-4.
Rd 7: 4-8, 5-3, 6-2, 7-1.

9 or 10 players:
Rd 1: 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 2: 10-6, 7-5, 8-4, 9-3, 1-2.
Rd 3: 2-10, 3-1, 4-9, 5-8, 6-7.
Rd 4: 10-7, 8-6, 9-5, 1-4, 2-3.
Rd 5: 3-10, 4-2, 5-1, 6-9, 7-8.
Rd 6: 10-8, 9-7, 1-6, 2-5, 3-4.
Rd 7: 4-10, 5-3, 6-2, 7-1, 8-9.
Rd 8: 10-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-10, 6-4, 7-3, 8-2, 9-1.

11 or 12 players:
Rd 1: 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 2: 12-7, 8-6, 9-5, 10-4, 11-3, 1-2.
Rd 3: 2-12, 3-1, 4-11, 5-10, 6-9, 7-8.
Rd 4: 12-8, 9-7, 10-6, 11-5, 1-4, 2-3.
Rd 5: 3-12, 4-2, 5-1, 6-11, 7-10, 8-9.
Rd 6: 12-9, 10-8, 11-7, 1-6, 2-5, 3-4.
Rd 7: 4-12, 5-3, 6-2, 7-1, 8-11, 9-10.
Rd 8: 12-10, 11-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-12, 6-4, 7-3, 8-2, 9-1, 10-11.
Rd 10: 12-11, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-12, 7-5, 8-4, 9-3, 10-2, 11-1**.**

13 or 14 players:
Rd 1: 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 2: 14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.
Rd 3: 2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 4: 14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.
Rd 5: 3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10.
Rd 6: 14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.
Rd 7: 4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11.
Rd 8: 14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12.
Rd 10: 14-12, 13-11, 1-10, 2-9. 3-8, 4-7, 5-6.
Rd 11: 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13.
Rd 12: 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

15 or 16 players:
Rd 1: 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 2: 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.
Rd 3: 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.
Rd 4: 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.
Rd 5: 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.
Rd 6: 16-11, 12-10, 13-9, 14-8, 15-7, 1-6, 2-5, 3-4.
Rd 7: 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.
Rd 8: 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.
Rd 10: 16-13, 14-12, 15-11, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.
Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.
Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

For a double-round tournament it is recommended to reverse the order of the last two rounds of the first cycle. This is to avoid three consecutive games with the same colour.

General Regulations for Competitions. Annex 2: Details of Varma Tables

Directions for "restricted" drawing of tournament numbers:

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

- **9/10 players:** A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- **11/12 players:** A: (4, 5, 9, 10); B: (1, 2, 7); C: (6, 8, 12); D: (3, 11)
- **13/14 player**s: A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- **15/16 players:** A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)
- **17/18 players:** A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12); C: (9, 13, 17); D: (4, 18)
- **19/20 players:** A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14); C: (5, 10, 19); D: (4, 20)
- **21/22 players:** A: (6, 7, 8, 9, 10, 17, 18, 19, 20); B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
- **23/24 players:** A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22); B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)

CHAPTER 6: FIDE RATINGS REGULATIONS (B02)

FIDE RATING REGULATIONS (Approved by FIDE Council on 15/12/2023)

Applied from 1 March, 2024

0. Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

FC (FIDE Council) can also change these regulations without the agreement of FIDE QC

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

The tournament and its playing schedule must be registered:

0.2.1 Not later than 30 days before the tournament starts, if one of the players in the tournament is rated in excess of 2700, or a female player rated in excess of 2500.

0.2.2 Otherwise, three days before the tournament starts.

The QC Chairman may refuse to register a tournament.

Exceptions to permit tournaments to be rated even though it is registered later than the prescribed notice period may be granted:

0.2.3 Tournaments in category 0.2.1: With the approval of the President

0.2.4 Tournaments in category 0.2.2: With the approval of the QC Chairman

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairman.

Events that do not meet the above regulations require manual approval by QC officials. This occurs after the event Tournament Report File (TRF) has been submitted to the FIDE Rating System (FRS).

In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the FC. Such an appeal must be made within seven days of the communication of the decision.

Appeals must be submitted to the QC Secretary, who will forward them to FC for consideration.

1. Rate of Play

1.1 For a game to be rated each player must at the start of the game have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves.

Where at least one of the players in the game has a rating of 2400 or higher, each player must have a minimum of 120 minutes.

Where at least one of the players in the game has a rating 1800 or higher, each player must have a minimum of 90 minutes.

Where both of the players in the game are rated below 1800, each player must have a minimum of 60 minutes.

From 1st January 2026 FIDE Council have approved a pilot program allowing events with a time limit of 45m+30s to be included in the FIDE Standard Rating list for all players. Each event requires specific approval of FIDE QC, and approval is not automatic. Such events are restricted to a maximum of 2 rounds per day.

1.2 Where a certain number of moves is specified in the first time control, it shall be at least 30 moves.

2. Laws to be Followed

2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).

3. Hours of Play

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

4. Reporting Frequency

4.1 For tournaments lasting more than 30 days, interim results must be reported on a monthly basis.

5. Unplayed Games

5.1 Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.

6. Matches

6.1 Matches in which one player is unrated shall not be rated.

This regulation also applies to tournament formats that are equivalent to matches e.g. Scheveningen events where players are unrated

6.1 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.

7. Official FIDE Rating List

7.1 On the first day of each month, FIDE shall prepare a list which incorporates all rated play during the rating period into the previous list.

Calculations are carried out on the last day of the previous month. The list does not become official until the 1st day of the month (Calculations for February are carried out on the 31st January, but the ratings are not official until 1st February). Any required recalculations of previous ratings (due to incorrect or invalid submissions, decision to exclude previously rated events etc are also carried out on this date)

This shall be done using the rating system formula.

7.1.1 The rating period (for new players, see 7.1.4) is the period where a certain rating list is valid.

7.1.2 The following data will be published concerning each player whose rating is at least 1400 as of the current list: FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Year of Birth, Gender and the current value of K for the player.

7.1.3 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list. Official FIDE events may be rated on the list even if they end on the last day before the list date.

7.1.4 A rating for a player new to the list shall be published when it is based on at least 5 games against rated opponents. This need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating. The rating must be at least 1400.

Calculations for a player's initial rating begins when they score more than 0 points against FIDE rated opponents in a FIDE rated tournament. Results from following events are combined until an initial rating of at least 1400 is achieved over 5 or more games (see 8.2).
If a players rating remains below 1400, events shall be discarded (oldest events first), until an initial rating of 1400 is achieved (NB the first event in the sequence must meet 8.2.1, and a minimum of 5 games against rated players must be played) All events must occur with a 26 month period to be counted

7.2 Players who are not to be included on the list or to be shown as inactive:

7.2.1 Players whose ratings drop below 1400 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

7.2.2 Players listed as active:

1. A player is considered to commence inactivity if they play no rated games in a one-year period.
2. A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

8. The working of the FIDE Rating System

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

8.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'PD' for the higher 'H' and the lower 'L' rated player respectively. Thus, the two tables are effectively mirror-images.

8.1.1 The table of conversion from fractional score, p, into rating differences, dp

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

8.1.2 Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

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

8.2 Determining the initial rating 'Ru' of a player.

8.2.1 If an unrated player scores zero in their first event this score is disregarded. Otherwise, their rating is calculated using all their results as in 7.1.4.

8.2.2 Ra is the average rating of the player's rated opponents plus two hypothetical opponents rated 1800. The result against these two hypothetical opponents is considered as a draw.

NB The 2 hypothetical opponents do not count towards the 5 game requirement for receiving a published rating

8.2.3 Ru = Ra + dp

Ru is rounded to the nearest whole number.

The maximum initial rating is 2200.

If a players initial Ru is greater than 2200 it is set at 2200

8.2.4 If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

8.3 Determining the rating change for a rated player

8.3.1 For each game played against a rated player, determine the difference in rating between the player and their opponent, D.

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.

Effective from 1 October 2025: A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points for players rated below 2650. For players rated 2650 and above, the difference between ratings shall be used in all cases

Example case: If a 2650 rated player plays a 2100 rated opponent, then D is 550 points (the opponent is treated as 2100). For the 2100 rated player D is still 400 points (the opponent is treated as 2500)

8.3.2 a) Use table 8.1.2 to determine the player's score probability PD for each game.

b) Delta R = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

d) Sigma Delta R x K = the Rating Change for a tournament or Rating Period.

8.3.3 K is the development coefficient.

K = 40 for a player new to the rating list until they have completed events with at least 30 games.

K = 20 as long as a player's rating remains under 2400.

K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.

K = 40 for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300.

If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that K x n does not exceed 700.

Example: A player with K=40 plays 21 rated games in a single rating period. Their K factor used that period shall be 33 (700/21 = 33.333 or 33 rounded down)

8.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

9. Reporting Procedures

9.1 The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

FIDE does not accept direct rating submissions from organisers. All submissions must go through the National Ratings Officer.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

As tournaments are rated for the period in which they start, late submissions may not only affect the ratings of players who participated in such events, but also affect the ratings of opponents who they played in subsequent (later) events. Late submissions cause issues with the integrity of the rating system, and QC reserves the right to reject such events.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

9.2 The regulations of a rated event must make clear that it will be rated.

9.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

9.4 For Hybrid events, full pgn files must be submitted with the tournament report.

10. Inclusion in the Rating list

10.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

Players may only receive a FIDE ID Number (FIN) through the National Federation that they have citizenship, naturalization or residency in the country of that Federation. A player shall only have one FIN.
Events submitted with players who do not have a FIN shall not be rated

10.3 It is the responsibility of the federation to report deaths of their players to FIDE.

FIDE RAPID AND BLITZ RATING REGULATIONS (Approved by FIDE Council on 15/12/2023)

Applied from 1 March, 2024

Refer to applicable notes attached to the regulations for Standard Time Control Ratings where necessary

0. Introduction

0.1 The following regulations may be altered by the FIDE Council upon recommendation of the Qualification Commission (QC). For tournaments, changes will apply to those starting on or after the date upon which they become effective.

FC (FIDE Council) can also change these regulations without the agreement of FIDE QC

0.2 The tournaments to be rated shall be pre-registered by the federation in whose territory it is held and they will be responsible for the submission of results and rating fees. Council may additionally designate these rights and responsibilities to Affiliated Organisations that are representing an autonomous territory which is contained within no more than one Federation.

The tournament and its playing schedule must be registered three days before the tournament starts. The QC Chairperson may refuse to register a tournament. He/she may also allow a tournament to be rated even though it has been registered less than three days before the tournament starts.

All tournaments played under Hybrid conditions as described in 2.1 must be approved individually by the QC Chairperson.

Events that do not meet the above regulations require manual approval by QC officials. This occurs after the event Tournament Report File (TRF) has been submitted to the FIDE Rating System (FRS).

In exceptional cases, the FIDE Council (taking into account the QC' advisory opinion) or FIDE President (in regards events with average rating more than 2700) has the right to make a decision to rate the tournaments or individual games that have not been submitted by the national federation.

0.3 Tournament reports for all official FIDE and Continental events must be submitted and shall be rated. The Chief Arbiter is responsible for submitting the rating report file to the FIDE Rating Administrator.

0.4 FIDE reserves the right not to rate a specific tournament. The organiser of the tournament has the right to appeal to the FC. Such an appeal must be made within seven days of the communication of the decision.

Appeals must be submitted to the QC Secretary, who will forward them to FC for consideration.

1. Rate of Play

1.1 For a game to be rated each player must have the following periods in which to complete all the moves:

1.1.1 for a rapid game all the moves must be made in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted + 60

times any increment must be more than 10 minutes but less than 60 minutes for each player;

1.1.2 for a blitz game all the moves must be made in a fixed time of more than 3 minutes but not more than 10 minutes for each player; or the time allotted + 60 times any increment must be more than 3 minutes but not more than 10 minutes for each player.

1.2 Games where the players have different playing times are not rated.

'Delay time' shall be considered the same as 'increment time' in calculating the time available to a player.

2. Laws to be Followed
   2.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations).
3. Number of Rounds per Day
   3.1 The maximum number of rounds per day are:
      3.1.1 For Rapid games, 15 rounds per day
      3.1.2 For Blitz games, 30 rounds per day
4. Unplayed Games
   4.1 Whether these occur because of forfeiture or any other reason, they are not counted. Except in case of force majeure, any game where both players have made at least one move will be rated, unless the regulations relating to Fair Play require otherwise.
5. Matches
   5.1 Matches in which one player is unrated shall not be rated.
   5.2 Where a match is over a specific number of games, those played after one player has won shall not be rated. This requirement may be waived by prior request.
6. Official FIDE Rapid and Blitz Rating Lists
   6.1 On the first day of each month, FIDE shall prepare a list which incorporates all rated play during the rating period into the previous list. This shall be done using the rating system formula.
      6.1.1 The rating period (for new players, see 6.1.4) is the period where a certain rating list is valid.
      6.1.2 The following data will be published concerning each player whose rating is at least 1400 as of the current list: FIDE title, Federation, Current Rating, ID Number, Number of games rated in the rating period, Year of Birth, Gender and the current value of K for the player.
      6.1.3 The closing date for tournaments for a list is 3 days before the date of the list; tournaments ending before or on that day may be rated on the list. Official FIDE events may be rated on the list even if they end on the last day before the list date.
      6.1.4 A rating for a player new to the list shall be published when it is based on at least 5 games against rated opponents. This need not be met in one tournament. Results from other tournaments played within consecutive rating periods of not more than 26 months are pooled to obtain the initial rating. The rating must be at least 1400.
   6.2 Players who are not to be included on the list:
      6.2.1 Players whose ratings drop below 1400 are shown as unrated on the next list. Thereafter they are treated in the same manner as any other unrated player.

6.2.2 Players listed as active:

1. A player is considered to commence inactivity if they play no rated games in a one-year period.
2. A player regains their activity if they play at least one rated game in a period. They are then listed as active on the next list.

7. The working of the FIDE Rating System

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

7.1 The rating scale is an arbitrary one with a class interval set at 200 points. The tables that follow show the conversion of fractional score 'p' into rating difference 'dp'. For a zero or 1.0 score dp is necessarily indeterminate but is shown notionally as 800. The second table shows conversion of difference in rating 'D' into scoring probability 'PD' for the higher 'H' and the lower 'L' rated player respectively. Thus, the two tables are effectively mirror-images.

7.1.1 The table of conversion from fractional score, p, into rating differences, dp

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

7.1.2 Table of conversion of difference in rating, D, into scoring probability PD, for the higher, H, and the lower, L, rated player respectively.

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

7.2 Determining the initial rating 'Ru' of a player.

7.2.1 If an unrated player has a standard rating at the beginning of a rapid or blitz tournament, their standard rating is used for rating calculation. Such a player is considered to be rated, and 7.2.2 to 7.2.5 below do not apply.

This regulation only applies to players who have never held a Rapid or Blitz Rating. If a player's Rapid or Blitz Rating falls below 1400 then they are treated as a new player for the Rapid or Blitz rating list.

7.2.2 If an unrated player scores zero in their first event this score is disregarded. Otherwise, their rating is calculated using all their results as in 6.1.4.

7.2.3 Ra is the average rating of the player's rated opponents plus two hypothetical opponents rated 1800. The result against these two hypothetical opponents is considered as a draw.

Calculations for a player's initial rating begins when they score more than 0 points against FIDE rated opponents in a FIDE rated tournament. Results from following events are combined until an initial rating of at least 1400 is achieved over 5 or more games (see 8.2).

If a players rating remains below 1400, events shall be discarded (oldest events first), until an initial rating of 1400 is achieved (NB the first event in the sequence must meet 8.2.1, and a minimum of 5 games against rated players must be played) All events must occur with a 26 month period to be counted

NB The 2 hypothetical opponents do not count towards the 5 game requirement for receiving a published rating

7.2.4 Ru = Ra + dp

Ru is rounded to the nearest whole number.
The maximum initial rating is 2200.

7.2.5 If an unrated player receives a published rating before a particular tournament in which they have played is rated, then they are rated as a rated player with their current rating, but in the rating of their opponents they are counted as an unrated player.

7.3 Determining the rating change for a rated player

7.3.1 For each game played against a rated player, determine the difference in rating between the player and their opponent, D.

A difference in rating of more than 400 points shall be counted for rating purposes as though it were a difference of 400 points.

Effective from 1 December 2024: Games played between players with a rating difference of 600 points or more shall not be rated if at least one of the players is rated above 2600 on the relevant list.

7.3.2 a) Use table 7.1.2 to determine the player's score probability PD for each game.

b) Delta R = score - PD. For each game, the score is 1, 0.5 or 0.

c) Sigma Delta R = the sum of Delta Rs for a tournament or Rating Period.

d) Sigma Delta R x K = the Rating Change for a tournament or Rating Period.

7.3.3 K is the development coefficient.

K = 40 for a player new to the rating list until they have completed events with at least 30 games.

K = 20 as long as a player's rating remains under 2400.

K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400.

K = 40 for all players until the end of the year of their 18th birthday, as long as their rating remains under 2300.

If the number of games (n) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that K x n does not exceed 700.

7.3.4 The Rating Change for a Rating Period is rounded to the nearest whole number. 0.5 is rounded away from zero.

8. Reporting Procedures

8.1 The Chief Arbiter of a FIDE registered tournament must provide the tournament report (TRF file) to the Rating Officer of the federation where the tournament took place.

Once satisfied that the tournament was conducted in accordance with all relevant FIDE Regulations, the Rating Officer shall be responsible for uploading the TRF file to the FIDE Rating Server. This should be done in time for the tournament to be rated in the monthly list in which the tournament is registered or, if there are five days or less from the last day of the tournament to the end of the month, for the following list.

If the tournament report is not submitted in time to be included in the third rating list after it ends, the tournament will not be rated.

8.2 The regulations of a rated event must make clear that it will be rated.

8.3 Each national federation shall designate a Rating Officer to coordinate and expedite qualification and rating matters. Their name and details must be given to the FIDE Secretariat.

8.4 For Hybrid events, full pgn files must be submitted with the tournament report.

9. Inclusion in the Rating list

9.1 To be included in the FIDE Rating List, a player must be registered through a national chess federation which is a member of FIDE, unless otherwise approved by FIDE Council. The Federation must not be temporarily or permanently excluded from membership.

9.2 It is the responsibility of the federation to report deaths of their players to FIDE.

Submission of Direct Title / Norms reports

January 23, 2023qc

https://qc.fide.com/2023/01/23/submission-of-direct-title-norms-reports/

We would like to inform all arbiters and Federations with respect to the application procedure of Direct Titles or Norms.

Procedure

After the end of the tournament, the Chief Arbiter should fill in the IT4 Direct Title Report Form with their proposal of achieved titles and norms (and other relevant information), and send the form via email to titles@fide.com.

After review by the Qualification Commission, the FIDE Office will inform a player's Federation about the Title or Norm.

Titles are only awarded to a player after the Federation has accepted it.

Please note, the Arbiter should not issue any certificate to a player or a Federation.

Reminders about requirements for Direct Title tournaments

We would like to remind you about some of the requirements for Direct Title tournaments to be eligible:

- Zonals are accepted for Direct Titles only if they establish direct qualifiers to the World Cup (Continental path).
- A title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is ten. The minimum number of rounds is nine. The World Championships for Disabled (for adults and for U20) are exempted from this rule.
- If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least 5 federations) shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 6 participants from at least 3 federations and the player scores a minimum of 50% in played games over the full number of rounds.
- Points scored with a bye and forfeit wins are not taken in consideration for percentages.

All titles are awarded conditional on rating:

GM	2300	WGM	2100
IM	2200	WIM	2000
FM	2100	WFM	1900
CM	2000	WCM	1800

Ratings:
“Appeals must be submitted to the QC Secretary, who will forward them to FC for consideration.”
It should be sent to FIDE office https://handbook.fide.com/chapter/QCAppealRules (Art. 2.6)

“As tournaments are rated for the period in which they start, late submissions may not only affect the ratings of players who participated in such events, but also affect the ratings of opponents who they played in subsequent (later) events. Late submissions cause issues with the integrity of the rating system, and QC reserves the right to reject such events.” Shouldn´t be “As tournaments are rated for the period in which they finish…”?

“Calculations for a player’s initial rating begins when they score more than 0 points against FIDE rated opponents in a FIDE rated tournament. Results from following events are combined until an initial rating of at least 1400 is achieved over 5 or more games (see 8.2).” 8.2?

“If a players rating remains below 1400, events shall be discarded (oldest events first), until an initial rating of 1400 is achieved (NB the first event in the sequence must meet 8.2.1, and a minimum of 5 games against rated players must be played) All events must occur within a 26 month period to be counted” We don´t have 8.2.1 in rapid and blitz.

QC Appeal Rules

22nd October 2024

Following the FIDE Council resolution as of 18th March, 2024, the FIDE President hereby approves the procedural rules for appeals against Qualification Commission decisions as provided below.

Procedural rules for appeals against Qualification Commission decisions (regarding not rating specific tournaments)

1. PREAMBLE

1.1 The FIDE President approves these procedural rules (the "Rules") related to the procedures to be applied to appeals submitted against the Qualification Commission decisions not to rate certain tournaments in accordance with the art. 0.4 of the Rating regulations effective from 1st March, 2024 (or another relevant document, if applicable as of the date of submission of the appeal).

1.2 In these Rules, unless otherwise specified:

a. references to the "Charter" shall be construed as references to the FIDE Charter effective from 1 March 2020;
b. references to the "Rating Regulations" shall be construed as references to the Rating regulations effective from 1st March, 2024;
c. references to the "Rules" shall be construed as references to these procedural rules as specified in the art. 1.1 hereof;
d. references to "FC", shall be construed as references to the FIDE Council as specified in the Art. 20 of the Charter;
e. references to the "QC" shall be construed as references to the FIDE Qualification Commission;
f. references to "Member Federations" shall be construed as references to Member Federations as specified in the Art. 9 of the Charter;
g. references to the "FIDE Office" shall mean the official administrative office of FIDE in Lausanne and other approved places;
h. references to a "person" shall be construed to include any natural person and artificial person, such as, but not limited to, a corporation, body corporate, firm, association, partnership, confederation, national federation, or club, (whether having separate legal personality or not), unless the context otherwise requires;

1.3 In the event of any inconsistency between these Rules and the Charter, the Charter shall prevail.

2. SUBMISSION OF APPEALS

2.1 In accordance with the art. 0.4 of the Rating regulations FIDE reserves the right not to rate a specific tournament. Such a decision may be appealed against by:

a. the organiser of the relevant tournament; or
b. the Member Federation to which the organiser belongs.

2.2 The appeal shall be submitted by the Member Federation (which submitted the relevant tournament for rating) or by the organiser within seven days after the decision not to rate the tournament is announced to the Member Federation (or to the public, if applicable) or, in case with the organiser's appeal, from the date when information about such a decision is known to the organiser. In any case, a complaint cannot be filed later than two months after the date of publication of the rating list, in which the tournament would have been taken into account in the absence of a refusal by the QC. The proof of the date of receipt of information shall be enclosed by the organiser in addition to documents specified in the art. 2.3 and shall be reviewed among other materials by the QC. The appeal shall be subject to a EUR 300 fee. The fee shall be non-refundable, unless otherwise decided in accordance with the art. 3.10 of these Procedural rules.

2.3 The appeal shall comprise of a written statement, made and signed by the person duly authorized to represent the appellant, submitted in Portable Document Format (*pdf file), specifying:

a. Information regarding the relevant tournament (Name, place / venue, dates)
b. name and contact details of the appellant;
c. identity, position and contact details of the person signing the appeal (if signed by representative);
d. detailed statement explaining why the appealed decision should be cancelled;
e. reference to evidence, if any, in support of the appellant's position.

2.4 Following documents shall be enclosed to the appeal:

a. payment order or another document confirming payment of the EUR 300 appeal fee. Details for payment should be requested by the appellant from the FIDE Financial Department at **accounts@fide.com**. In the case of economic hardship, the FC may, upon request and motivation by the appellant, waive the requirement for the payment of the appeal fee;
b. evidence and other materials in support of the appeal.

2.5 Documentary proof such as letters, reports, e-mail exchanges, text messages, Internet articles, webpage images and social media copies may be used as exhibits to the appeal and must be separately marked with an identifying number and submitted in PDF format.

2.6 The appeal and all the documents enclosed to it shall be submitted to the **office@fide.com** with a cover letter directly specifying the intention of the appellant to appeal against a certain decision of the QC within the term specified in the art. 2.3 hereof.

2.7 Additional documents and materials may be submitted within 14 days after the initial submission of the appeal by the appellant or within 10 days after the FC request to provide extra material, unless other term is specified by the FC.

2.8 It is not required that the written statement shall be confirmed under oath or solemn declaration, but this does not detract from the obligation resting on the appellant to ensure that his/her statement truthfully, correctly and fairly sets out all the material facts related to the appeal.

3. APPEAL PROCEDURE

3.1 The FC shall only consider appeals which satisfy the procedural requirements as specified herein.

3.2 The FIDE Office, within a reasonable time period, shall formally acknowledge receipt of the appeal, keep a record of the appeals and send a copy of the appeal to the QC Chair and to the FIDE Legal Director.

3.3 The QC shall study the appeal and provide an opinion on the case to the FIDE Legal Director in writing within ten business days upon receipt of the appeal.

3.4 FIDE Legal Director shall study the appeal and the opinion of the QC within ten business days after receiving the opinion of the QC, and shall suggest a motivated decision for the FC to vote for or against.

3.5 FIDE Legal Director may request additional information from the QC or from the appellant if required in order to study the appeal and prepare the suggested decision. The FIDE Legal Director also may submit additional materials provided by the appellant to the QC for additional comments, if necessary.

3.6 The suggested motivated decision will be submitted by the FIDE Legal Director to the FC with the appeal, all of its attachments and the opinion of the QC.

3.7 The FC may, if necessary:

a. request extra information and/or materials either from the QC, from the FIDE Legal Director or from other FIDE organs and officials – to be provided in the working order;

b. request extra information and/or materials from the appellant – to be provided as specified in the art. 2.7 hereof.

3.8 The FIDE Office shall provide secretarial assistance as well as administrative and PR support to the FC and provide the FC with the contact details of FIDE organs, officials and of FIDE Member Federations, if required.

3.9 FIDE organs and officials shall cooperate with the FC by providing, without undue delay, accurate and complete information and documentation, access or assistance upon request by the FC.

3.10 At the conclusion of the case, the appeal fee may be refunded to the appellant by FIDE if the FC decides that there was objective merit in the appeal regardless of the outcome of the case.

4. DECISION ON THE APPEAL AND FINAL PROVISIONS

4.1 Decisions with reference to the appeal shall be made by the FC within a regular FC session or within an online conference or online voting. Therefore, the QC and FIDE Legal Director will prepare the suggested decision before the relevant FC session or relevant online voting.

4.2 Should there be extra information required for FC to make a decision, the FC may prepare and send relevant request and to postpone the vote until its next session.

4.3 The decision on each separate appeal case shall be made without participation of the appellant.

4.4 The decision of the FC on the appeal case shall be final.

4.5 These rules apply to all complaints against QC decisions, including the complaints that were filed before October 22, 2024, but not considered by the time of approval of these rules.

CHAPTER 7: FIDE TITLE REGULATIONS (B01)

B. Permanent Commissions / 01. International Title Regulations (Qualification Commission) / FIDE Title Regulations effective from 1 January 2024 /

FIDE Title Regulations effective from 1 January 2024

Applied from 1 January, 2024

0. Introduction

0.1 Only the titles as in 0.3 are acknowledged by FIDE.

0.2 The following regulations can only be altered by the FIDE Council following recommendation by the Qualification Commission (QC). For tournaments, such changes shall apply to those starting on or after the date on which they become effective.

FC (FIDE Council) can also change these regulations without the agreement of FIDE QC

0.3 FIDE titles for players are administered by the Qualification Commission, which is the final judging unit. The titles are for over-the-board standard chess (as defined in the Laws of Chess).

Open: Grandmaster (GM), International Master (IM), FIDE Master (FM), Candidate Master (CM). Women's: Woman Grandmaster (WGM), Woman International Master (WIM), Woman FIDE Master (WFM), Woman Candidate Master (WCM).

0.4 The titles are valid for life from the date confirmed by the FIDE Council.

0.4.1 Use of a FIDE title or rating to subvert the ethical principles of the title or rating system may subject a person to revocation of their title upon recommendation by the Qualification and Ethics Commissions and final action by FIDE Council.

0.4.2 A title can be used for results of opponents only in tournaments starting after its confirmation. (Exception: see 1.1.4).

0.4.3 In terms of the age of achieving a title, the title is considered to be achieved when the last result is achieved, and the rating requirement is fulfilled, whichever date is later.

0.4.4 In case it is found after a title has been awarded that the player was in breach of the Fair Play Regulations in one or more of the tournaments on which the title application was based, then the title may be removed by the Qualification Commission. The player or their federation may appeal this decision to FIDE Council within 30 days after they had been informed in writing.

0.5 Definitions

In the following text some special terms are used.

Rating refers to a player's Standard FIDE rating

Rating performance is based on the player's result and average rating of opponents (see 1.4.6 to 1.4.8).

Title performance is a result that gives a performance rating as defined in 1.4.6 to 1.4.9 against the minimum average of the opponents, for that title.

GM performance is ≥ 2600 performance against opponents with average rating ≥ 2380.

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

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

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

Title norm is a title performance fulfilling additional requirements concerning the mix of titled players and nationalities as specified in articles 1.4.2 to 1.4.5.
Direct title (automatic title) is a title gained by achieving a certain place or result in a tournament. On application by the player's federation and confirmation by the Qualification Commission, such titles are awarded automatically by FIDE.

Direct titles are conditional on a player achieving a minimum required rating unless a specific exemption is defined. See 0.6.2

0.6 The Award of Titles

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

0.6.2 For a direct title to be awarded immediately an applicant has to have achieved at some time a minimum rating published or interim (see 1.5.3a), as follows:

GM	2300	WGM	2100
IM	2200	WIM	2000
FM	2100	WFM	1900
CM	2000	WCM	1800

This requirement does not apply to direct CM/WCM titles earned at the Open and Women's Chess Olympiads

The above rating requirements are set at 200 points below the normal rating requirements to achieve the specific title

For ratings achieved after 1st January 2024, the player must at that time have played at least 30 rated games

If an applicant is rated lower the title is awarded conditionally and will be awarded finally on request by the respective federation as soon as the minimum rating is achieved. Any player with a conditional title may take a lower title when they reach the required rating for that lower title. 'Lower titles' are lesser titles within the same category (Open or Women's titles)

Example: An untitled player rated 1860 earns a direct FM title through finishing 2nd in a Continental Seniors Event. If their rating reaches 2000 they can claim the CM title. Once their rating reaches 2100 they can then claim the FM title.

0.6.3 Titles are also awarded based on applications with norms with a sufficient number of games. These titles shall be awarded by the FIDE Council on recommendation by the QC.

1.0 Requirements for titles designated in 0.3

1.1 Administration

1.1.1 Play shall be governed by the FIDE Laws of Chess or the Regulations for Hybrid Chess Competitions (Part IIIb within the FIDE Online Chess Regulations). Any change to the format of the tournament after it has started requires the approval of the QC Chairperson. Tournaments where players have different conditions in terms of rounds and pairing are not valid. Unless with prior approval of the QC Chairperson, the tournament must be registered at least 30 days in advance on the FIDE server.

Events which alter pairings to exclude players from playing certain opponents shall not be considered for the awarding of titles. This applies to events which award direct titles, or award title norms based on player performance.

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

1.1.3 No more than 2 rounds shall be played on any day.

Each player must have at least two hours to complete all the moves, assuming the game lasts 60 moves.

This regulation does not apply to events which have been approved as 'Fast Standard' tournaments.

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

b. In any title tournament the time controls and clock settings for all games must be identical, except as defined in Guidelines III of the Laws of Chess or in the event of a re-pairing in the case of a default, with the agreement of both players. If the time control is increment based, all players must use increment; if delay based, all players must use delay; if no increment or delay is specified, then all players must compete with no increment and no delay. There can be no mixed use of clock settings (increment, delay, none at all).

1.1.4 In tournaments which last longer than 30 days, the opponents' ratings and titles used shall be those applying when the games were played.

1.1.5 The Chief Arbiter of a title tournament shall be an International Arbiter (IA) or FIDE Arbiter (FA). An IA or FA must always be in the playing venue.

1.1.6 No appointed arbiter may play in a title tournament

This regulation only applies to title events as defined in this document. Appointed arbiters are not restricted from playing in non-title FIDE rated events

1.2 Titles achieved from International Championships:

1.2.1 As described below, a player may gain a title directly from some events, or a single title norm. The requirements in 1.4.2 - 1.4.9 do not apply.

1.2.2 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event.

All minimums must be rounded up e.g. 10 eligible federations require representatives from a minimum of 4 federations

The minimum number of participants in the event is ten. The minimum number of rounds is nine.

The World Championships (including U20) organised by the Players with Disabilities Commission are exempted from this rule.

a. If groups are combined to make a bigger group, then the requirements (at least 10 participants from at least one third or five of the appropriate member federations – whichever is lower) in 1.2.2 shall apply to this merged group. Titles and norms can be awarded to the best player(s) of the subgroups, provided the subgroup has at least 6 participants from at least 3 federations and the player scores a minimum of 50% in played games over the full number of rounds.

For example – Under 18 and Under 16 girls regional are combined due to small numbers. There are 16 players in total, with 4 of the 10 eligible federations represented. Under 18 titles can be awarded automatically. Under 16 titles can be awarded if there at least 6 players Under 16, and they come from 3 different federations. NB Players cannot be counted twice for this regulation, so a player who was from the 4th Federation for Under 18 titles, cannot be counted as a player for the Under 16 titles as well. QC recommends you ensure enough participants for the older age group titles first (or younger in the case of Senior events).

1.2.3 Terms used in Tables for Direct Titles:

Gold = first after tiebreak

1st equal = maximum 3 best players after tiebreak

Norm = 9 games

Regional = Maximum of 3 Junior/Youth events per Continent + Arab Youth

Individual

Organisers must specify a tiebreak method prior to the holding of the event, and may not change it during the event. Organisers cannot claim more than 3 titles and must apply a tie break before submitting direct title claims.

As above, each Continent is allowed to designate a maximum of 3 regional youth/age events for direct titles. The Continent must inform QC of any change in the composition of these regions before the beginning of each year.

Sub-Continentals - include Zonals and Sub-Zonals

Zonals and Sub-Zonals are accepted for direct titles only if they establish direct qualifiers to the World Cup or World Championship.

Events must directly qualify players to the above events. Events that do not do this cannot award direct titles. The use of Zonals as World Cup/ World Championships qualifying events is determined by each continental chess association.

1.2.4 Only events defined in the Table for Direct Titles may award titles under 1.2. Organisers must follow these regulations for Direct Titles and cannot alter them in any way

.

1.3 Titles may be gained by achieving a published or interim rating at some time (see 1.5.3a). For ratings achieved after 1st July 2017, the player must at that time have played at least 30 rated games:

1.3.1 FIDE Master ≥2300

1.3.2 Candidate Master ≥2200

1.3.3 Women FIDE Master ≥2100

1.3.4 Women Candidate Master ≥2000

For example, if a player reaches a live rating of 2300 or above at the end of the fourth round of a tournament. If his/her rating drops below 2300 at the end of the tournament, even then the player is eligible to apply for the FM title. He/She need not get a live rating certificate from the chief arbiter. His/Her FM application title will be considered only after the tournament is rated by FIDE.

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

1.4.1 The number of games

a. The player must play at least 9 games, however

b. only 7 games are required for 7 round World Team or Club and Continental Team or Club Championships,
only 7 games are required for 8 or 9 round World Team or Club and Continental Team or Club Championships,
only 8 games are required for the World Cup or Women's World Cup, where these 8 game norms count as 9 games.

If a player plays less than the required number of games due to a forfeit (either win or loss) or due to a bye, then the norm shall not be valid

c. For a 9 round tournament, if a player has just 8 games because of a win by forfeit or a pairing allocated bye, but they have met the correct mix of opponents in those games, then if they have a title result in 8 games, it counts as a 9 game norm. Only one such norm is allowed in any title application.

This concession does not apply if the player himself forfeits the game or requests a bye. This concession does not apply to events with predetermined pairings. See 1.4.1e

d. Where a player exceeds the norm requirements by one or more full points, then these full points count as additional number of games when computing the total number of games for the norm achieved.

e. In tournaments with pre-determined pairings, a norm must be based on all scheduled rounds.

This regulation applies to round robin events or similar with greater than 9 rounds. A player cannot claim a norm until all rounds have been played, and cannot claim a norm based on partial results (except when ignoring wins). Team tournaments, such as national leagues, in which the team composition or board order may change between rounds do not count as a predetermined pairing. Therefore, once a norm is achieved the results of future games can be disregarded.

In other tournaments, a player who has achieved a title result at any time before the last round may ignore all games played subsequently, provided (1) they have met the required mix of opponents, and (2) this leaves them with at least the minimum number of games as in 1.4.1,

f. In any tournament format a player may ignore their game(s) against any opponents they have defeated, provided they have met the required mix of opponents, and provided that this leaves them with at least the minimum number of games as in 1.4.1, against the required mix of opponents. Nonetheless, the full cross-table of the event must be submitted. For RR or DRR tournaments the mix of opponents must be such that a norm is possible for the complete tournament

1.4.2 The following are not included:

a. Games against opponents who do not belong to FIDE federations. Players with federation "FID" are accepted, but do not count as a foreign player. FIDE Council may alter this requirement on a temporary basis.

If an event contains a player with a FID designation, please check the current rulings from FIDE Council, as they frequently change

b. Games against unrated players who score zero against rated opponents in round robin tournaments.

c. Games which are decided by forfeit, adjudication or any means other than over the board play. Other games, once started, shall be included. In the instance of a last round game where the opponent forfeits, the norm shall still count if the player must play in order to have the required number of games, but can afford to lose.

d. Tournaments in which changes are made which have the effect of benefiting one or more players (for example by altering the number of rounds, or the order of rounds, or providing particular opponents, not otherwise participating in the event).

See the note for regulation 1.1.1. This prohibition applies to the entire tournament, not just to players who have had their pairings altered

e. The following formats may be used in title tournaments, whether for individuals or teams.
Swiss
Round Robin
Double Round Robin
Knockout
Other formats require the prior approval of the QC Chairperson.

Scheveningen and Schiller format events are no longer eligible as title norm events, unless QC determine otherwise.

1.4.3 Federations of opponents

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

a. The final stage of the national men's (or open) championship and also national women's championships. In the year when the Zonal or Sub-zonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.

b. National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.

Only the top division of a National Teams Championship shall be eligible for such an exemption. Lower or regional divisions are not eligible.

c. Zonal and Sub-zonal tournaments.

See the note for regulation 1.2.3 Zonal and sub-zonal events must directly qualify a player or players to the World Cup/World Championship to be exempt from this rule

d. Swiss System tournaments in which participants include in every round at least 20 FIDE rated players, not from the host federation, from at least 3 different federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes). Otherwise, 1.4.4 applies.

Players who receive a pairing allocated bye will be counted as having taken part in that round.

e. At least one of the norms has to be achieved under the normal foreigner requirement. (See 1.4.3 and 1.4.4)

A player who achieves a direct norm based on their finishing position in an eligible event, but also achieves a valid norm in the same event (fulfilling the normal foreigner requirements) shall be considered as having met the requirements of this regulation.

1.4.4 A maximum of 3/5 of the opponents may come from the applicant's federation and a maximum of 2/3 of the opponents from one federation. For exact numbers see the Annex.

Opponents shall be calculated using rounding up (minimum) to the next whole number, to the next lower number (maximum).

1.4.5 Titles of opponents

a. At least 50% of the opponents shall be title-holders (TH) as in 0.3, excluding CM and WCM.

b. For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs.

c. For an IM norm at least 1/3 with a minimum 3 of the opponents must be IMs or GMs.

d. For a WGM norm at least 1/3 with a minimum 3 of the opponents must be WGMs, IMs or GMs.

e. For a WIM norm at least 1/3 with a minimum 3 of the opponents must be WIMs, WGMs, IMs or GMs.

f. Double round-robin tournaments need a minimum of 6 players. For a DRR event, the number of players with the necessary titles required by 1.4.5 b-e is 1/2 (rounded up) (See Annex for required numbers)

1.4.6 Rating of opponents

a. The Rating List in effect at the start of the tournament shall be used (see exception 1.1.4). The rating of players who belong to federations which are temporarily excluded when the tournament starts can be determined on application to the FIDE Office.

b. For the purposes of norms, the minimum rating (adjusted rating floor) for the opponents shall be as follows:

Grandmaster norm	2200
International Master norm	2050
Woman Grandmaster norm	2000

Woman International Master norm	1850

c. No more than one opponent shall have their rating raised to this adjusted rating floor. Where more than one opponent is below the floor, the rating of the lowest rated opponent shall be raised.

d. Unrated opponents not covered by 1.4.6b shall be considered to be rated 1400.

For example, if a player meets 2 unrated players in a norm event, they can raise the rating of 1 of the players to 400 points below the norm requirment (2200 for a GM norm, 2050 for an IM norm) but the other player is rated at 1400. In an event with more than 9 rounds, one of the unrated players may be removed from the calculation, assuming that the player defeated the unrated opponent.

1.4.7 Rating average of opponents

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

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

1.4.8 Performance Rating (Rp)

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

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

Calculation of a Performance Rating (Rp):

Ra = rating average of opponents (see 1.4.7)

dp = rating difference from 1.4.9 below

Rp = Ra + dp

a. The minimum average ratings Ra of the opponents are as follows: GM 2380; IM 2230; WGM 2180; WIM 2030

This deliberately excludes cases where a player scores above 87% against a significantly weaker field.

b. The minimum score is 35% for all norms.

1.4.9 Table

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

All percentages are rounded to the nearest whole number. 0.5% is rounded up.

1.5 Requirements for award of the title, having achieved norms

1.5.1 Norms in events covering at least 27 games.

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

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

GM ≥ 2500

IM ≥ 2400

WGM ≥ 2300

WIM ≥ 2200

a. Such a rating need not be published. It can be obtained in the middle of a rating period, or even in the middle of a tournament. The player may then disregard subsequent results for the purpose of their title application. However, the burden of proof then rests with the federation of the title applicant. Title applications based on unpublished ratings shall only be accepted by FIDE after agreement with the Rating Administrator and the QC. Ratings in the middle of a period can be confirmed only after all tournaments for that period have been received and rated by FIDE.

QC may delay the confirmation of such results until it is clear that all events from previous rating periods have been submitted and rated

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

1.5.5 Title norms gained before 01/07/2005 must have been registered with FIDE before 31/07/2013 or they will be considered to have expired.

1.5.6 Any title application containing at least one norm achieved after 30/06/2022 must include at least one norm from one of the following:

a. An individual Swiss tournament with every round containing at least forty participants whose average rating is at least 2000. For this purpose, players will be counted only if they miss at most one round (excluding pairing allocated byes)
b. The Chess Olympiad
c. Tournaments organised under the aegis of GSC that establish direct qualifiers to the FIDE Candidates Tournament
d. Tournaments that establish direct qualifiers to the FIDE World Cup
e. Individual Tournaments held under the aegis of EVE (Article 1, General Regulations for FIDE Competitions)
f. Final Stage of the National Individual Championship

•The tournaments listed in b) to f) include the Men's (or Open) section and the Women's section

1.6 Summary of Title Tournaments Requirements

In the case of any discrepancy, the regulations above shall take precedence.

		Notes
Number of Games per Day	Not more than 2	1.1.3
Rate of Play	Minimum requirements	1.1.3
Period for the whole tournament	Within 90 days, with exceptions	1.1.4
Administrator in charge	International Arbiter or FIDE Arbiter	1.1.5
Number of Games	Minimum 9 (7 in World/Continental Teams with 7-9 rounds)	1.4.1a-d
Type of Tournament		1.4.2e
		Notes
Number of GMs, for GM norm (MO)	1/3 of opponents, minimum 3 GMs	1.4.5b
Number of IMs, for IM norm (MO)	1/3 of opponents, minimum 3 IMs	1.4.5c
Number of WGMs, for WGM norm (MO)	1/3 of opponents, minimum 3 WGMs	1.4.5d
Number of WIMs, for WIM norm (MO)	1/3 of opponents, minimum 3 WIMs	1.4.5e
Minimum Performance Rating	GM 2600; IM 2450; WGM 2400; WIM 2250	1.4.8
Opponents' minimum average rating	2380 for GM; 2230 for IM; 2180 for WGM; 2030 for WIM	1.4.8a
Minimum score	35%	1.4.8b

1.7 Summary of Requirements for the Number of Opponents

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

1.8 Title Tournament Certificates

The Chief Arbiter must prepare and sign a certificate of title results achieved, and send it to the Rating Officer of the Organising Federation. The Rating Officer or the President, having satisfied themselves that all of the information on the certificate is correct, shall countersign the certificate on behalf of the Organising Federation, and send fully signed copies to the player's Federation, to the FIDE Office and the Chief Arbiter.

Players often request a Norm Certificate from the Chief Arbiter. Such certificates are for information only and are not valid proof that a norm has been achieved. Only certificates signed by an official from the organising federation shall be used for a title claim.

1.9 Submission of Reports on Title Tournaments

Such tournaments must be registered as in Rating Regulation 0.2.

1.9.1 Reports must include a PGN file containing:

- for Swiss and team tournaments, at least those games played by players who achieved title results,
- for other tournaments, all games.

1.10 Application Procedure for Players' Titles

1.10.1 Registration of Direct Titles

The Chief Arbiter sends a report to the FIDE Office containing a list of direct titles earned. These include titles conditional on rating. Following review by QC, the federations concerned are informed by the FIDE Office.

Players wishing to receive a title in this way should contact their National Federation, who will then make an application on the players behalf to the FIDE Titles Office.

1.10.2 Registration of Titles by Rating

The Rating Officer of the player's federation sends a request to the FIDE Office, who confirms whether or not the title can be awarded.

1.10.3 Titles by application

The application must be sent and signed by the Rating Officer or President of the player's federation.

All the certificates have to be signed by the Chief Arbiter of the tournament and by the Rating Officer or President of the federation responsible for the tournament.

1.10.4 If the player's federation refuses to apply, the player can appeal to FIDE and apply (and pay) for the title.

2. Application Forms for titles are annexed hereto

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

2.2 Applications must be submitted to FIDE by the federation of the applicant. The national federation is responsible for the fee. (See 1.10.4 for exceptions)

2.3 Title applications should be submitted at least 45 days before the meeting at which they are to be considered. Title applications submitted after this deadline will be considered at the next meeting.

2.4 All applications together with full details must be posted on the FIDE website for a minimum of 30 days prior to finalisation. This is in order for any objections to be lodged.

3. List of Application Forms

1. **Certificate of title result IT1**.
2. **Title Application form IT2**.
3. **Direct Title Report form IT4**.

Annex

For the "Different MO" lines (as per article 1.4.5 above): IM column: the opponents can be GM or IM ; WGM column: the opponents can be GM, IM or WGM; WIM column: the opponents can be GM, IM, WGM or WIM

In the case of any discrepancy, the regulations above shall take precedence.

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

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

Available only when applying 1.4.1c; or for 8 or 9 round Continental and World Team Championships; or after 8 games in the World Cup or Women's World Championship. The latter two are counted as 9 rounds when computing to 27 games.

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

The material following refers to 9-19 rounds:

The exemptions described in 1.4.3 apply.

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

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

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

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

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

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

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

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

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

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

17 rounds counts as 13 rounds	**GM**	**IM**	**WGM**	**WIM**
Min. other feds.	2	2	2	2
Rating floor for 1 player	2200	2050	2000	1850
Different MO	6 GM	6 IM	6 WGM	6 WIM
Different TH	9	9	9	9
Max. from 1 fed.	11	11	11	11
Max. from own fed.	10	10	10	10
13½	2380-2397	2230-2247	2180-2197	2030-2047
13	2398-2415	2248-2265	2198-2215	2048-2065
12½	2416-2441	2266-2291	2216-2241	2066-2091
12	2442-2466	2292-2316	2242-2266	2092-2116
11½	2467-2489	2317-2339	2267-2289	2117-2139
11	2490-2512	2340-2362	2290-2312	2140-2162
10½	2513-2534	2363-2384	2313-2334	2163-2184
10	2535-2556	2385 2406	2335-2356	2185-2206
9½	2557-2578	2407-2428	2357-2378	2207-2228
9	2579-2599	2429-2449	2379-2399	2229-2249
8½	2600-2620	2450-2470	2400-2420	2250-2270
8	2621-2642	2471-2492	2421-2442	2271-2292
7½	2643-2664	2493-2514	2443-2464	2293-2314
7	2665-2686	2515-2536	2465-2486	2315-2336
6½	≥2687	≥2537	≥2487	≥2337

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

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

Table for Direct Titles effective from 1 January 2026

DIRECT TITLES : Gold = first after tiebreak; 1st equal = maximum 3 best players after tiebreak4; norm = 9 games
Regional = maximum 3 regional Junior/Youth events per continent + Arab Youth Individual (Every continent may ask the FC to approve additional 4th event if this request is well-motivated, with the mandatory QC opinion)
Sub-Continental Individual = include Zonals & Sub-zonals (if they establish direct qualifiers to World Cup or World Championship – see 1.23) Titles may be awarded conditional upon rating – see FIDE Title Regulations 0.6.2, 1.2.3

Table 1.23a

Women's Events

EVENT	WGM	WIM	WFM	WCM
Women's World Cup	Reaching last 8 - title	Qualifying through play - title1		
Women's Olympiad			65% in min 9 games2 - title	50% in min 7 games2 - title
Women's World Team / Women's World Club			65% in min 7 games2 - title	50% in min 7 games2 – title
Women's World Amateur - <2300, <2000			Gold - title	Silver & Bronze – title
Women's World Amateur <1700				Gold - title
Women's World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
Girls World U18	Gold – title; 1st equal – norm	Silver & Bronze - title		
Girls World U17	Gold – norm	Gold – title; 1st equal – norm	Silver & Bronze - title	
Girls World U16; U15; U14		Gold – title; 1st equal – norm	Silver & Bronze - title	
Girls World U13; U12			1st equal – title	Silver & Bronze – title
Girls World U11; U10; U9; U8; U7				Gold, Silver & Bronze - title
Women's Continental Team (or Club)			65% in min 7 games2 - title	50% in min 7 games2 – title
Women's Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title	65% in min 9 games2 - title	50% in min 9 games2 - title
Women's Arab Individual	Gold - title	Silver & Bronze - title		
Women's Continental >65; >50 Individual Continental U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Women's Regional U20	Gold – norm	Gold – title; 1st equal – norm	Silver & Bronze – title	
Girl's Continental U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Girl's Regional U18		Gold – title	Silver & Bronze – title	
Girl's Continental U17; Cont. & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title

Girl's Cont. U15; U14; U13; U12			1st equal – title	Silver & Bronze – title
Girl's Regional U14; U12			Gold – title	Silver & Bronze – title
Women's Continental Amateur <2300 Girl's Cont. & Regional U10; U8 Cont. U11; U9; U7				Gold Silver & Bronze - title
Women's Continental Amateur <2000				Gold - title
Women's Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games2 - title	50% in min 9 games2 - title
Commonwealth, Francophone, Iberoamerican Women's Individual3 Disabled - Women's World adult5		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - Women's World U20 5			1st equal – title	Silver & Bronze – title
Disabled –Women's Olympiad5				65% - in min 7 games2 - title
Disabled - Women's Continental Individual5			1st equal = title	Silver, Bronze = title
Disabled - Women's Continental U205				Gold, Silver, Bronze = title
ASEAN U20		Gold - Norm	Silver & Bronze - Title	
ASEAN U18			Gold &Silver - Title	Bronze - Title
ASEAN U16, U14			1st equal - Title	Silver & Bronze - Title
ASEAN U12, U10, U8				Gold, Silver, Bronze - Title

Table 1.23b

EVENT	GM	IM	FM	CM
World Cup	Reaching last 16 - title	Qualification through play - title1		
Women's World Cup	Winner – title; Finalist - norm	Finalist - title		
Olympiad			65% in min 9 games2 - title	50% in min 7 games2- title
World Team (or Club)			65% in min 7 games2 - title	50% in min 7 games2 – title
World Amateur - <2300, <2000			Gold - title	Silver & Bronze – title
World Amateur <1700				Gold - title
World >65; >50 Individual World U20	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U18	Gold – title; 1st equal – norm	Silver & Bronze - title		
World U17	Gold – norm	Gold – title; 1st equal – norm	Silver & Bronze - title	
World U16; U15; U14		Gold – title; 1st equal – norm	Silver & Bronze - title	
World U13; U12			1st equal – title	Silver & Bronze – title
World U11; U10; U9; U8 ; U7				Gold, Silver & Bronze - title
Continental Team (or Club)			65% in min 7 games2 - title	50% in min 7 games2 – title
Continental Individual	Gold – title; 1st equal - norm	Silver & Bronze - title	65% in min 9 games2 - title	50% in min 9 games2 - title
Arab Individual	Gold – title	Silver & Bronze - title		
Continental >65; >50 Individual Continental U20	Gold – norm	1st equal – title; Silver & Bronze – norm	Silver & Bronze – title	
Regional U20	Gold – norm	Gold – title; 1st equal – norm	Silver & Bronze – title	

Continental U18		Gold – title; 1st equal – norm	Silver & Bronze – title	
Regional U18		Gold – title	Silver & Bronze – title	
Continental U17; Cont. & Regional U16		Gold – norm	1st equal – title	Silver & Bronze – title
Cont. U15; U14; U13; U12			1st equal – title	Silver & Bronze – title
Regional U14; U12			Gold – title	Silver & Bronze – title
Continental Amateur < 2300 Cont. & Regional U10; U8 Cont. U11; U9; U7				Gold Silver & Bronze - title
Continental Amateur < 2000				Gold - title
Sub-Continental Individual		1st equal – title; Silver & Bronze – norm	Silver & Bronze – title 65% in min 9 games2 - title	50% in min 9 games2 - title
Commonwealth, Francophone, Iberoamerican Individual3 Disabled - World adult5		1st equal – title; Silver & Bronze – norm	Silver & Bronze - title	
Disabled - World U205			1st equal – title	Silver & Bronze – title
Disabled -Olympiad5				65% in min 7 games2 - title
Disabled -Continental Individual5			1st equal = title	Silver, Bronze = title
Disabled - Continental U205				Gold, Silver, Bronze = title
ASEAN U20		Gold - Norm	Silver & Bronze - Title	
ASEAN U18			Gold &Silver - Title	Bronze - Title
ASEAN U16, U14			1st equal - Title	Silver & Bronze - Title
ASEAN U12, U10, U8				Gold, Silver, Bronze - Title

1 - Qualification through play - a player's finishing position is sufficient to be eligible for one of the qualification places to the World Cup that that tournament provides (after tie-breaks are applied). NB A player does not need to participate in the World Cup to be awarded the title. Players who are selected as replacements due to an eligible player not taking up their place (or for a player who has also qualified via other means) have not 'Qualified through play'

2 - For titles requiring a minimum number of games (9 games or more) - Games lost by forfeit do not count towards the minimum required number of games. Games won by forfeit count for the minimum number of games, but the player's percentage score is calculated only using the games played (eg +4=3-1+1 forfeit win = 5.5/8 = 69%). Scores including a Bye include that round for the minimum number of games, but the players percentage score is calculated only using the games played (eg +3=1-4 + 1 Bye = 3.5/8 = 44%) Only 1 game may be missed due to forfeit or bye. This regulation does not apply for 7 or 8 round norms and titles.

3 - No other events of this type may award direct titles without the recommendation of the FIDE Qualification Commission and the approval of the FIDE Council.

4 - Direct titles and norms will be awarded according to the final standings provided by the Chief Arbiter of the event.

5 - Titles from Disabled events can only be awarded for a single event covering all disabilities, as determined by the FIDE Players with Disabilities Commission, in consultation with the FIDE Qualification Commission.

The former World/Continental Schools Championship have now been renamed as World U17 etc. The table for direct titles was changed in December 2025 so please refer to the most recent published list. FIDE Council may also award titles for specific events without agreement by the Qualification Commission, so the above list may not be complete

https://qc.fide.com/2023/05/30/qualification-commission-policy-on-direct-titles-from-world-continental-amateur-championships/

Direct Titles Clarification

As per the Table for Direct Titles (W)FM/CM titles can be obtained when a player wins a Gold, Silver or Bronze medal at World or Continental Amateur Championships.
As the table may not be unambiguously clear, the Qualification Commission would like to clarify its policy in this regard. The FIDE Council will be requested to approve an update of the table accordingly.

World Amateur and Women's World Amateur
Under 2300 – Gold FM/WFM; Silver and Bronze CM/WCM
Under 2000 – Gold FM/WFM; Silver and Bronze CM/WCM
Under 1700 – Gold CM/WCM
Please note, these sections can be separate events, or combined into a single event.

Continental Amateur and Women's Continental Amateur
Under 2300 – Gold, Silver and Bronze CM/WCM
Under 2000 – Gold CM/WCM
Under 1700 – No direct titles
Please note, these sections can be separate events, or combined into a single event.

In all cases each event must comply with the regulations for 'Titles achieved from International Championships' (FIDE Handbook B.01, paragraph 1.2). Please note, all direct titles are subject to minimum rating requirements as defined in paragraph 0.6.2.

CHAPTER 8 : General Rules and Technical Recommendations for Tournaments

Basic Guidelines for Playing Venues of Fide Top-Level Tournaments (C01)

(Approved by FIDE Council on 25/11/2022)

Any deviation from these regulations unless otherwise specified in the tournament regulations should be approved by FIDE

1. Playing Area

1.1 It should ideally be situated in a hotel where players are accommodated or nearby.

1.2 It should not be less than 5n square metres in size, where n is the number of players. See Annex for the recommended table layout for individual competitions.

1.3 Tables, electronic boards, pieces and clocks shall be of the highest quality according to FIDE standards (Handbook Art C.02).

1.4 The temperature should be 21 – 23°C.

1.5 Lighting shall be at least 450 lux. Lighting should not cast shadows or cause pinpoints of light to be reflected from the pieces.

1.6 The floor should be carpeted.

1.7 There should not be extraneous sources of noise.

2. Rest of the Playing Venue

2.1 A players' lounge should be made available.

2.2 A fair-play check room should be made available.

2.3 An outdoor space for players should be available. This may additionally be used as the smoking area.

2.4 Water, coffee, tea and soft drinks should be made available for players and staff free of charge. These should either be next to the playing area, or in the players' lounge if it is available.

2.5 Plentiful toilet facilities shall be available, preferably restricted to players.

2.6 An analysis room (optional) should be near to the playing area.

2.7 A broadcast room should be available, with capacity for a team of 5 people and technical equipment (approximately 30m^2) and provided with stable electricity supply and a high-speed Internet (at least 100Mb/s).

2.8 A commentary room of minimum 10m^2 should be available.

2.9 A Press Conference with a press wall should be available, with a high-speed Internet (at least 100Mb/s).

2.10 An interview zone with a press wall should be available. This may be situated in the commentary room or the Press Conference room.

2.11 A VIP room should be made available.

CHESS EQUIPMENT (C02)

0.1 STANDARDS OF CHESS EQUIPMENT

Approved by FIDE Council on 04/08/2022Applied from 1st September, 2022

1. Chess Equipment

1.1 FIDE Compliant Equipment should be used in all competitions organised under the aegis of the Events Commission (EVE) and Global Strategy Commission (GSC).

1.2 The manufacturers of FIDE Compliant Equipment may write to the FIDE Management Board requesting FIDE Endorsed Equipment status. Upon signing a contract, this status will confer on the manufacturer the right todisplay the FIDE logo and state that their product is "FIDE Endorsed Equipment".

2. Chess Pieces

2.1 Chess pieces should be in the Staunton style; and made of wood, plastic, or an imitation of these materials.

2.2 The size of the pieces should be proportionate to their height and form; other elements such as stability and aesthetic considerations may also betaken into account. The weight of the pieces should be suitable for comfortable moving and stability.

2.3 The height of the pieces, in descending height order, is as follows:

king – 9.5 cm, queen – 8.5 cm, bishop – 7 cm, knight – 6 cm, rook – 5.5 cm and pawn – 5 cm. These dimensions may differ by up to 10%, but the pieces must remain in descending height order.

2.4 The diameter of a piece's base should measure 40-50% of its height.

2.5 The pieces should be shaped so as to be clearly distinguishable from one another. In particular, the top of the king should distinctly differ from thatof the queen. The top of the bishop may bear a notch or be of a special colour clearly distinguishing it from a pawn.

2.6 The “white” pieces may be white or cream, or other light shades of these colours. The “black” pieces should be brown or black, or other dark shades of these colours. The natural colour of wood (walnut, maple, etc.)may also be used. The pieces should not be shiny and should be pleasing to the eye.

3. Chess Boards

3.1 For competitions organised under the aegis of GSC, wooden boards should be used. In all cases boards should be rigid. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, may also be used for boards. The boards must not be shiny, and have a dull or neutral finish.A combination of colours, such as brown, or very light tan and white, cream, off-white ivory or buff may beused for the chess squares in addition to natural colours.

3.2 For competitions under the aegis of EVE and GSC, if electronic chess boards are used, they must be FIDE Compliant electronic chess boards.

3.3 The side of the square should measure 5-6 cm. Four pawns should fit on one square.

4. Chess Tables & Chairs

4.1 For all competitions organised under the aegis of EVE and GSC:

4.1.1 The length of the table is 110 cm +- 15%

4.1.2 The width of the table is 85 cm +- 15%

4.1.3 The height of the table is 74 cm

4.2 For all Junior, Youth, Cadet and Schools competitions organised under the aegis of EVE, the length, width and height of the tables may be varied as applicable to the age of the participants by agreement with EVE.

4.3 The chairs should be comfortable for the players. Any noise when moving the chairs must be minimised.

5. Chess Clocks

5.1 For competitions under the aegis of EVE and GSC, FIDE Compliant electronic chess clocks must be used.

5.2 For FIDE-rated tournaments, either electronic or mechanical chess clocks may be used. Mechanical clocks should have a device (a “flag”) signalling precisely when the hour hand indicates full hours. The flag must be arranged so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not be reflective, as that may make it difficult to see. It should run as silently as possible in order not todisturb the players during play.

5.3 The same type of chess clocks should be used throughout thetournament, except:

5.3.1 Visually impaired players who are using chess clocks specially designed for them.

5.3.2 Where electronic boards are being used and require a different type of chess clocks from the standard boards.

6. Chess Scoresheets

6.1 For competitions under the aegis of EVE and GSC, either paper scoresheets or FIDE Compliant electronic scoresheets may be used.

6.2 Paper scoresheets should include:

6.2.1 The name of the competition

6.2.2 Number of the round

6.2.3 Number of table (board)

6.2.4 Date of the round

6.2.5 White – name of player

6.2.6 Black – name of player

6.2.7 Result of the game

6.2.8 The signatures of both players and the arbiter

6.2.9 Number of moves, and place to register white and black moves.

0.2 FIDE COMPLIANT ELECTRONIC CHESS EQUIPMENT

Approved by FIDE Council on 04/08/2022Applied from 1st September, 2022

1. Endorsement Procedure

1.1 The FIDE Technical Commission (TEC) shall be responsible for administering the process of determining whether or not electronic chess equipment is Compliant.

1.2 The manufacturer or authorised representative of the manufacturer (hereafter "manufacturer") of the electronic chess boards provides it in full working condition (hereafter "equipment"). The manufacturer is requested to fill in the Product information and Specifications document before submitting the product for testing to FIDE.

1.3 FIDE accepts equipment for testing if "Product information and Specifications document" contains all functionality marked as "Required" for the equipment.

1.4 The manufacturer should provide not less than 6 sets of equipment to be tested simultaneously.

1.5 Equipment for testing should be provided with working software to control and manage the equipment.

1.6 Equipment for testing should be provided with full operating manual in English in printed or electronic form.

1.7 The manufacturer is taking responsibility and financial obligation to provide transportation of the tested equipment to a specific test locationand its return back to manufacturer after the test not depending on the result of the test.

1.8 The manufacturer is responsible for all financial costs required to complete the testing procedure.

2. Requirements for the Test

2.1 The electronic equipment should comply with the FIDE Laws of Chess, and where applicable, the Standards of Chess Equipment.

2.2 Equipment should provide stable functionality reported by the manufacturer of the equipment in its documentation throughout the whole testing period.

3. Testing Procedure

3.1 TEC will appoint at least one person to test the product seeking Compliancy.

3.2 The testing procedure consists of checking the Product information and Specifications document for documented functionality and actual functionality of the equipment.

3.3 Functionality is checked with an operations check either in conditions of the test or real chess tournament. The testing procedure can be paused if an operational failure of one of the functions prevents further testing of the reported functions.

3.4 The manufacturer can participate in testing procedures and provide necessary technical and informational support requested by FIDE.

4. Test Completion

4.1 Testing is considered to be complete after the check of all reported functionality of the equipment and filling the Testing Report with the result and comments and signed by the testing official.

4.2 The Technical Commission will determine whether or not the product will be Compliant.

5. Testing Reports

5.1 Testing Report for Electronic Clocks

5.2 Testing Report for Electronic Scoresheets

5.3 Testing Report for Electronic Chess Boards

Testing Reports forms are available on the FIDE Handbook

CHAPTER 9: General Rules and Technical Recommendations for Tournaments

General Regulations for Competitions (C05)

Approved by the 1986 General Assembly, 2007 PB

Amended by the 1989, 1992, 1993, 1994, 1998, 2006, 2010, 2014, 2018 General Assemblies and 2011 Executive Board.

Preface

All chess competitions shall be played according to the FIDE Laws of Chess (E.I.01A). The FIDE General Regulations for the Competitions shall be used in conjunction with the Laws of Chess and shall apply to all official FIDE competitions. These Rules shall also be applied to all FIDE-rated competitions, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these Rules before the start of the competition. In these Rules the words 'he', 'him' and 'his' shall be considered to include 'she' and 'her'.

National Laws of the hosting country take precedence over FIDE Rules.

Arbiters when officiating in another country must be aware that they could be, for example, committing a criminal act in that nation if they search the Personal Identification Information (PII) of a player. Organisers should warn arbiters when certain Laws cannot be enforced.

1. Scope

1.1 Where an event has a situation not covered by internal rules, these Rules shall be considered to be definitive.

1.2 These Rules apply to the following levels of competition.

L1 – Official FIDE events – see FIDE Handbook, Section D, Regulations for Specific Competitions (World Championships, Chess Olympiad, Continental Championships and so on)

L2: Competitions where FIDE titles and title norms can be earned, according to FIDE Handbook B.01 (FIDE Title Regulations)

L3: FIDE Rated Competitions, according to FIDE Handbook B.02 (FIDE Rating Regulations)

1.3 These competition rules may contain regulations defined by other FIDE Commissions, which are listed in the FIDE Handbook. Where possible, references to these external regulations shall be shown.

2. The Chief Organiser (CO)

2.1 The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to a CO. He, together with the federation or organising body, may appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

Other rules hereunder may apply also to the role of the CO. He/She and the chief arbiter (see 3) must work closely together in order to ensure the smooth running of an event.

2.2 The CO is responsible in particular for:

(1) preparation of the Regulations of the Event - see Guidelines for the Organisers published on the RC website (rules.fide.com)

(2) anti-cheating staff and equipment - see FIDE Handbook A.10 - Anti-cheating Guidelines,

(3) dress-code regulations for the event - see FIDE Handbook A.09 - Code of Ethics

(4) appropriate registration of the tournament in advance – see FIDEHandbook B.02 – Rating Regulations

(5) Media regulations – see FIDE Handbook C.09 – Media Regulations

(6) supervising the work of the technical staff of the competition.

3. The Chief Arbiter (CA)

3.1 The duties of the CA are as specified in particular by the Laws of Chess, General Regulations for Competitions, Anti-cheating Guidelines and so on.

During the event he/she also:

(1) has to keep the record of each round

(2) to oversee the proper course of the competition

(3) to ensure order in the playing venue

(4) to ensure players' comfort during play

3.2 Prior to the start of the competition:

(1) he may draw up additional rules in consultation with the CO;

(2) he shall check all the conditions for play, including the playing venue, playing area, lighting, heating, air conditioning, ventilation, noise, security and so on.;

(3) he must acquire through the CO all the necessary equipment, ensure a sufficient number of arbiters, auxiliary technical staff and assistants are engaged and ensure that conditions for the arbiters are satisfactory.

Whether the playing conditions meet the requirements of these FIDE Rules is his/her final decision.

3.3 In case of different opinion between CA and CO regarding interpretation of the Laws of Chess, it is assumed that opinion of CA takes priority.

3.4 At the conclusion of the event the CA shall report as appropriate.

4. Preparation of the Playing Hall and Chess Equipment

According to the FIDE Handbook C.02 Standards of Chess Equipment and tournament venue for FIDE Tournaments

4.1 If possible, a separate area outside the playing area shall be provided where smoking is permitted. This shall be easily accessible from the playing area. If local ordinances totally prohibit smoking on the premises, the players and officials shall be given easy access to the outside.

If possible, a further additional area could be provided for e-cigarette users. This would prevent those trying to give up smoking from having to use the same area as those smoking.

4.2 If smoking is completely prohibited, it shall be announced in the regulation of the event in advance.

4.3 All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA (in consultation with the CO).

4.4 For FIDE events (L1) with 30 players or more, at any stage, a large digital timer or clock shall be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement shall be made five minutes before the game is due to start and again one minute before the start of the game.

5. Pairings

5.1 The pairings for a round robin should be made in accordance with the Berger tables (Annex 1), adjusted where necessary for double-round events.

5.2 If the pairings are to be restricted in any way - for example, players from the same federation shall, if possible, not meet in the last rounds - this shall be communicated to the players as soon as possible, but not later than the start of the first round.

5.3 For round-robin competitions this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be used for competitions of 9 to 24 players

5.4 For the pairings of a Swiss-system competition the pre-announced pairing system shall apply. (C.04)

6. Drawing of lots and withdrawals

6.1 Responsibility for the drawing of lots and the actual pairings rests with the CA.

6.2 The drawing of lots for the first round of a round-robin competition shall be arranged by the CO, to be open to the players.

6.3 In L1, L2: round robin competitions and preferable Swisses, the drawing of lots shall take place at least 12 hours before the start of the first round. In L1 all participants shall attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion ofthe CA. The first-round pairings shall be announced as soon as possible thereafter.

See also 6.7 and Berger and Varma Tables in this section and also Types ofTournament

6.4 If a player withdraws or is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings that havealready been announced.

6.5 A player who is absent without notifying the arbiter shall be considered as withdrawn (to have withdrawn), unless the absence is explained, with acceptable reasons, before the next pairing is published. The rules of the competition may specify otherwise.

6.6 **Round robins**

(1) Each player has entered into a contract to play throughout the tournament.

(2) When a player withdraws or is expelled from a tournament, the effect shall be as follows:

1. If a player has completed less than 50 % of his/her games, the results shall remain in the tournament table (for rating and historical purposes, but they shall not be counted in the final standings. The unplayed games of the player are indicated by (-) in the tournament table and those of his/her opponents by (+). If neither player is present this will be indicated by two (-).

2. If a player has completed at least 50 % of his/her games, the results shallremain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as above.

N.B. article 6.6 should also be applicable for team events.

6.7 **Swisses**

(1) If a player withdraws, the results shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated

(2) If a player cannot play a particular round it is essential to inform the Pairings Officer and CA before the pairings for that round are made.

Unless the rules of a competition specify otherwise:

(3) In an L2 or L3 tournament: If, after the round has started two players do not have a game, then they can be paired against each other. This is only allowed when the arbiter and both players agree and they have not already played in this tournament. The arbiter shall adjust the clock times in anequitable manner.

(4) In an L2 or L3 tournament the rules may permit a player to take a half point bye in a given round. It is only allowed once during the tournament, if adequate notice has been given and is agreed to by the arbiter.

Such permission might not be granted to a player who receives conditions, or who has been given a free entry to the tournament.

Normally such ½ point byes may be given to players who cannot be present in the first and in the second round of the tournament. It is advisable not to give them in later rounds, especially in the last round, because they can affect the final standings and thus the prize distribution.
In any case, the possibilities of ½ point byes shall be clearly described and advertised in the regulations of the tournament.

N.B. article 6.7 should also be applicable for team events.

7. Team competitions & Team Captain's Role

A team competition is one where the results of individual games contribute equally to the final score of a defined group of players.

7.1 Depending on the rules of the specific competition, the captain shall be required to deliver, at a specific time, a written list naming the players in his team participating in each round. If the list is not delivered by the appointed time, the team list for that round shall be the first named players in the list submitted by the required time before the start of the event. The captain shall communicate to his players the pairings.

In the regulations of a Team Tournament, details about the Team Compositions should be included.
Normally the following may be applied:
A fixed board order (it might be according to the FIDE rating of the players; the highest rating gets no 1. Some events allow the captain full discretion, others do not permit a player to play on a board higher than a team mate who is 100 Rating points higher. The team list must be submitted before the first round at a time stipulated by the regulations. The order shall not be changed during the whole tournament.
If a team has reserve(s): then for every round, each team must submit its composition (for example, if the team consists of 4 players and one reserve, the team composition may be: 1, 2, 3, 4, or 1, 2, 4, 5, or 1, 3, 4, 5, or 1, 2, 3, 5 or 2, 3, 4, 5,), provided within a given deadline before the start of the round.
Where the captain does not submit any composition by the deadline, its composition shall be: 1, 2, 3, 4. No player with higher number in the fixed board order is allowed to play above a player with lower number. The reserve player must always play board
4. Other permutations are not allowed.
Where players play on the wrong boards, the result of the game counts for the rating, but not for the final score in the match. They will be forfeited (+/- or -/+).

Example: *A team*	*-*	*B team*	
1A	*1-0*	*2B: correct board*	
2A	*0-1*	*4B: wrong board (it should be 3B)*	*+ - : corrected result*
3A	*½*	*3B: wrong board (it should be 4B)*	*+ - : corrected result*
5A	*0-1*	*5B: correct board*	

Initial Match Result: 1.5-2.5 (valid only for ratings) Corrected result of the Match: 3.0-1.0(valid for standings and future pairings).

Each Team Captain is responsible for the submission of the compositions of their team to the appropriate officer.

Team Captains, MUST CHECK the Teams Compositions for every round, in order to avoid incorrect board order

7.2 In L1 tournaments, at the start of any round a participating team has to be present with more than 50% players. If 50% or less of the players are present at the start of any round the players present are not allowed to start their games. For other levels this is not obligatory, but recommended.

7.3 The captain shall sign the protocol indicating the results in the match at the end of play.

7.4 A team captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.

7.5 The team captain (as well as players) must not stand behind the opposing team during play.

7.6 If the team captain wishes to speak to one of his players, he shall first approach the arbiter. The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain.

7.7 A team captain is entitled to advise the players of his team to make or accept an offer of a draw unless the regulations of the event stipulate otherwise. He shall not intervene in a game in any other way. He must not discuss any position on any board during play. The player can also ask his captain if he may offer or accept a draw.

7.8 The team captain may delegate his functions to another person, provided he informs the CA of this in writing in advance.

Refer to the new Team Captains and Heads of Delegation

8. Tie-breaks and unplayed games

See FIDE Handbook C.02 - Standards of Chess Equipment and tournament venue forFIDE Tournaments.

9. Conduct of the Players

9.1 Once a player has formally accepted an invitation, he/she must play except in exceptional circumstances (force majeure), such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or for withdrawing.

9.2 All the participants should be dressed in a suitable manner. In case of violation of the dress code regulations, they may be penalised – see FIDE Handbook A.09 – Code of Ethics article 3.2

The Chief Arbiter is responsible for ensuring that the dress code is observed. The board arbiter on observing a violation of the dress code should inform a more senior arbiter.

9.3 A player who does not wish to continue a game but leaves without resigning or notifying the arbiter is discourteous. He/She may be penalised, at the discretion of the CA, for poor sportsmanship– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.4 Where it is clear that results have been arranged– see FIDE Handbook E.01 – Laws of Chess article 11.1, the CA shall impose suitable penalties– see FIDE Handbook E.01 – Laws of Chess article 12.9

9.5 The players should not eat at the chessboard during the game.

10. Appeals procedure

10.1 When there is a dispute, the CA or CO as appropriate should make every effort to resolve matters by reconciliation. It is possible that such means will fail and the dispute is such that penalties are appropriate but not specifically defined by the Laws of Chess or the General Regulations for Competition. Then the CA (in consultation with the CO) shall have discretionary power to impose penalties. He/She should seek to maintain discipline and offer other solutions which may placate the offended parties.

10.2 In all competitions there shall be an Appeals Committee (AC). The CO shall ensure that the AC is elected or appointed before the start of the first round, usually at the drawing of lots, or players' meeting. It is recommended that the AC consist of a Chairman, at least two members and, when needed, two reserve members. The Chairman, the members and reserve members shall, if possible, be from different federations, if it is an international competition. No member of the AC involved in the dispute shall rule in that dispute. Such a committee should

have an odd number of voting members. Members of the AC shall not be younger than 21 years old.

10.3 A player or a registered official representing a player or team may appeal against any ruling made by the CA or CO or one of their assistants. Such an official may include the player's team captain, head of delegation or other person as defined in the rules of the event.

10.4 An appeal shall be accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the AC shall be final. The fee is returnable if the appeal is successful. The fee (or part of it) may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

11. Media

11.1 Television cameras that are noiseless and unobtrusive are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.

11.2 Only authorised photographers may take photographs in the playing venue. Use of flash in the playing area is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

11.3 The Regulations of an event may include other rules due to the peculiarities of the event. The authorised photographers may take photographs without flash during the rest of the round in the playing area, only with the permission of the CA.

12. Invitation, Registration and Functions for L1 tournaments

12.1 Invitations to an official FIDE competition shall be issued as soon as feasible.

12.2 The CO shall send, through the respective national federations, invitations to all participants qualified for the competition. The invitation letter shall first be approved by the President of FIDE for World Championship competitions, and by the Continental President for Continental Championship competitions.

12.3 The invitation shall be as comprehensive as possible, stating clearly the expected conditions and giving all details which may be of use to the player.

The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

1. The dates and site of the Competition

2. A reference to the FIDE Regulations

3. The hotel(s) where the players are to stay with the contact details

4. The Competition schedule: dates, times of play and places of: arrival, the opening ceremony, technical meeting, drawing of lots, play, special events, the closing ceremony, departure.

5. The rate of play and the type of clocks to be used in the Competition.

6. The pairing system for the event and the tie-break system to be used.

7. The default-time

8. The specific rules for draw agreements if there is any restriction.

9. For Rapid Chess and Blitz competitions, whether Article A3 or A4, or B3 or B4 applies.

10. The travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals;

11. The entry fee, full details of the prize fund, including special prizes, pocket money, points money; the currency in which money shall be disbursed; method and terms of payment; tax liability;

12. Visas information and how to obtain them.

13. How to get to the playing venue and arrangements for transportation.

14. The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA).

15. The website of the event, contact details of the organisers including the name of the CO.

16. The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.

17. Dress code, if any

18. Any smoking restrictions shall be mentioned in the invitation.

19. Security Arrangements.

20. Special medical considerations such as vaccinations recommended or required in advance.

21. Arrangements for: tourism, special events, internet access, and so on.

22. The date by which a player must give a definite reply to the invitation and where and when he/she shall report his/her arrival.

23. In his/her reply a player may mention pre-existing medical conditions and special dietary and/or religious requirements.

24. If the organiser has to take special measures due to a disability of the player, the player shall notify the organiser in his/her reply.

12.4 Once an invitation has been issued to a player, it must not be withdrawn, provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.

12.5 The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials and shall insure said people against accidents and the need for medical services, including medicine, surgical procedures, and so on, but shall have no responsibility where there is a chronic condition. The official medical staff shall be appointed for the duration of the competition.

12.6 The same protocol as in 12.3, 12.4 and 12.5 shall be followed for L2 or L3 competitions, amended where appropriate.

13. Appointments of CA for L1 tournaments

13.1 (1) The CA of an official World Event shall be nominated by the President of FIDE in consultation with the CO. The CA of a Continental Championship competition shall be nominated by the Continental President, in consultation with the CO. The CA shall have the title of International Arbiter classified "A" or "B" (see FIDE Handbook B.06, Annex 2, Regulations for the Classification of the Chess Arbiters) and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations.

(2) FIDE and/or the Organising Committee shall nominate, in consultation with Chief Arbiter, the other arbiters and other staff.

Annex 1: Details of Berger Table

Berger Tables for Round-Robin Tournaments

Where there is an odd number of players, the highest number counts as a bye.

3 or 4 players:
Rd 1: 1-4, 2-3.
Rd 2: 4-3, 1-2.
Rd 3: 2-4, 3-1.

5 or 6 players:
Rd 1: 1-6, 2-5, 3-4.
Rd 2: 6-4, 5-3, 1-2.
Rd 3: 2-6, 3-1, 4-5.
Rd 4: 6-5, 1-4, 2-3.
Rd 5: 3-6, 4-2, 5-1.

7 or 8 players:
Rd 1: 1-8, 2-7, 3-6, 4-5.
Rd 2: 8-5, 6-4, 7-3, 1-2.
Rd 3: 2-8, 3-1, 4-7, 5-6.
Rd 4: 8-6, 7-5, 1-4, 2-3.
Rd 5: 3-8, 4-2, 5-1, 6-7.
Rd 6: 8-7, 1-6, 2-5, 3-4.
Rd 7: 4-8, 5-3, 6-2, 7-1.

9 or 10 players:
Rd 1: 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 2: 10-6, 7-5, 8-4, 9-3, 1-2.
Rd 3: 2-10, 3-1, 4-9, 5-8, 6-7.
Rd 4: 10-7, 8-6, 9-5, 1-4, 2-3.
Rd 5: 3-10, 4-2, 5-1, 6-9, 7-8.
Rd 6: 10-8, 9-7, 1-6, 2-5, 3-4.
Rd 7: 4-10, 5-3, 6-2, 7-1, 8-9.
Rd 8: 10-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-10, 6-4, 7-3, 8-2, 9-1.

11 or 12 players:
Rd 1: 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 2: 12-7, 8-6, 9-5, 10-4, 11-3, 1-2.
Rd 3: 2-12, 3-1, 4-11, 5-10, 6-9, 7-8.
Rd 4: 12-8, 9-7, 10-6, 11-5, 1-4, 2-3.
Rd 5: 3-12, 4-2, 5-1, 6-11, 7-10, 8-9.
Rd 6: 12-9, 10-8, 11-7, 1-6, 2-5, 3-4.
Rd 7: 4-12, 5-3, 6-2, 7-1, 8-11, 9-10.
Rd 8: 12-10, 11-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-12, 6-4, 7-3, 8-2, 9-1, 10-11.
Rd 10: 12-11, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-12, 7-5, 8-4, 9-3, 10-2, 11-1**.**

13 or 14 players:
Rd 1: 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 2: 14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.
Rd 3: 2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 4: 14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.
Rd 5: 3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10.
Rd 6: 14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.
Rd 7: 4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11.
Rd 8: 14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12.
Rd 10: 14-12, 13-11, 1-10, 2-9. 3-8, 4-7, 5-6.
Rd 11: 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13.
Rd 12: 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

15 or 16 players:
Rd 1: 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9.
Rd 2: 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.
Rd 3: 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10.
Rd 4: 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.
Rd 5: 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11.
Rd 6: 16-11, 12-10, 13-9, 14-8, 15-7, 1-6, 2-5, 3-4.
Rd 7: 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12.
Rd 8: 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.
Rd 9: 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13.
Rd 10: 16-13, 14-12, 15-11, 1-10, 2-9, 3-8, 4-7, 5-6.
Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14.
Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.
Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15.
Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.
Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

For a double-round tournament it is recommended to reverse the order of the last two rounds of the first cycle. This is to avoid three consecutive games with the same colour.

Restricted Drawing of Lots (C06)

Approved by the 1987 General Assembly

Introduction: In certain cases, regulations state that the drawing of lots should be carried out in such a way that players of the same federation do not meet in the last three rounds, if possible.

This may be done by using the Varma tables, reproduced below, which can be modified for tournaments of from 10 to 24 players.

Directions for "restricted" drawing of tournament numbers

1. In the case of 19 or 20 participants, the players of the same group (A, B, C or D) as indicated below, will not meet in the last three rounds:

    1. (6, 7, 8, 9, 15, 16, 17, 18)
    2. (1, 2, 3, 11, 12, 13, 14)
    3. (5, 10, 19)
    4. (4, 20)

    The arbiter shall prepare beforehand, unmarked envelopes each containing one of the above numbers. The envelopes containing a group of numbers are then placed in unmarked larger envelopes.

2. The order in which players draw lots is listed beforehand as follows: The players of the federation with the most number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names.

3. For example, the first player of the first contingent with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his/her contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.

4. The players of the next contingent then draw lots and the procedure is followed until all players have drawn their numbers.

5. The following Varma Tables can be used for 10 to 20 players.

9/10 players

1. (3, 4, 8);
2. (5, 7, 9);
3. (1, 6);
4. (2, 10)

11/12 players

1. (4, 5, 9, 10);
2. (2, 6, 7);
3. (1, 8, 12);
4. (3, 11)

13/14 players

1. (4, 5, 6, 11, 12);
2. (1, 2, 8, 9);
3. (7, 10, 13);
4. (3, 14)

15/16 players

1. (5, 6, 7, 12, 13, 14);
2. (1, 2, 3, 9, 10);
3. (8, 11, 15);
4. (4, 16)

17/18 players

1. (5, 6, 7, 8, 14, 15, 16);
2. (1, 2, 3, 10, 11, 12);
3. (9, 13, 17);
4. (4, 18)

19/20 players

1. (6, 7, 8, 9, 15, 16, 17, 18);
2. (1, 2, 3, 11, 12, 13, 14);
3. (5, 10, 19);
4. 4, 20)

21/22 players

1. (6, 7, 8, 9, 10, 17, 18, 19, 20);
2. (1, 2, 3, 4, 12, 13, 14, 15);
3. (11, 16, 21);
4. (5, 22)

23/24 players

1. (6, 7, 8, 9, 10, 11, 19, 20, 21, 22);
2. (1, 2, 3, 4, 13, 14, 15, 16, 17);
3. (12, 18, 23);
4. (5, 24)

Play-Off and Tie-Break Regulations (effective from 1 March 2026) (C.07)

PLAY-OFF AND TIE-BREAK REGULATIONS

Approved by FIDE Council on 02/02/2026
Applied from 1st March, 2026

1. Scope

These regulations shall apply to all FIDE-rated competitions.

- *Note: See article 4.1.*

2. Ranking of Tied Participants (Players or Teams)

2.1 The regulations of the tournament should specify whether tied participants will share the same place in the standings or, if not, a method for ranking them. If neither is done, choose 2.2.2 as the ranking method and apply 4.1.1.

2.2 The available methods of ranking tied participants are:

- 2.2.1 Over-the-Board play-offs (see Article 3)
- 2.2.2 Off-the-Board tie-breaks (see Article 4 onwards)

3. Play-offs

3.1 If play-offs are required, the following parameters shall be set out in the specific tournament regulations, as needed:

3.1.1 Whether play-offs are for all tied positions, or specific tied positions (e.g. 1st place only)
3.1.2 Whether qualification for play-offs applies after application of none, some or all of the tie-breaks selected in Article 4.1.
3.1.3 The format (e.g. Round Robin or Knockout)
3.1.4 The method by which pairing numbers are allocated
3.1.5 The method by which colours are allocated
3.1.6 The time limit(s) for all of the games
3.1.7 The schedule for the games, or the break between each game

4. Tie-Breaks

4.1 They shall take the form of an ordered list of tie-breaks chosen by the Chief Organiser either among those listed in Article 5, or self-defined in the specific regulations of the tournament.

4.1.1 If necessary, the chief arbiter shall complete the list by choosing additional tie-breaks from those listed in Article 5, and publish the list before the start of the tournament.

4.2 For the final tournament standings, participants shall be ranked in the order specified by the respective tie-break, starting from the first specified tie-break and moving to the next in the list for each subgroup of participants still tied. When the tie-break list is exhausted, any remaining tie should be broken by drawing of lots, unless the rules of the tournament specify that such ties will not be broken

4.3 These tie-breaks calculate an evaluation which may be based on:

Type A a subset of the games by the tied participants.

Tie-Breaks of this type may appear multiple times in the tie-break list.

Type B participants' own results or data, so their value can be calculated or predicted by the involved participants before or during their own games

Type C opponents' (final) results, so they can be calculated only at the end of the tournament.

Type D opponents' prior known data (e.g. ratings, but also results of previous rounds), so their values can be calculated after the pairings are published (i.e. before the games are played)

or some combination of all the above.

4.4 If two participants play each other more than once, each game or match will be treated as a separate encounter (except as provided in Article 6.1.2). Consequently, the data of the opponents (e.g. ratings, scores) will be used in sums and averages as many times as the two participants played each other.

5. Tie-Breaks List and Description

Name (in alphabetical order)	Type	Section	Acronym	Cut-1
Average of Opponents' Buchholz	CC	8.2	AOB	
Average Perfect [Tournament] Performance of Opponents	DC	10.5	APPO	
Average [Tournament] Performance Rating of Opponents	DC	10.4	APRO	
Average Rating of Opponents	D	10.1	ARO	●
Buchholz	C	8.1	BH	●
Direct Encounter	A	6	DE	
Fore Buchholz	D	8.3	FB	●
Rounds one Elected to Play	B	7.6	REP	
Koya System for Round Robin	BC	9.2	KS	
Number of Games Played with Black	B	7.3	BPG	
Number of Games Won	B	7.2	WON	
Number of Games Won with Black	B	7.4	BWG	
Number of Wins	B	7.1	WIN	
Perfect Tournament Performance	DB	10.3	PTP	
Rating	B	10.6	RTNG	
Sonneborn-Berger	BC	9.1	SB	●

Standard Points	B	7.7	STD	
(Sum of) Progressive Scores	B	7.5	PS	●
Tournament Pairing Number	B	7.8	TPN	
Tournament Performance Rating	DB	10.2	TPR	
Tie-Breaks specific for Team Knock-Outs				
Board Count	B	12.1	BC	
Bottom Board Elimination	B	12.3	BBE	
Top Board Results	B	12.2	TBR	
Tie-Breaks specific for Team Competitions				
Extended Sonneborn-Berger for teams	BC	13.2	ESB	●
Extended Direct Encounter for teams	A	13.3	EDE	
Match Points or Game Points	B	13.1	MPvGP	
Scores and Schedule Strength Combination	BC/BD	13.4	SSSC	

6. Direct Encounter (DE) (Type A, i.e. multi-listable)

6.1 If some or all the tied participants have met each other, the sum of the scores from these encounters is used to produce separate standings (for use in 6.2 and 6.3), with the following caveats

6.1.1 forfeit wins or losses not covered by Article 15.2 are excluded unless the specific regulations of the tournament state otherwise - when included, forfeit wins or losses are equivalent to games played

6.1.2 contrary to the provisions of Article 4.4, if two participants have met more than once, the addend to be used by them in the aforementioned sum is the average score of these games.

6.2 If all the tied participants have met each other, the separate standings determine all rankings among them, except for any further ties among any subset of them, for which Article 6 shall be reapplied until no further ties can be resolved.

6.3 In Swiss tournaments, if the tied participants have not played all the games against each other, but one of them will be alone at the top of the separate standings whatever the outcome of the missing games, that participant is ranked first among the tied participants – the same applies to the second rank when the first is assigned this way; and so on.

Article 6 shall then be reapplied to all remaining unranked participants of this set.

7. Type B Tie-Breaks (based on Participant's own Record)

7.1 Number of Wins (WIN)

The number of rounds where a participant obtains, with or without playing, as many points as awarded for a win.

7.2 Number of Games Won (WON)

The number of games won over the board.

7.3 Number of Games Played with Black (BPG)

The number of games played over the board with the black pieces.

7.4 Number of Games won with Black (BWG)

The number of games won over the board with the black pieces.

7.5 (Sum of) Progressive Scores (PS)

After each round a participant has a certain tournament score. This tie-break is calculated adding the score of the participant at the end of each round.

7.6 Rounds one Elected to play (REP)

The number of rounds reduced by the number of half-point-byes, zero-point-byes or forfeit losses that a participant had in the tournament.

7.7 Standard Points (STD)

The number of rounds in which a participant scores more points than their scheduled opponent, or obtains, without playing, more points than those awarded for a draw, plus half the number of rounds in which the participant scores the same number of points as their scheduled opponent, or obtains, without playing, the same number of points as awarded for a draw.

7.8 Tournament Pairing Number (TPN)

Players are sorted according to their (final) tournament pairing number in ascending order. Alternatively, they can be sorted in reverse order (i.e. in descending order).

8. Buchholz and other Tie-Breaks related to Buchholz

Note: These tie-breaks must not be used in round-robins.

8.1 Buchholz (BH)

The sum of the scores of each of the opponents of a participant.

8.2 Average of Opponents' Buchholz (AOB)

The average of the Buchholz (or Fore Buchholz) score of the opponents played over the board

8.3 Fore Buchholz (FB)

Buchholz score calculated as if all paired games for the final round had ended in draws.

See Article 16 for Unplayed Rounds Management.

9. Tie-Breaks based on both participant's and opponents' results

9.1 Sonneborn-Berger (SB)

It is calculated by adding, for each round, a value given by multiplying the final score of the opponents by the points scored against them. See Article 16 for Unplayed Rounds Management.

9.2 Koya System (for Round Robin) (KS)

The number of points achieved against all participants who have scored at least 50% of the maximum possible tournament score.

10. Ratings-based Tie-Breaks

These tie-breaks must be dropped from the tournament tie-break list when unrated players are present, unless detailed rules on the handling of unrated players are included in the tournament regulations or established and published by the chief arbiter before the start of the tournament.

Note: These tie-breaks are not recommended when a player can get more than one rating during the tournament (e.g. due to multiple rating reports). If they are nevertheless chosen, the rating used to calculate them is the first one, unless the specific regulations of the tournament state otherwise.

10.1 Average Rating of Opponents (ARO)

The average of the ratings of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.2 Tournament Performance Rating (TPR)

Calculated adding to ARO a number (called rating difference (RD) - which may be negative) resulting from the conversion of the fractional score (number of points achieved in games played over the board divided by the number of games) into RD (see the corresponding conversion table in the FIDE Rating Regulations).

10.3 Perfect Tournament Performance (PTP)

This is a whole number corresponding to the lowest rating that a player should have for their expected score to be greater than or equal to their tournament score. For a zero score, this number is set 800 points lower than the rating of the lowest rated opponent.

The expected score is the sum of the scoring probabilities which are defined in the FIDE Rating Regulations by the conversion table of rating differences into scoring probabilities.

Each rating difference is calculated by using the aforementioned lowest rating and the rating of each opponent faced by the player during the tournament. The full rating scale is used in this conversion (i.e. no ±400 cut).

10.4 Average [Tournament] Performance Rating of Opponents (APRO)

The average of the performances (TPR) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.5 Average Perfect [Tournament] Performance of Opponents (APPO)

The average of the perfect performances (PTP) of the opponents played over the board, rounded to the nearest whole number (0.5 rounded up).

10.6 Rating (RTNG)

Players are sorted according to their rating, from highest to lowest. Alternatively, they can be sorted in reverse order (i.e. from lowest to highest).

11. Team Tie-Breaks

11.1 In team tournaments each match between two teams may report two types of scores:

11.1.1 Match Points (MP)

Points assigned to a team-win, team-draw, and team-loss.

11.1.2 Game Points (GP)

Sum of the individual points that each player of the team scores.

12. Tie-Breaks Specific for Team Knockouts

Even though these tie-breaks may be used in team competitions (see Article 13), and are described as such, they are specific for team knockouts when both teams have the same number of match points and game points.

For these tie-breaks:

- individual forfeit wins or losses are considered as standard wins or losses
- if the team received a pairing-allocated bye, the game points considered for each board are the same as those assigned to a standard win.

12.1 Board Count (BC)

For each team and each board, multiply the board number (e.g. one for first board, two for second board) by the number of game points achieved on that board in all games played by the team in the tournament, regardless of who was playing on it.

The lower the sum of these products, the higher the ranking of the team.

It can only be used when all tied teams have (scored) the same number of game points.

12.2 Top Board Results (TBR)

This is the number of game points achieved on the first board in all games played by the team in the tournament, regardless of who was playing on that board.

If the results on the top board are not decisive, reapply this tie-break to the top-most board not yet counted. Continue reapplying this tie-break in the same way until the tie is broken.

12.3 Bottom Board Elimination (BBE)

This is the number of game points achieved on all boards except for the bottom board in all games played by the team in the tournament, regardless of who was playing on those boards.

If excluding the bottom board is not decisive, reapply this tie-break to the bottom-most board not yet excluded. Continue reapplying this tie-break in the same way until the tie is broken.

13. Tie-Breaks Specific for Team Competitions

All tie-breaks described in Articles 6-10, or some variation of them, may be also applied for teams, using teams MP or GP as the reference score for the team – the primary score being the default, if the reference score is not explicitly indicated.

13.1 Match Points or Game Points (MPvGP)

Match Points in team competitions that are decided by Game Points or Game Points in team competitions that are decided by Match Points.

13.2 Extended Sonneborn Berger (ESB) for Teams

Combining MP and GP, four combinations of Sonneborn-Berger tie-breaks are available. Any of them or any combinations of them can be used. Each (Extended) Sonneborn-Berger tie-break is calculated adding for each opponent a value given by the product of two elemen:

- the total number of MP or GP achieved by the opponent at the end of the tournament;
- the number of MP or GP scored against that opponent.

The four possibilities are:

13.2.1	EMMSB	Total MP opponent × MP scored
13.2.2	EMGSB	Total MP opponent × GP scored
13.2.3	EGMSB	Total GP opponent × MP scored
13.2.4	EGGSB	Total GP opponent × GP scored

See Article 16 for Unplayed Rounds Management.

13.3 Extended Direct Encounter for Teams (EDE)

13.3.1 Apply the Direct Encounter rule (Article 6), first using the primary score (MP or GP), then, if no ties were broken in accordance with this rule, using the secondary score.

13.3.2 If exactly two teams are still tied in both MP and GP, the rules of a competition must specify whether the Tie-Breaks specific for Team Knockouts apply (Article 12), and, if so, which ones and in what order.

The four reasonable possibilities are:

a. EDEBT => EDE + BC + TBR
b. EDEBB => EDE + BC + BBE
c. EDET => EDE + TBR
d. EDEB => EDE + BBE

13.3.3 Any time a new subset of tied teams is determined, restart with the new subset from 13.3.1.

13.4 Scores and Schedule Strength Combination (SSSC)

This tie-break adds together two elements:

13.4.1 the secondary score of a team (GP if the primary score is given by MP, or vice versa);

13.4.2 a value that represents the strength of its opposition (called Schedule Strength). This value is the result of a division between:

a. [dividend] Buchholz of the team, based on the primary score (note: if the tie-break value must be known before playing, use Fore Buchholz);
b. [divisor] a normalising factor, given by the highest achievable primary score in the tournament divided by the highest secondary score achievable in a single match, rounded to the nearest integer towards zero, or by a different value if stated by the rules of the competition.

14. Modifiers

Each tie-break based on a sum of values (that can come from either results, ratings or any value calculated using them) can be redefined by applying a modifier, which is a way to vary the elements that are part of the calculation, usually excluding some of these elements or, more rarely, adding some:

14.1 Cut-1: Cut the Least Significant Value

14.1.1 It is the most used modifier, applicable in many tie-breaks. The most commonly used are:

a. Buchholz Cut-1 (BH-C1, exclude the opponent's lowest score)
b. ARO Cut-1 (ARO-C1, exclude the opponent's lowest rating)
c. Progressive Score Cut-1 (PS-C1, exclude the score achieved after the first round)
d. Sonneborn-Berger Cut-1 (SB-C1, exclude the contribution (product) associated with the opponent with the lowest score - if there is more than one such opponent, exclude the lowest contribution associated with them.

14.1.2 In team competition, all the Extended Sonneborn-Berger tie-breaks for teams (see Article 13.2) are calculated excluding the contribution (product) associated with the opponent with the lowest MP score (for EMMSB and EMGSB) or GP score (for EGMSB and EGGSB) - if there is more than one such opponent, exclude the lowest contribution associated with them

14.2 Cut-2: Cut the two Least Significant Values

Most commonly used is Buchholz Cut-2 (BH-C2).

14.3 Median1: Cut the Least and the Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-1 (BH-M1).

14.4 Median2: Cut the two Least and the two Most Significant Values *(in that order)*

Most commonly used is Buchholz Median-2 (BH-M2).

14.5 Limit: Change a Limit

The most common modification is in Koya: the limit of 50% of the maximum possible tournament score can be either increased or decreased by half point at a time to let respectively fewer or more opponents contribute to the evaluation of the tie-break.

All modifiers are subject to Unplayed Rounds Management (see Article 16).

15. Unplayed Rounds

15.1 An unplayed round is any round in which a participant, paired or not, did not play a game in an individual tournament, or a match in a team tournament

15.2 In tournaments with pre-determined pairings, forfeit wins or losses (the only possible unplayed rounds) are treated as regular games or matches, except that all forfeits in ratings-based tie-breaks (see Article 10) and forfeit losses in Type B tie-breaks (see Article 7) remain unplayed rounds.

15.3 For Swiss tournaments, apply Article 16.

16. Unplayed Rounds Management in Swiss Tournaments (Until 28th February 2026)

In Individual or Team Swiss tournaments, the tie-breaks Buchholz (see Article 8.1), Sonneborn-Berger (see Articles 9.1 and 13.2) and their variants (Fore Buchholz, see Article 8.3; and "Cut" Modifiers, see Articles 14.1 to 14.4), which are directly or indirectly based on opponents' results, are affected by the presence of unplayed rounds in the record of participants.

16.1 The following definitions are used in this section:

16.1.1 requested bye: a half-point-bye or a zero-point-bye (note: any round after a participant withdraws is a zero-point-bye)

16.1.2 voluntary unplayed round ("VUR"): a round in which a participant was not available to play, i.e. a requested bye or a forfeit loss

16.2 Unplayed rounds can be divided into the following categories:

16.2.1 Pairing-allocated byes or full-point byes

16.2.2 Forfeit wins

16.2.3 Requested byes that are followed by at least one round that is not a VUR

16.2.4 Forfeit losses

16.2.5 Requested byes that are either followed only by VURs or in the last round of a tournament

16.3 When a participant has unplayed rounds, for the sole purpose of calculating the tie-break of their opponents, the participant's score is adjusted in the following way:

16.3.1 Unplayed rounds of categories 16.2.1, 16.2.2, 16.2.3 and 16.2.4 are evaluated with the result (win, draw, loss) corresponding to the awarded number of points or, for teams, match points and game points.

16.3.2 Unplayed rounds of category 16.2.5 are evaluated as draws.

16.4 To calculate the participant's own tie-break, each of their unplayed rounds is evaluated as if the participant had played against a dummy, with the result (win, draw, loss) corresponding to the points awarded. The dummy's score for the tie-break calculation is the participant's own score. However, it shall not exceed:

16.4.1 the scheduled opponent's adjusted score (see Article 16.3), for unplayed rounds of categories 16.2.2 and 16.2.4 (forfeits);

16.4.2 the points awarded for a draw multiplied by the number of rounds in the tournament, for all other unplayed rounds (categories 16.2.1, 16.2.3 and 16.2.5).

Note: For team competitions, "points" means "match points and game points".

16.5 **Cut-1 Exception**

16.5.1 When a modifier calls for cutting the least significant value (see Articles 14.1 to 14.4) of a participant with one or more VURs, the lowest contribution coming from such rounds shall be cut, as long as such contribution is not lower than the least significant value.

- *This means: For Buchholz, cut the lowest contribution coming from a VUR.*
- *For Sonneborn-Berger, after determining:*

  a. *the lowest contribution coming from a VUR*
  b. *the least significant value (see 14.1.1.d and 14.1.2) cut the higher of these two values (note: they are the same element if the least significant value comes from a VUR).*

16.5.2 Rule 16.5.1 applies again to the remaining elements when the modifier requires more cuts (see Articles 14.2 and 14.4).

16.6 The rules of the competition may specify in advance alternative provisions to Articles 16.3, 16.4 or 16.5.

Tiebreak Examples for Unplayed Games:

Tiebreak – Example for Buchholz

GM Laxman RR withdrew from the fourth round of the tournament due to illness. As a result, his opponent for this round will be a dummy opponent. According to the changes from (March-26), Laxman's adjusted score for round four will be 50% of the total rounds of the event (½ point for each round), similar to the score allocated for a bye. Since the tournament has 10 rounds, his score will be 5, which is included in the Buchholz calculation for his fourth-round opponent.

1st SOA International Grandmasters Chess Festival 2024

Title:	**GM**			**Laxman R.R.**			**Before Mar-26**	**Before Mar-26**	**After Mar-26**	**After Mar-26**
Rd.		**Name**	**IRtg**	**FED**	**Pts**	**Res.**	**BH**	**SB**	**BH**	**SB**
1		Arpan Das	1947	IND	5	1	5	5	5	5
2		Priansh Das	1910	IND	5	1	5	5	5	5
3	IM	Tahbaz Arash	2425	IRI	6½	0	6½	0	6½	0
4		Withdrawn / absent	0	--	0	-	**7**	0	**5**	0
5	WIM	Galas Bernadette	2012	PHI	4½	1	4½	4.5	4½	4.5
6	AIM	Abhay Bandewar	2025	IND	6	½	6	3.0	6	3.0
7	CM	Barath Kalyan M	2040	IND	5	1	5	5.0	5	5.0
8	CM	John Veny Akkarakaran	2112	IND	6½	½	6½	3.25	6½	3.25
9		Daaevik Wadhawan	1997	IND	5½	1	5½	5.5	5½	5.5
10	IM	Ritviz Parab	2391	IND	6	1	6	6.0	6	6.0
						7/9	**57**	**37.25**	**55**	**37.25**
		Buchholz					**57**		**55**	
		Buchholz Cut 1					**50**		**50**	

Tiebreak – Example for Buchholz Cut 1:

The same example may be used to calculate Buchholz Cut 1 also.

- voluntary unplayed round ("VUR"): a round in which a participant was not available to play, i.e. a requested bye or a forfeit loss
- 16.5.1 When a modifier calls for cutting the least significant value (see Articles 14.1 to 14.4) of a participant with one or more VURs, the lowest contribution coming from such rounds shall be cut, as long as such contribution is not lower than the least significant value.

The least significant value in the above example is 4.5. In spite of deducting 4.5 to calculate the Buchholz Cut 1, we have to remove the contribution from the VUR, as given in 16.5.1. Laxman had a voluntary unplayed fourth round, for which the adjusted Buchholz value is 5. Hence, 5 has to be reduced instead of 4.5 to calculate Buchholz Cut 1.

Thus, the Buchholz value of Laxman is 55, and the corresponding cut 1 is 55 – 5 = **50**

The Sonneborn Berger data for RR Laxman from the above is: 1 * 5 + 1 * 5 + 0 * 6.5 + 0 * 7 + 1 * 4.5 + 0.5 * 6 + 1 * 5 + 0.5 * 6.5 + 1 * 5.5 + 1 * 6 = **37.25**

Tiebreak – Examples for Buchholz

NOTE: OLD column refers to Unplayed round management (before Mar-26),
NEW column refers to the unplayed round management from (Mar-26 onwards).

Example 01

Rd.	Name	IRtg	Pts	Res.	C	OLD	NEW
1	Alexander Novak	1460	5	1	w	5	5
2	Lucas Müller	1553	5½	1	b	5.5	5.5
3	Oliver Schmidt	1600	5	½	w	5	5
4	Sebastian Fischer	1596	4½	1	b	4.5	4.5
5	Ethan	1632	6	0	w	6	6
6	Adrian Rossi	1577	5½	1	b	5.5	5.5
7	Leo Dubois	1631	4½	+	w	**7**	**5.5**
8	Victor Petrov	1601	6½	½	w	6.5	6.5
9	Daniel Kovács	1639	6	1	b	6	6
						51	**49.5**

According to the unplayed round management of a player has forfeit win, then his own score will be taken for calculation of Buchholz calculation. As per recent changes (March 26) the score should not exceed the scheduled opponent score. The player's score is 7 and his scheduled opponent score is 4.5, and the opponent is not paired for the last 2 rounds. So, the scheduled opponent score 4.5 + ½ pts for every remaining unpaired round
So the round 7 adjusted score is**, 4.5 + ½ + ½ = 5.5**

Example 02

Rd.	Name	IRtg	Pts	Res.	C	OLD	NEW
1	Bye	0	0	1		**4**	**4.0**
2	Alston	1563	6	½	w	6	6
3	Jack	1552	5	0	b	5	5
4	David	1476	4	0	w	4	4
5	Rocky	1410	4½	1	b	4.5	4.5
6	Lakshya	1475	5	½	w	5	5
7	Steve	1469	3	1	b	3	3
8	Arjun	1503	6	0	w	6	6
9	George	1476	5	0	b	5	5

The player has a bye in round 1 of the tournament. As per recent changes (March 26) the score will be the maximum between their own score and 50% of the total rounds of the event. The total number of rounds is 9 (9 x ½ = 4.5), so the player's Buchholz score is 4.0 as before.

Example 03

Rd.	Name	IRtg	Pts	Res.	C	OLD	NEW
1	Adrian	0	3½	1	w	3.5	3.5
2	Peter	1484	6	1	b	6	6
3	Thomas	1536	6½	1	w	6.5	6.5
4	Julian	1830	7½	½	b	7.5	7.5
5	Sophia G	1614	6½	1	w	6.5	6.5
6	Patrick	1948	8	0	b	8	8
7	James Walker	1639	6½	1	w	6.5	6.5
8	Alex Sanders	1640	7	1	b	7	7
9	Samuel Mitchell	1713	7½	-	w	**6.5**	**6.5**
10	Withdrawn	0	0	-		**6.5**	**5**
				6.5		**64.5**	**63**

According to the rules for unplayed rounds, if a player has forfeited a loss in round 9, their own score will be used for the Buchholz calculation. As per recent changes (effective March 26), this score cannot exceed that of the scheduled opponent. In this case, the player has a score of 6.5, while their scheduled opponent has a score of 7.5, and the player is not paired for round 10. Therefore, for round 9, the adjusted Buchholz score will be 6.5, based on the player's own score. Since the player has withdrawn from round 10, 50% of the total rounds, which is calculated as (10 x ½ = 5), will be used. For the Buchholz Cut1, the score from round 10 will be discarded.

Example 04

Rd.	Name	IRtg	Pts	Res.	C	OLD	NEW
1	Shriwas Amit	1415	0	+	w	**9.5**	**4.5**
2	Tijare Simran	1517	5	1	b	5	5
3	Awghad Shyam	1655	6	1	w	6	6
4	Bhagchandani Mohak	1784	7	1	b	7	7
5	Abhiram Vaddi	1801	8	1	w	8	8
6	Salil Kumar D.	1808	7	1	w	7	7
7	Shaon Chowdhury	1975	7	½	b	7	7
8	Kishan Kumar	1984	8½	1	w	8.5	8.5
9	Rupam Mukherjee	1954	8	1	b	8	8
10	Prerak Jayant Darvekar	1813	8	1	b	8	8
						74	**69**

According to the unplayed round management, a player has forfeit-win in Round 1. As per the recent changes (March 26), a player's score should not exceed the scheduled opponent's score. The player's score is **9.5**, and his scheduled opponent's score is 0, as the opponent was excluded from Round 2 onwards. Therefore, the adjusted score for Round 1 is calculated as follows: 0 (scheduled opponent's score) plus ½ point for every remaining unpaired round. Given that there are 9 unpaired rounds, the calculation is: **0 + (½ x 9) = 4.5.**

Example 05

Rd.	Name	IRtg	Pts	Res.	C	OLD	NEW
1	Dilip Patil	1405	5½	1	w	5.5	5.5
2	Aryansh	1509	4½	1	b	4.5	4.5
3	Jaiswal Ritvik	1639	6½	1	w	6.5	6.5
4	Ameya Godbole	1727	8	½	b	8	8
5	Himanshu Moudgil	1720	7½	+	w	**8**	**7.5**
6	Aashi Upadhyay (F)	1751	6½	1	w	7	7
7	Kishan Kumar	1984	8½	0	b	8.5	8.5
8	Chandrasekhar M K	1750	8	½	w	8	8
9	Yuval Sunil Mohurle	1727	6½	1	b	6.5	6.5
10	Kulkarni Nilay	1785	7	1	w	7	7

In the example above, a player wins by forfeit in round 5 because his opponent did not show up. However, the opponent was available to play and continued in the tournament. In round 6, the opponent has one unpaired round. The calculations are as follows:

Round 5 - The player's own score should not exceed the maximum between their own score and the scheduled opponent's score. The player's score is 8, while the scheduled opponent's score is 7.5. For calculation purposes, we will use 7.5.

Round 6 – Add ½ point to the scheduled opponent's score due to the unpaired round. We need to know the score for the unpaired round - it might be a ZPB, but it might also be a HPB, or even a FPB! In each case, the result is different.

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Example 06

#4	NAME	ELO	SCORE	1	2	3	4	5
4	David	2050	3.5	+B12	=BYE	+W13	=W3	=B1
1	Alyx	2200	3.5	+W9	=B13	=W2	+B15	=W4
3	Charline	2100	3.5	=W11	+B6	+W8	=B4	=W2
12	Nick (W)	1650	2.0	-W4	+BYE	+F14	--	--
13	Opal	1600	1.5	+B5	=W1	-B4	-B8	-W14

Opponent #12 has two unplayed games in the second and third round, respectively of type [16.2.1] and [16.2.2], that are taken at face value [16.3.1]. In the last two rounds, that player withdrew (voluntarily unplayed rounds). For the opponents' Buchholz calculation purposes, each of these rounds is worth as much as a draw [16.3.2], so the total contribution of #12 to the opponents' Buchholz is **0.0+1.0+1.0+0.5+0.5 = 3.0.**

Player #4 requested a half-point bye, which is however followed by rounds with availability to play and must therefore be calculated as a game against a dummy opponent whose score (50% of total rounds) is 2.5 points, this is a bye on request, and must therefore be the same contribution to be discarded by the Cut modifiers [16.5].

The Buchholz value is therefore BH-C1 (#4) = 3.5 + 2.5 + 3.5 + 3.0 (adjusted score) + 1.5 = 11.5.

Captains and Heads of Delegation (C10)

CAPTAINS AND HEADS OF DELEGATION
(Approved by 2022 1st FIDE Council on 28/04/2022)
Applied From 01/07/2022

1. The Role of the National Federation

A national Federation is responsible for:

1.1 Entering individual players in competitions under the aegis of EVE, supported by one appointed Head of Delegation.

1.2 Entering teams of players in competitions under the aegis of GSC and EVE, supported by one appointed Captain per team.

2. The Role of the Head of Delegation

2.1 For team events, if there is no Head of Delegation appointed by the Federation, or the specific regulations of the tournament do not provide for one, the functions listed below shall be responsibility of the Captain.

2.2 The Head of Delegation is an ambassador for the National Federation. They are expected to maintain high standards of behaviour, both personally and amongst their players.

2.3 The Head of Delegation is the only point of contact used by the Organisers once the National Federation has submitted their entry in accordance with Article 1.

2.4 Any information conveyed by the Organisers to the Head of Delegation shall automatically be assumed to have been conveyed to the Captain and all of their players.

3. The Role of the Captain (Team Events)

3.1 The Captain is solely responsible for all administrative functions connected with the tournament for the players under their management. Examples include, but are not restricted to:

- 3.1.1 Selecting the Fixed Board Order in team events
- 3.1.2 Selecting the players who will play in each round in team events
- 3.1.3 Submitting appeals or protests on behalf of their players, against the decisions of the arbiter in accordance with other FIDE regulations, or other tournament specific regulations
- 3.1.4 Serve as the player's representative in all matters relating to the appeal
- 3.1.5 Attending Technical Meetings on behalf of their players

3.2 The following rules apply to the Captain during play:

- 3.2.1 The Captain shall sign the protocol indicating the results in the match at the end of play.
- 3.2.2 The Captain is allowed to leave or re-enter the playing venue only with the permission of the arbiter.
- 3.2.3 The Captain must not stand behind the opposing team during play.
- 3.2.4 If the team Captain wishes to speak to one of his/her players, they shall first approach the arbiter. The team captain shall then speak to the player in the presence of an arbiter, using a language the arbiter can understand. The same procedure shall be followed if a player needs to speak to the captain.

3.2.5 The Captain is not entitled to advise the players of his/her team to make or accept an offer of a draw. The Captain must not discuss any position on any board during play.

3.3 Any information conveyed by an arbiter to the Captain shall automatically be assumed to have been conveyed to all of their players.

3.4 The Captain will have other rights and responsibilities bestowed upon them in accordance with the regulations of a specific tournament.

4. Requirements to Serve as a Captain or Head of Delegation

4.1 The Captain or Head of Delegation must have a FIDE ID. The FIDE ID need not belong to the Federation they are serving as Captain or Head of Delegation.

4.2 The Captain or Head of Delegation must provide their email address and phone number, and ensure they are responsive to messages. The email address should not be a generic Federation email address. Particularly for online events, it is likely that the Organisers will arrange for communication to be made via Instant Messaging applications, and it would be beneficial to be familiar with their operation.

4.3 It is not a requirement to have a FIDE licence of any kind (e.g. player, arbiter or trainer).

5. Removing or Replacing the Captain or Head of Delegation

5.1 The Captain or Head of Delegation may be removed or replaced in any of the following ways:

5.1.1 The National Federation may replace the Captain or Head of Delegation in the event of unforeseen circumstances. Examples include, but are not restricted to, poor health or being unable to travel.

5.1.2 The Organisers may recommend to the Commission whose aegis the competition is being organised that they should remove or replace the Captain or Head of Delegation due to non-responsiveness. The Commission will attempt contact the National Federation and give them a limited number of days to resolve the matter. In the event of the matter not being resolved, the Organisers may decline the entry or entries.

5.1.3 The Chief Arbiter may remove the Captain or Head of Delegation in the event of them consistently failing to perform their duties in accordance with Article 2 or Article 3. The National Federation will be entitled to appoint a replacement.

5.2 The Commission under whose aegis the competition is being organised has the right to refuse an entry or entries if the Captain or Head of Delegation is serving a ban by the Fair Play Commission, Ethics & Disciplinary Commission or Arbiters' Disciplinary Commission, or who is under probation (see Article 15 of the Ethics & Disciplinary Code).

Appeals Committee Procedural Rules (C11)

APPEALS COMMITTEE PROCEDURAL RULES
(Approved by 2022 1st FIDE Council on 28/04/2022)
Applied from 01/01/2023

1. Scope

These procedures will apply to appeals in competitions under the aegis of GSC and EVE. Other competitions may opt to apply similar procedures either in part or in full.

2. Composition

2.1 The Appeals Committee shall preferably include:
- 2.1.1 A titled player (GM, WGM, IM, WIM)
- 2.1.2 A licenced International Arbiter

2.2 The Commission that the tournament is under the aegis of will nominate the following to the FIDE President for appointment:
- 2.2.1 One Chairman of the Appeals Committee
- 2.2.2 Two members of the Appeals Committee

2.3 Two reserve members may optionally be appointed, who will serve on the Appeals Committee in a case where the appeal involves a player from the same Federation as one of the members. Reserve members will be appointed by the Commission under whose aegis the competition is being organised. These may be appointed in advance or at the Technical Meeting.

2.4 The three members and two reserves must all represent different Federations.

2.5 For the Grand Prix, Candidates Tournament and World Championship matches, the Appeals Committee should neither be players in the tournament, nor represent the Federation of any of the players in the tournament. No reserves shall be appointed for these tournaments.

2.6 It is only mandatory for the Chairman to be present at the venue. Appeals Committee meetings can be held by Video Conferencing System.

2.7 A person who is serving a ban by the Fair Play Commission, Ethics & Disciplinary Commission or Arbiters' Disciplinary Commission, or who is under probation (see Article 15 of the Ethics & Disciplinary Code), is ineligible to be a member of an Appeals Committee.

3. Appeal Process

3.1 The Appeals Committee (AC) may receive an appeal from any of the following:
- 3.1.1 In an individual tournament, a player. If the player is under 18, then the appeal must be submitted by the player's parent, guardian, Head of Delegation.
- 3.1.2 In a team event, the Captain.

3.2 If the appellant is unable to write their appeal for medical reasons, or because of a disability, then the appeal may be written by an assistant.

3.3 An appeal must be made by a party directly impacted by the situation in which the dispute occurred.

3.4 Appeals must be submitted to the AC Chairman in writing within the following timeframes, either after the round or the particular infringement:

3.4.1 1 hour in a standardplay tournament

3.4.2 15 minutes in a rapidplay or blitz tournament

3.5 The appeal must be written in English.

3.6 The appeal fee must also be paid within the timeframes specified in article 3.4, unless the regulations of a specific tournament waive this requirement. If the appeal is upheld, then the fee will be returned. The specific regulations of a tournament will include this fee. If the appeal is rejected, then AC may decide to reimburse the fee.

3.7 An appeal may only be made to AC once the appellant has received a decision from the Chief Arbiter. The topics of the appeal may include, but are not limited to:

3.7.1 The arbiter incorrectly applying the FIDE Laws of Chess

3.7.2 The arbiter incorrectly applying the Tournament Regulations

3.7.3 The behaviour of a player

3.8 No AC member can sit in judgement in a dispute involving one player from their Federation, and a reserve member will sit instead. If both players involved in a dispute are from the same federation as one or two members of AC, then all three members sit in judgement.

3.9 Upon receipt of an appeal, the AC Chairman is empowered to ask for written statements within a specific timeframe from other people, including but not limited to:

3.9.1 The opponent
3.9.2 The Chief Arbiter
3.9.3 The arbiter who made the original decision

3.10 AC endeavours to:

3.10.1 Communicate its decision in writing as soon as possible after receipt of the appeal.

3.10.2 Find solutions that are within FIDE's legal framework and the spirit of FIDE's motto, *gens una sumus*.

3.11 The written verdict will be communicated in the following ways:

3.11.1 By e-mail to the appellant and any parties involved in the dispute
3.11.2 Publicly, by publishing it on the tournament website

3.12 AC will provide a written report to GSC or EVE, depending on which Commission the tournament is under the aegis of, within 7 days of the conclusion of the tournament, including:

3.12.1 The appeals that were submitted
3.12.2 The decisions taken on those appeals

B.06.1 – FIDE Regulations for the Titles of Arbiters effective from 1 March 2026

B.06.1 – FIDE Regulations for the Titles of Arbiters

1. General provisions

1.1 The titles for award are:
- 1.1.1 FIDE Arbiter (FA): the entry level of international title for arbiters.
- 1.1.2 International Arbiter (IA): the advanced level of international title for arbiters.

1.2 These regulations describe the qualifications required and the process by which a title can be awarded.

1.3 The titles are valid for life from the date awarded or registered.

1.4 The judging unit is the FIDE Arbiters' Commission.

1.5 The Council may confirm titles under 1.1 after consultation with the Arbiters' Commission chairman.

1.6 The Commission may recommend a title by correspondence or online voting.

2. Arbiter Norms

2.1 A certificate evaluating an arbiter's performance may be obtained from a FIDE rated event. Such a document is named an "Arbiter Norm".
- 2.1.1 The official certificates of Arbiter Norms to be produced are:
  FIDE Arbiter Norm Report Form (FA1)
  International Arbiter Norm Report Form (IA1)
- 2.1.2 Norms have to be issued by the Chief Arbiter immediately after the tournament.

2.2 Applications for FA titles shall include 4 norms. Applications for IA titles shall include 5 norms.
Articles 3 and 4 describe requirements for these norms and criteria to be respected for the corresponding events.

2.3 Types of events acceptable for norms are:
- 2.3.1 FIDE Rated Events:
  Events registered under the following "Systems" on the FIDE Rating Server may be used for arbiter norms:
  Swiss
  Round Robin
  Double Round Robin
  Team (League)
  Knockout
  Others – subject to review by the Arbiters' Commission
- 2.3.2 Hybrid chess FIDE rated events:
  Only events previously endorsed by the FIDE Qualification Commission and the FIDE Arbiters' Commission may be used to deliver arbiter norms.
- 2.3.3 Seminars according to 3.7 and 4.7.

2.4 General Provisions about events
- 2.4.1 When a minimum number of players is defined as a requirement, players in individual tournaments will be counted only if they miss at most one round (excluding pairing allocated byes). In team events players need at least one played round to be counted.
- 2.4.2 Unless stated otherwise the events need to have standard time control.
- 2.4.3 Unless stated otherwise the events are individual events.

2.4.4 Events where the applicant is only mentioned as Assistant Arbiter are not counted.

2.5 Two (2) different systems of events shall be included as norms in the applications for both FA and IA title.

2.5.1 An application containing only Individual Swiss System events may be accepted where at least one (1) of them is an international FIDE rated chess event with at least 100 players, at least 30% FIDE rated players, and at least 7 rounds. This exception may also be valid for chess festivals grouping several tournaments, provided they respect this quota of rated players.

2.6 Events according to 2.3.1 and 2.3.2 might be of different levels:

2.6.1 World or Continental

Events organized by FIDE or one of the four Continental Chess Associations.

2.6.2 International

In order for an International FIDE rated chess event to be valid as a norm for the IA title, it must have participants from at least three (3) federations.

2.6.3 National

Events of any level where only participants from the organizing federation take part.

2.7 There is a limit to the number of norm certificates that can be issued in one event, except in the case of 2.6.1.

2.7.1 For all events except (Double) Round Robin events: one (1) certificate per 25 players, or part thereof.

2.7.2 For all (Double) Round Robin events: a maximum of two (2) certificates in total.

2.8 All norms have to be signed by the Chief Arbiter and the federation responsible for the event.

2.8.1 When the applicant is the Chief Arbiter of the event, then a physically present supervisor, who may be the Organizer or a Federation Official, may sign the certificate after checking the applicant's performance.

a) for an IA norm the supervisor must hold the IA title

b) for a FA norm the supervisor must hold the FA or IA title

2.8.2 If the Chief Arbiter is not an IA or FA, he may not sign any certificate for FA or IA and is the only arbiter in the event allowed to get a norm as in 2.8.1.

2.8.3 If the Chief Arbiter is not physically present at the playing venue (in case of hybrid/decentralised events), then a supervisor as in 2.8.1 who may be the Local Chief Arbiter may sign the certificate in consultation with the Chief Arbiter.

2.9 The following criteria shall be respected:

2.9.1 Arbiters requesting FA norms shall be properly registered as National Arbiters by the FIDE Arbiters' Commission.

2.9.2 Arbiters requesting IA norms shall be properly registered as FIDE Arbiters by the FIDE Arbiters' Commission and be active as defined in the Regulations for the Classification of Arbiters.

2.9.3 Arbiters requesting FA norms must be at least 18 years old.

2.9.4 Arbiters requesting IA norms must hold the FA title.

2.10 The dates of the tournament norms shall not overlap or connect directly to each other. No more than one (1) norm can be achieved from the same festival.

2.10.1 Tournaments lasting longer than 30 days are exempt from this restriction.

3. Requirements for the title of FIDE Arbiter

All of the following are required:

3.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding achievement of title norms and the FIDE Rating System.

3.2 Absolute objectivity, demonstrated at all times during their activity as an arbiter.

3.3 Sufficient knowledge of at least one of the following languages: Arabic, English, French, German, Portuguese, Russian, Spanish; plus knowledge of chess terms in English.

3.4 Minimum skills at user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets and e-mail.

3.5 Skills to operate electronic clocks of different types and for different systems.

3.6 The National Federations are responsible for assessing the overall fitness of candidates based on 3.1–3.5 and any other available facts to the best of their knowledge upon submission of the application.

3.7 Attendance of one (1) FIDE Arbiters' Seminar and successfully passing (at least 80%) an examination set up by the Arbiters' Commission.

3.8 Experience as an Arbiter in three (3) events, in accordance with 2.3 – 2.8, valid for a norm is considered when the following is satisfied:

- 3.8.1 Swiss System event, with a minimum of 20 rated players.
- 3.8.2 Round Robin event, with a minimum of 8 rated players.
- 3.8.3 Double Round Robin event, with a minimum of 6 rated players.
- 3.8.4 Team event with a minimum of 20 rated players.
- 3.8.5 Knockout event with a minimum of 20 rated players.

3.9 Each of the following options may be used maximum once (1) in an FA application:

- 3.9.1 Being an arbiter in at least five (5) rounds of the highest division of the National Team Championship; whereby the following requirements are met:
  - a) a minimum of four boards per team;
  - b) a minimum of 10 teams (6 in case of a Double Round Robin);
  - c) at least 60% of the players are FIDE rated.
- 3.9.2 Being Arbiter in any FIDE rated Rapid or Blitz events, with a minimum of 30 rated players and nine (9) rounds.
- 3.9.3 Being Arbiter in any hybrid chess FIDE rated events of the level of an over the board FA norm, endorsed by the FIDE Arbiters' Commission.
- 3.9.4 Being a match arbiter in an Olympiad.
- 3.9.5 Holding a title of International Arbiter for each of the IBCA, ICCD, IPCA.

3.10 The norms must include events according to 3.8 and 3.9 with at least seven (7) rounds.

- 3.10.1 Only one (1) event with five (5) or six (6) rounds may be accepted.

3.11 There is no restriction on the number of norms from events of National level presented in an FA application.

\$1\$2 All norms which would be valid for an IA norm are also valid for a FA norm.

3.13 Applicants from federations which are unable to organize any events valid for titles or rating, may be awarded the title on passing an examination set by the Arbiters' Commission.

4. Requirements for the title of International Arbiter

All of the following are required:

4.1 Thorough knowledge of the Laws of Chess and fair play regulations, the FIDE Regulations for chess competitions, Swiss Pairing Systems, the FIDE Regulations regarding the achievement of title norms and the FIDE Rating System.

4.2 Absolute objectivity demonstrated at all times during their activity as an arbiter.
4.3 Obligatory knowledge of English language, minimum at conversation level.
4.4 Minimum skills at user level to work on a personal computer, knowledge of pairing programs endorsed by FIDE, word processing, spreadsheets and e-mail.
4.5 Skills to operate electronic clocks of different types and for different systems.
4.6 The National Federations are responsible for assessing the overall fitness of candidates based on 4.1–4.5 and any other available facts to the best of their knowledge upon submission of the application.
4.7 Attendance of one (1) International Arbiters' Certification Seminar with a positive readiness evaluation.
4.8 Experience as an Arbiter in four (4) events in accordance with 2.3 – 2.8. which meet any of the following requirements:
4.8.1 The final of the National Individual (adult, open or women) Championship (maximum two (2) norms).
4.8.2 All official FIDE events and matches.
4.8.3 International events where the competing field is such that a player may theoretically achieve a norm as defined in the FIDE Handbook B01.
4.8.4 All official World and Continental Rapid and Blitz Championships (maximum one (1) norm).
4.9 Each of the following options may be used maximum once (1) in an IA application:
4.9.1 Being an arbiter in an international FIDE rated chess event with at least 100 players, from at least three (3) Federations, at least 30% FIDE rated players, and at least seven (7) rounds.
4.9.2 Being an arbiter in at least seven (7) rounds of the highest division of the National Team Championship; whereby the following requirements are met:
a) a minimum of four boards per team;
b) a minimum of 10 teams (6 in case of a Double Round Robin);
c) at least 60% of the players are FIDE rated.
4.9.3 Being Arbiter in any hybrid chess FIDE rated events of the level of an over the board IA norm, endorsed by the FIDE Arbiters' Commission.
4.9.4 Being a match arbiter in an Olympiad.
4.9.5 Holding a title of International Arbiter for each of the IBCA, ICCD, IPCA.
4.10 The norms shall include events according to 4.8 and 4.9 with at least nine (9) rounds.
4.10.1 Only one (1) event with seven (7) or eight (8) rounds may be accepted.
4.11 The title of International Arbiter may only be awarded to applicants who have already been awarded the title of FIDE Arbiter.
4.12 All the norms for the IA title shall be different from the norms already used for the FA title and must have been achieved after the FA title has been awarded.
4.13 The submitted norms shall be signed by the Chief Arbiter.
4.13.1 These cannot be all from the same signee.

5. Application Procedure

5.1 National federations may register their Arbiters of National level(s) with FIDE after approval by the FIDE Arbiters' Commission.
5.1.1 Arbiters of National Level shall be at least 16 years old.
5.2 Applications for the title of FIDE Arbiter or International Arbiter shall be submitted to the FIDE Secretariat by the federation of the applicant.
5.2.1 If the applicant's federation refuses to apply, the applicant can bring their case to the Arbiters' Commission, who will investigate it.
5.2.2 If it is found that there is no sufficient reason for the refusal, the applicant may appeal to FIDE and apply for the title himself.

5.3 Applications shall respect the following expiry dates:
- 5.3.1 A tournament norm shall not be more than six (6) years old on the day of application.
- 5.3.2 A seminar norm shall not be more than four (4) years old on the day of application.
- 5.3.3 The application shall be submitted not later than one (1) year after the date of the latest event listed.
- 5.3.4 The application shall be submitted only after all tournaments of the application are rated.

5.4 For an FA application to be valid, the following shall be respected:
- 5.4.1 The application form for the FA title (FA2) shall be submitted with relevant data and signature by the Federation Official.
- 5.4.2 Applicants for the FA title shall be at least 19 years old.
- 5.4.3 Applicants for the FA title can only apply for the title after holding the NA license for at least 1 year. Alternatively, they must have at least one (1) additional FIDE-rated tournament in their FRS record that is not part of the FA application.
- 5.4.4 The application shall be submitted with the exact number of required FA norms as described in Article 3:
  One (1) norm from an FA Seminar
  Three (3) FA norm certificates from tournaments

5.5 For an IA application to be valid, the following shall be respected:
- 5.5.1 The application form for the IA title (IA2) shall be submitted with relevant data and signature by the Federation Official.
- 5.5.2 Applicants for the IA title shall be at least 21 years old.
- 5.5.3 Applicants for the IA title can only apply for the title after holding the FA title for at least 2 years. Alternatively, they must have at least three (3) additional FIDE-rated tournaments in their FRS record that are not part of the IA application.
- 5.5.4 The application shall be submitted with the exact number of required IA norms as described in Article 4:
  One (1) successful attendance of an IA Seminar
  Four (4) IA norm certificates from tournaments

5.6 Title fees shall be applied following the FIDE financial regulations.
- 5.6.1 The National Federation is responsible for the fee.
- 5.6.2 In such cases as described in 5.2.2, the applicant is responsible for the fee.

5.7 There is a 45-day deadline to allow the applications to be considered properly.

5.8 All applications together with full details shall be posted on the FIDE website for a minimum of 60 days prior to finalization. This is to allow any objections to be lodged.

6. Financial and regulatory regulations

6.1 All arbiters of any FIDE rated events shall comply with the FIDE financial regulations. That includes the payment of a registration fee to FIDE (previously named “License fee”).

6.2 If article 6.1 is not fulfilled, the event may not be rated and any Arbiter’s norms shall not be accepted.

6.3 Arbiters shall comply with FIDE regulatory regulations, this includes compliance with GDPR regulations.

FIDE Regulations for the Training of Chess Arbiters (B.06.2)

1. General

These regulations comprise of all aspects for training of arbiters, certification of Lecturers, and organisation of Seminars under the auspices of FIDE.

Regardless of the requirements of this document, all arbiters are expected to keep their skills up to date.

1.1 FIDE Arbiters' Commission Education Team

The FIDE Arbiters' Commission Education Team is a group of members of the Commission in charge of the education sector. Their scope is to cover these regulations for the Arbiters' Commission.

The Commission Chairman nominates a leader and members of the team as appropriate.

1.2 Working Languages

The main language in Arbiter training shall be English, whenever possible. However, the following list of languages may be used during FIDE Arbiter seminars and Refresher courses, for lectures and evaluations: Arabic, English, French, German, Portuguese, Russian and Spanish.

1.2.1 IA restricted training

For any course or seminar restricted to IAs, the only permitted language is English, however, the sessions may be translated into one of the above mentioned languages.

2. FIDE Lecturers Accreditation

2.1 Definitions

2.1.1 Accreditation

An accreditation is the right granted by the FIDE Arbiters' Commission to cover specific duties. An accreditation differs from a title by the fact that it is granted for a limited period defined in advance.

2.1.2 FIDE Lecturer

A FIDE Lecturer is an International Arbiter, classified as Category A or B, who is accredited by the FIDE Arbiters' Commission to give lectures in official arbiter training seminars.

The FIDE Lecturer accreditation shall be awarded after approval of candidates by the Arbiters' Commission to the FIDE Council.

The FIDE Lecturer accreditation is valid for a period of four (4) years. Further periods of accreditation, which are not automatic, may then be awarded.

2.2 List of Lecturers

The FIDE Arbiters' Commission shall maintain a list of accredited Lecturers.

This list will be regularly revised to reflect the training needs of the arbiting community. This revision may involve the addition of new Lecturers from the FIDE Lecturer Training Programme (LTP, see Article 3) as well as the removal of Lecturers. Those conducting training on behalf of the Arbiters' Commission will be subject to the normal disciplinary procedures for arbiters and will be expected to perform their duties to the same high standards. Anyone failing to maintain the expected standards will be removed from the list.

2.2.1 Requirements for Accreditation

The minimum requirements to obtain a FIDE Lecturer accreditation are:
being an active International Arbiter Category A or B,
acceptance to the Lecturer Training Programme,
having demonstrated teaching abilities to a panel of experts from the Arbiters' Commission being experienced as an assistant lecturer in at least 3 Arbiter Seminars, with a satisfactory FL Active Participation Report (APR) from each.
Not all of the submitted FL APRs shall be signed by the same Lecturer.
All FL APRs must have been achieved after classification as International Arbiter Category A or B.

2.2.2 Inactivity

Lecturers who had not given any FIDE approved Seminar for four (4) consecutive years are called "inactive".
Lecturers are expected to have a minimum activity as arbiters in FIDE-rated events. This should be at least one event per year.
Lecturers who are marked inactive as arbiters will also be marked inactive as Lecturers.
Inactive Lecturers will be excluded from the list of lecturers, by a decision of the Arbiters' Commission.

2.2.3 Renewal

Those at the end of their period of accreditation shall be eligible for reselection.
The FIDE Arbiters' Commission shall confirm the renewal.
Accredited Lecturers who reach the last 6 months of their accreditation and whose accreditation may not be renewed for any reason (inactivity or other) shall be informed by the FIDE Arbiters' Commission. They shall confirm their wish to keep their accreditation and define an action plan together with the commission to reconsider the renewal. Otherwise, the accreditation stops at the end of the 4 years of inactivity.

3. FIDE Lecturer Training Programme

The FIDE Lecturer Training Programme (LTP) is the system designed by the FIDE Arbiters' Commission to support the certification of future FIDE lecturers and the continuous improvement of accredited lecturers.

3.1 Initial Certification of FIDE Lecturers

Candidates selected for the LTP can prepare their certification to become a FIDE Lecturer. Only those accepted to this programme can gain the necessary endorsements from FA Seminars.
There are 2 components in the certification of FIDE Lecturers: practical experience and pedagogical certification.

3.1.1 Practical Experience

Each candidate FIDE Lecturer shall attend at least 3 seminars as an assistant lecturer and be present during the entire duration of those seminars. The practical experience shall cover all aspects of a Lecturer's activities:

- The candidate shall actively work in the presentation of seminars under the supervision of a Lecturer and shall lecture for a minimum of 3 hours in each seminar he/she attends as an Assistant Lecturer.

- The candidate shall produce materials for lectures. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.
- The candidate shall produce for each seminar a selection of potential examination questions with a detailed marking scheme. These materials shall be submitted to the Arbiters' Commission for evaluation prior to the seminar.

At the end of a seminar, the Lecturer shall evaluate the candidate, using the FL Active Participation Report form, and submit the form with his/her report for the Seminar to the FIDE Arbiters' Commission.

3.1.2 Pedagogical Certification

To complement the practical experience in seminars, candidate Lecturers shall demonstrate their pedagogical skills to the arbiters Commission. This may be by sharing a lecture prepared for one of the seminars or in another manner approved by the Arbiters' Commission.

3.2 Continuous Improvement of Lecturers

As part of their activity, accredited lecturers shall also participate in the Lecturer Training Programme.

3.2.1 LTP Webinars

The Education Team of the Arbiters' Commission shall regularly organize webinars where:

Lecturers may share good practice

The Commission may promote teaching methods and available materials and share policies and processes.

3.2.2 LTP Mentoring Programme

Experienced Lecturers and Education Team members may be involved as mentors to support the progress of candidate lecturers.

Such one-to-one mentoring shall focus on areas such as topic preparation and presentation skills.

3.3 Recruitment

3.3.1 Principles

The number of active lecturers shall be consistent with the actual needs for all levels of arbiter training.

The Arbiters' Commission shall identify candidates before they are allowed to officiate in seminars as lecturers in training, through the LTP.

Recruited arbiters shall demonstrate appropriate experience before being added to the list of lecturers. Candidates who fail to demonstrate the appropriate level of experience after a significant training period may not be added to the list and be removed from the LTP.

3.3.2 Call of interest

When necessary, the Arbiters' Commission shall proceed to a call of interest to identify potential candidates to join the Lecturer Training Programme.

The candidates shall send their resumes and motivations through their National Federation and eventually get interviewed before the commission makes its decision.

Those who have obtained Lecturer norms under the previous system have until 30th June 2021 to apply for the LTP and produce any FL1 (replaced by APRs in the current regulations) that they have achieved. Reports received after this date will be

disregarded. Reports should be submitted to the Arbiters' Commission through the National Federation.

3.3.3 Application

When a candidate from the LTP fulfils all requirements to be added to the list of Lecturers, the applicant's National Federation is entitled to formally request the addition to the list.

4. Training of Arbiters

Arbiter training falls into 3 categories:
Initial training;
refresher courses; and
world events preparation.
In addition, the FIDE Arbiters' Commission shall assist, where requested, federations with their National Arbiter training programmes.

4.1 Initial Training

Initial training allows an arbiter to acquire a norm to be used for a title application.
Initial training is mandatory, as part of the title validation process.
There are two (2) levels of initial training for arbiters:
FIDE Arbiter (FA) Seminar
International Arbiter (IA) Certification Seminar

4.1.1 FIDE Arbiter Seminar

The FIDE Arbiter seminar is a training session for Arbiters of the National level (NA), previously registered as such by their National Federation.
The goal of this first level is to study technical topics and behaviour skills that are a foundation for arbiters at the international level.
The session is concluded by a centrally administered exam with feedback from the lecturer.
Participants who pass the exam are awarded a FIDE Arbiter Norm from the seminar. It is strongly advised, however not mandatory, to attend the FIDE Arbiter Seminar before requesting norms from tournaments.

4.1.1.1 FA Seminar Content

The following topics are studied in FA Seminars:

a) Laws of Chess
b) Use of electronic clocks
c) System of games, tiebreaks
d) Swiss system and pairing rules
e) Anti-cheating guidelines for Arbiters
f) Regulations for the titles of Arbiters
g) FIDE Competition Rules and standards of chess equipment
h) Rating and over-the-board titles

When the seminar is in a language other than English, basic English chess vocabulary shall be included in the lectures.
The lectures will also focus on the arbiter's behaviour in chess event situations, including organisational abilities, relationship with the participants and the public, dealing with conflicts, etc.

4.1.1.2 FA Seminar Duration

Duration of the FA seminar may differ, depending on the strength of the Arbiter of the national-level curriculum in the host federation:

a) When the NA curriculum already includes a thorough study of all topics, the minimum duration shall be sixteen (16) hours on at least two (2) days, comparable to a refresher course including an exam.

b) When the NA curriculum didn't previously teach all of the topics listed in 4.1.1.1 a)-f), the minimum duration shall be as in a) with an additional 3 hours per "new" topic, on at least three (3) days in total.

c) For seminars conducted in a language other than English an additional hour should be included for the introduction of chess terms in English.

4.1.1.3 FA Exam

At the end of the Seminar, the participants can take part in a written examination, the FA Exam.

The objective of the exam is to validate that the participant knows the various FIDE regulations, can apply them, and take appropriate decisions in normal chess event situations.

The duration of the FA Exam shall be 4 hours.

The FA exam and marking scheme shall be prepared by the Lecturer, following instructions published by the FIDE Arbiters' Commission. They shall be reviewed by the Education Team of the FIDE Arbiters' Commission before the seminar, to ensure homogeneity of testing everywhere.

The FA exam shall be marked by a FIDE Lecturer designated by the FIDE Arbiters' Commission Education Team.

Participants who achieve 80% and above will be awarded one (1) norm for the title of FIDE Arbiter. Only one (1) such norm shall be used in the awarding of the title of FIDE Arbiter.

The approximate strength of an FA seminar, recommended by the Arbiters' Commission is 20.

4.1.2 International Arbiter Certification Seminar

The International Arbiter Certification Seminar is a training session for active FIDE Arbiters.

The goal of this second level of arbiter training is to ensure that candidates applying for the IA title are ready, in terms of technical skills and practical experience. It is advisable, but not mandatory, that participants already have at least two (2) valid International Arbiter Norms.

The lectures and evaluations of an International Arbiters' Seminar shall comply with Article 1.2.1.

The session is delivered by two (2) FIDE lecturers, one of them being the leading lecturer.

The session is concluded by a readiness evaluation. Participants who are declared ready through the evaluation are granted an International Arbiter Norm from the seminar.

4.1.2.1 IA Certification Seminar Content

The following topics are covered in IA Certification Seminars:

a) Revision of all the necessary regulations of Arbiters, Rules, Qualification, Pairings, Fair Play and Technical Commissions

b) Ability to use chess clocks efficiently

c) Ability to use an approved version of pairing software efficiently

d) Ability to run a chess event

e) Ability to communicate in English in a chess event

4.1.2.2 IA Seminar Duration

Duration of the IA Certification Seminar shall be a minimum of sixteen (16) hours on at least two (2) days. Assessment will form part of the seminar but will not be a formal exam.

4.1.2.3 International Arbiter Readiness Evaluation

During the IA Certification Seminar, candidates are evaluated on their capabilities to be an International Arbiter, using an evaluation grid provided by the FIDE Arbiters Commission.

The evaluation consists of several parts:

a) Short written evaluation on regulations (refresher topics)

b) English evaluation

c) Technical skills (clocks, pairing software)

d) Review of the chess event experience of the candidate

As a conclusion to the evaluation, the candidate shall be provided with written feedback on their strengths and areas for improvement to consolidate the foundations of their future IA career.

4.2 Refresher Courses

Most FIDE regulations change every 4 years. The goal of the refresher course is to keep arbiters up to date with the latest versions of FIDE regulations and tournament practices.

The Refresher Course is a training session for active and inactive FIDE Arbiters or International Arbiters and is used to confirm or regain their active status as an arbiter. It is mandatory to attend a refresher course at least once in a period of four (4) years.

To facilitate accessibility to a wider population of arbiters, such courses shall mainly be organised online or during FIDE official events which gather large numbers of arbiters.

These refresher courses are directly provided by the FIDE Arbiters' Commission.

Failure to attend a refresher course in a period of four (4) years shall result in changing the arbiter's activity flag to "inactive".

4.2.1 Refresher Course Content

The following topics are covered in Refresher Courses:

a) Latest regulations of the Arbiter, Rules, Qualification, Pairings, Fair Play and Technical Commissions.

b) Questions and answers from participants

c) Optional: familiarisation with the latest Chess equipment (Including chess clocks, electronic boards and Anti-Cheatings devices).

4.2.2 Refresher Course Duration

Duration of the Refresher Course shall be a minimum of twelve (12) hours.

4.2.3 Refresher Seminar Diagnostic Evaluation

The Refresher Course is concluded by a written evaluation.

The objective of this evaluation is to give candidates feedback on their current strengths and weaknesses. Except in the case of particularly poor results requiring a personalised action plan with the arbiter, only attendance is recorded to validate the arbiter's active status.

4.3 World Event Preparation

World Event Preparation Training is a session dedicated to FIDE Arbiters and International Arbiters selected to officiate in an upcoming World Event.

The goal of the training is to globally raise the level of arbiters in world-level events and to ensure homogeneous preparation for large arbiter teams. It also plays a role in the team-building process.

The FIDE Lecturer in charge of the training shall be selected by the FIDE Arbiters' Commission.

World Event Preparation Training shall be prepared together with the Arbiters' Commission, the Chief Arbiter of the event and the FIDE Lecturer assigned to the training, in consultancy with the organising committee of the event.

4.3.1 Training program

The training plan shall cover important aspects of FIDE events, such as technical skills and practical experiences for success in a World top-level competition:

a) Teamwork

b) Interaction with players, captains, officials and spectators

c) Role of each arbiter in the team

d) Regulations of the event

e) Necessary FIDE Laws and Regulations

f) Practical exercises (setting clocks, writing moves, checking draw claims, etc.)

4.3.2 Training structure

Ideally, the training is split into 3 phases:

a) Initial session: as early as possible after the arbiters are selected, a session to initiate the training and team building processes and identify personalised working areas. This can consist of online sessions and personal interviews.

b) Preparational work: under the supervision of the Lecturer, individual or teamwork to reinforce identified topics.

c) On-site final session: at the place of the event, a minimum of four (4) hours, before the start of the event, to practice event procedures and have a final revision of technical subjects.

Depending on constraints, all steps might not be achievable for a given event. However, at least the on-site final session shall be organised for the selected arbiters.

4.4 National Arbiter Training Programme

The development of the National Arbiter Training Programme is under the responsibility of the National Federation. Such programs shall be designed to answer the needs of the National Federation and fit with these International Regulations.

When a National Federation needs assistance, they may consult the Arbiters' Commission Education Team for advice and support.

5. Seminars

Seminars which are not organised according to these Regulations will not be recognised by FIDE. Exam results from unrecognised Seminars shall be disregarded by the FIDE Arbiters' Commission and participants may not use such seminars for title application.

5.1 Formats and Capacity

5.1.1 Standard Format

A seminar is called Standard, when all participants meet in a single classroom and lectures are given in the presence of the Lecturer.

The standard format is recommended when it is easier for participants to attend a location or when offered during large events.

5.1.2 Online Format (Internet-based)

A seminar is called Online (or Internet-based), when the lecture is delivered remotely by the Lecturer, and participants attend a virtual classroom using a computer over the network.

The online format is recommended for refresher courses or seminars targeting a population spread over a large geographic area.

5.1.3 Mixed Format

A seminar is called Mixed, when part of the lecture is delivered over the Internet and part in a classroom with all participants. In such seminars, the exam or evaluation session shall happen in the presence of the lecturer with the candidates assembled at a central location.

The mixed format is recommended when the duration of the lecture is higher than 2 full days and it is economically and practically easier for participants to attend than a standard seminar.

5.1.4 Seminars capacity

Initial training seminars shall target a maximum attendance of twenty (20) participants and refresher courses a maximum of twenty-five (25) participants.

The FIDE Arbiters' Commission may approve seminars of larger capacity in exceptional circumstances, duly communicated by the organizing committee prior to the start of the seminar.

5.2 Organisation

Seminars for Arbiters shall be organised by one of the following:

a) The FIDE Arbiters Commission;

b) FIDE Affiliated Organizations from the FIDE Directory;

c) National Chess Federations – either directly or by delegation to one of their affiliated chess organisations,

following approval by the FIDE Arbiters' Commission.

5.2.1 Organising Committee

There should be an Organising Committee of the Seminar, consisting of three (3) members as follows:

a) A member appointed by the FIDE Arbiters' Commission.

b) A member appointed by the host Federation.

c) A member appointed by the host Federation's Arbiters' Commission.

At least one member appointed under b) and c) should have an IA, FA, or IO title.

5.2.1.1 Observer

The Organizing Committee member, who is proposed by the FIDE Arbiters' Commission, shall act as the Observer. The Observer shall ensure the due application of the present Regulations during the Seminar. After the end of the Seminar, the Observer shall submit a full report to the FIDE Arbiters' Commission within seven days of the Seminar's end.

5.2.1.2 FIDE Lecturer and Assistant

The proposed Lecturer of the Seminar must be approved by the FIDE Arbiters' Commission and a maximum of two (2) Assistants may be involved in a seminar.

One local Assistant should be in one or more of the following categories:

a) An arbiter from the host Federation to help with communication and/or the technical organisation of an online seminar

b) An arbiter from the host Federation who is involved with the training of local arbiters

One additional assistant may be appointed if they satisfy either of the following conditions:

a) They are an IA from the FIDE Lecturer Training Programme

b) They are a current Lecturer wishing to maintain or improve their lecturing skills

They may, in the case of online seminars only, share the duties of the Technical Organiser with the Lecturer.

5.2.1.3 Technical Organiser

In the case of an Online or Mixed Seminar, the role of a Technical Organizer is needed.

The Technical Organizer shall be the person with the following responsibilities:

a) sending invitations from the Internet conferencing system

b) verifying the attendance of Seminar participants

c) addressing all Internet conferencing system issues

d) monitoring questions from participants and passing these on to the Lecturer and Assistants

e) reporting attendance, technical and non-technical issues to the Arbiters' Commission.

The Technical Organizer is responsible for the management of an internet conferencing system (audio and screen-sharing video).

5.2.2 Application Procedure

To organise a Seminar, a host Federation or FIDE Affiliated Organization from the FIDE Directory shall send an application to the FIDE Arbiters' Commission, at least one (1) month before the proposed start of the Seminar.

When the organisation is delegated to an affiliated organisation of a National Chess Federation, this shall be specified on the application form.

The application shall include details of:

a) The organizer, the dates, the suitable venue, the type of seminar and the full schedule.

b) An estimation of the number of participants.

c) The topics that will be discussed during the course (with lecture duration).

d) The members of the Seminar's Organising Committee.

e) The proposed Lecturer for the Seminar (who should be approved by the FIDE Arbiters' Commission) and the Assistant(s).

f) The proposed Technical Organizer (who should be approved by the FIDE Arbiters' Commission) – in the case of Online or Mixed Seminars.

g) Other matters in respect of the Seminar, such as the language of the lectures, any fees for the participants, the accommodation conditions, contact information, etc.

5.2.3 Fees

When a seminar or exam is subject to fees, each participant shall be charged accordingly.

Except for seminars which are directly managed by the FIDE Arbiters' Commission, fees shall be paid to FIDE by the host Federation or FIDE Affiliated Organisation.

5.2.3.1 Amounts as of 1 January 2021

Fees shall be in accordance with the FIDE Financial regulations.

As of 1 January 2021, fees determined by the Arbiters' Commission are:

a) FA Examination Fee: the host shall be invoiced 20€ per participant in the FA exam.

b) IA Certification Fee: the host shall be invoiced 30€ per participant in the IA certification seminar.

c) Refresher Course Fee: each participant shall be charged 40€ directly by FIDE for the seminar.

5.2.3.2 Waivers

Fees shall be the same worldwide, without any waiver. However, specific development programs may be designed in collaboration with the FIDE PDC (Planning and Development Commission) to financially support the participation of identified populations.

5.2.4 Review and Publication

The Arbiters' Commission shall review applications as soon as possible after they are received.

When clarifications are needed or objections are raised, the organising committee shall provide supplementary information upon request from the Commission.

If the application is compliant with the regulations, the Commission shall confirm the validity and publish the seminar in the official calendar. Otherwise, the Commission may refuse validation.

5.2.5 Training Material

All the participants of the Seminar must be provided with the materials for the course, including details of all the topics to be discussed.

5.2.6 Report and Result Handling

a) Within one week of the end of the Seminar, the Lecturer shall provide the results of the examination and submit a full report to the FIDE Arbiters' Commission according to instructions given by the Education Team. When appropriate, the report shall also include elements of evaluation of an assistant lecturer from the FIDE Lecturer Training Programme.

b) Within one week of the end of the Seminar, the Observer shall provide a full report to the FIDE Arbiters Commission.

c) After the end of the Seminar, all the participants will receive certificates of attendance provided by the Organizers.

On receipt of the reports under a) and b), the FIDE Arbiters' Commission shall check the Lecturer's report and announce the results. The National Federation or FIDE Affiliated Organization shall then be invoiced for the seminar or exam fees, when applicable in accordance with FIDE financial regulations.

The results of all seminars shall be reported to FIDE for final approval (FIDE Council, Congress, GA).

FIDE Regulations for the Classification of Arbiters (B.06.3)

1. General

These regulations comprise all the aspects concerning the classification of Chess Arbiters of the international level (International Arbiter (IA) and FIDE Arbiter (FA)).

1.1 Status of Arbiters

Chess Arbiters (IAs and FAs) can have two (2) distinct statuses:
Active (a)
Inactive (i).
The status is used to determine whether an arbiter is allowed to officiate or not in a FIDE-rated event.

1.2 Categories of Arbiters

Categories of arbiters are used to classify arbiters (IAs and FAs), based on their past experience and determine whether an arbiter is allowed to be appointed in World and Continental events.

1.2.1 IAs are classified into the following categories:

- Category A
- Category B
- Category C
- Category D

1.2.2 FAs are classified as Category D

1.3 Categories of Tournaments

In these regulations, chess events are split into different categories indicating the requirements for arbiters' appointments.

1.3.1 Category A Tournaments

Category A tournaments contain only major world events as listed below.

1.3.1.1 Major World Events

The following events from the FIDE official calendar are considered "major world events" for the classification of arbiters:

a) World Chess Olympiad Open and Women
b) World Individual Chess Championship Cycle Open and Women:
   - FIDE World Championship Match
   - FIDE Candidates
   - FIDE World Cup
   - FIDE Grand Prix
   - FIDE Grand Swiss
c) World Rapid and Blitz Championship Open and Women
d) World Team Championship Open and Women
e) World Junior Championship Open and Girls

1.3.2 Category B tournaments

Category B tournaments contain other world events, major continental events, and specific top-level tournaments as listed below.

1.3.2.1 **Other World Events**

The following events from the FIDE official calendar are considered "other world events" for the classification of arbiters:

a) World Senior Championship Open and Women
b) World Senior Team Championship Open and Women
c) World Youth U16 Olympiad
d) World Youth and Cadet Championship Open and Girls
e) World School and University Championship Open and Girls
f) World Amateur Championship
g) World Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
h) World Championship for Players with Disabilities
i) World Junior Championship for Players with Disabilities
j) Other new competitions created by FIDE

1.3.2.2 **Major Continental Events**

The following events from the FIDE official calendar are considered "major continental events" for the classification of arbiters:

a) Continental Individual Championship Open and Women
b) Continental Team Championship Open and Women
c) Continental Junior Championship Open and Girls
d) Continental Club Cup Open and Women
e) Continental Rapid and Blitz Championship Open and Women

In general, the A category tournaments have the major world events and B category tournaments have minor world events, major continental events and a few top level events

1.3.2.3 **Top-level Events**

The following types of events are considered "top-level events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2600
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2400

Those events may be rated for standard, rapid or blitz FIDE ratings.

1.3.3 **Category C tournaments**

Category C tournaments contain other continental events and strong international tournaments as listed below.

1.3.3.1 **Other Continental Events**

The following events from the FIDE official calendar are considered "other continental events" for the classification of arbiters:

a) Continental Senior Championship Open and Women
b) Continental Senior Team Championship Open and Women
c) Continental Youth and Cadet Championship Open and Girls
d) Continental School and University Championship Open and Girls
e) Continental Amateur Championship
f) Continental Junior, Youth and Cadet Rapid and Blitz Championship Open and Girls
g) Other new competitions created by Continental Chess Organisations

1.3.3.2 **Strong International Events**

The following types of events are considered "strong international events" for the classification of arbiters:

a) Open Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2500
b) Women Round Robin Tournaments with at least ten (10) participants (6 in a Double Round Robin), with an average rating above 2300
c) Chess events of at least 9 rounds with more than 150 participants, team or individual, including a minimum of 75% rated players and 20 titled players (GM, WGM, IM, WIM, FM, WFM) from at least three (3) federations
    - As a single tournament, or
    - As a chess festival (a chess event that includes multiple concurrent tournaments)

Those events shall be rated for standard FIDE rating.

1.3.4 **Category D Tournaments**

Category D tournaments shall have the same minimum requirements as a norm for the IA Title.

2. Active and Inactive IAs and FAs

2.1 An IA or FA is considered to be "Inactive" if, in a period of four (4) years, they have not successfully attended a Refresher Course organized by the FIDE Arbiters' Commission. When an arbiter reaches his/her "end of activity" date, his/her status is changed to "Inactive".

2.1.1 An inactive arbiter may not officiate as the Chief Arbiter in any FIDE-rated tournaments, except in those where no possibilities of norms for players exist.

2.1.2 An inactive arbiter may not be selected to officiate in any official FIDE or Continental events.

2.2 The "end of activity" date is calculated and updated by adding four (4) years to:

2.2.1 The FA Title award date, in the case of a newly titled FA.

2.2.2 The last day of the last Refresher Course or IA Certification Seminar, successfully attended by the arbiter.

2.3 Gaining a new title or category does not impact the end of the activity date.

2.4 Inactive IAs and FAs are flagged as such on their Profile on the FIDE Rating Server.

2.5 An Inactive IA or FA can be considered active again, only after successfully attending a Refresher Seminar and after validation by the Arbiters' Commission.

2.6 Transition 2021 – for a smooth implementation of the new regulations. The initial end of activity date will be calculated as follows, as the new regulations come into force:

2.6.1 Active arbiters with a last tournament in 2016 or before 31/12/2020, status set to inactive.

2.6.2 Active arbiters with a last tournament in 2017: IA 31/12/2021 – FA 31/12/2022

2.6.3 Active arbiters with a last tournament in 2018: 31/12/2022

2.6.4 Active arbiters with a last tournament in 2019: 31/12/2023

2.6.5 Active arbiters with a last tournament in 2020: 31/12/2024

3. Category A

Category A is the highest level of International Arbiters' classification.

To be classified in Category A, Arbiters shall fulfil all of the following criteria:

3.1 They hold the International Arbiter title for at least five (5) years

3.2 Their arbiter status is "active"

3.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

3.4 They have been classified in Category B for at least two (2) years

3.5 They have acted as a Category B Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category A Tournaments as listed in 1.3.1, or

b) in at least one (1) Category A Tournament as listed in 1.3.1 and three (3) Category B Tournaments as listed in 1.3.2.

4. Category B

Category B is the second highest level of International Arbiters' classification.

To be classified in Category B, Arbiters shall fulfil all of the following criteria:

4.1 They hold the International Arbiter title for at least three (3) years

4.2 Their arbiter status is "active"

4.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

4.4 They have been classified in the Category C for at least two (2) years

4.5 They have acted as a Category C Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category B Tournaments as listed in 1.3.2, or

b) in at least one (1) Category B Tournament as listed in 1.3.2 and three (3) Category C Tournaments as listed in 1.3.3.

5. Category C

Category C is the third highest level of International Arbiters' classification.

To be classified in Category C, Arbiters shall fulfil all of the following criteria:

5.1 They hold the International Arbiter title for at least one (1) year

5.2 Their arbiter status is "active"

5.3 They have shown excellent knowledge of the Laws of Chess and the Tournament Regulations and no punishments have been imposed on them during their activities as Arbiters.

5.4 They have acted as an IA Category D Chief Arbiter or Deputy Chief Arbiter in the last five (5) years with a positive evaluation:

a) in at least two (2) Category C Tournaments as listed in 1.3.3, or

b) in at least one (1) Category C Tournament as listed in 1.3.3 and three (3) Category D Tournaments as listed in 1.3.4.

6. Category D

Category D is assigned by default to any FA or IA.

7. Application Procedure for the classification of IA and FA

7.1 The Arbiters' Commission shall have the responsibility for the classification of IAs and FAs in the above-mentioned Categories.

7.2 Applications shall be submitted to the Arbiters' Commission by the federation of the applicant as soon as possible after the latest event considered, using the Arbiter Classification Upgrade Form (IA3).

7.2.1 The application shall be submitted with the exact minimum number of required tournaments as described in Articles 3.5, 4.5 and 5.4.

7.3 All tournaments listed for the Category upgrade shall be different from tournaments already used for a previous category upgrade or title application and shall start after the last category upgrade or title award.

7.4 The National Federation is responsible for the registration fee.

7.4.1 If the applicant's federation refuses to apply, the applicant can bring his/her case to the Arbiters' Commission, which will investigate it.

7.4.2 If it is found that there is no sufficient reason for the refusal, the applicant can appeal to FIDE and apply (and pay) for the category himself.

8. Appointment of IAs and FAs According to their Categories

The appointment of arbiters in World and Continental events shall respect consistency between the categories of arbiters and the high level of these tournaments.

8.1 Only IAs belonging to Category A or B shall be appointed as Chief Arbiters in World events.

8.2 Arbiters of the National level shall not be appointed in World events without prior approval of the FIDE Arbiters' Commission. The official appointment of National Arbiters may only happen in exceptional circumstances; however, the Chief Arbiter may accept some of them in the playing hall as observers for educational purposes.

8.3 The following table indicates the appointment rules for IAs and FAs, depending on their Categories and the event.

<table>
<tr><th>Role/Event</th><th>Cat. A TRN</th><th>Cat. B TRN</th><th>Cat. C TRN</th><th>Cat. D TRN</th></tr>
<tr><td>Chief Arbiter</td><td rowspan="5">A, B</td><td>A, B</td><td>A, B, C</td><td rowspan="7">All IAs & FAs</td></tr>
<tr><td>Deputy Chief Arbiter</td><td rowspan="4">A, B, C</td><td rowspan="6">All IAs & FAs</td></tr>
<tr><td>Sector Arbiter</td></tr>
<tr><td>Pairing Officer</td></tr>
<tr><td>Fair Play Officer</td></tr>
<tr><td>Arbiter</td><td>A, B, C</td><td rowspan="2">All IAs & FAs</td></tr>
<tr><td>Match Arbiter*</td><td>All IAs & FAs</td></tr>
</table>

* in the case of team events, arbiters in charge of the supervision of a single match

Legend:

A, B, C, D: *Minimum required categories of IAs and FAs in the tournament*
Cat. A TRN: *Tournaments defined in Art. 1.3.1*
Cat. B TRN: *Tournaments defined in Art. 1.3.2*
Cat. C TRN: *Tournaments defined in Art. 1.3.3*
Cat. D TRN: *Tournaments defined in Art. 1.3.4*

FIDE Regulations for the Appointment of Arbiters in World Events effective from 20 July 2023 (B.06.4)

1. General

These regulations govern the appointment of Arbiters in FIDE Tournaments organized under the aegis of GSC, EVE and DIS commissions.

The principle is to manage the appointment of arbiters in a structured way:

- involving the various stakeholders;
- respecting the requirements in number and quality for each role;
- considering the whole calendar of tournaments;
- balancing the number of individual appointments in a period of time.

The foundational layer of the process is the FIDE Calendar and the number of positions to be appointed in:

- Senior roles: Chief Arbiter, Deputy Chief Arbiter, Sector Arbiter, Pairing Officer
- Floor roles: Arbiter, Match Arbiter

Panels of arbiters are created to feed all needed positions. A Panel is a list of arbiters eligible for nomination on a specific level of role, valid for 2 years.

2. Scope

2.1 Events

According to the Categories of Tournaments defined in the FIDE Handbook B.06.3 Article 1.3, the scope is:

- All Category A tournaments (Art. 1.3.1)
- All Category B tournaments of World level (Art. 1.3.2.1)

2.2 Appointment Cycles

Appointment rules and quotas are calculated based on a 2-year cycle, to cover the whole scope of bi-annual tournaments.

A mid-term review of Panels may be done by the ARB before October 1st of the first year of an ongoing cycle. As a result of the review, an updated composition of Panels may be published and are valid for the second year of the cycle.

2.3 Positions

All arbiters' positions are in the scope of the present regulations.

3. Panels for the Selection of Arbiters

3.1 Four Panels of Arbiters will be appointed by ARB, in accordance with their Arbiter Appointment Procedural Rules:

1. Green Panel
2. Blue Panel
3. Red Panel
4. Yellow Panel

3.2 The Panels will be selected and published before the 1st of October of the year preceding an Olympiad.

3.3 The Panels will be selected for a period of 2 calendar years.

3.4 Arbiters who are removed from a Panel during a cycle may be replaced by the ARB for the remainder of that cycle.

3.5 Arbiters sanctioned at the time of selection by either the ARB Disciplinary Sub-Committee or EDC are ineligible for selection.

3.6 At least 25% of each of the Green Panel, Blue Panel and Red Panel must be female.

3.7 At least 25% of each of the Green Panel, Blue Panel and Red Panel must be male.

3.8 Each Panel must be geographically diverse, and have representation from each Continent.

4. The Panels

4.1 Green Panel

4.1.1 Arbiters selected for the Green Panel are eligible to be appointed as:

1. Chief Arbiter of Category A tournaments
2. Any role that members of the Blue Panel, Red Panel or Yellow Panel may be appointed to

4.1.2 The Green Panel will be composed of 25 arbiters, all of whom must be Category A.

4.1.3 The Green Panel will be used to appoint:

1. The Chief Arbiters of all Category A tournaments
2. The equivalent number of positions as Chief Arbiters in Category B tournaments

4.2 Blue Panel

4.2.1 Arbiters selected for the Blue Panel are eligible to be appointed as:

1. Deputy Chief Arbiter of Category A tournaments

2. Chief Arbiter of category B tournaments
3. Any role that members of the Red Panel or Yellow Panel may be appointed to

4.2.2 The Blue Panel will be composed of 45 arbiters, all of whom must be Category A or B.

4.2.3 The Blue Panel will be used to appoint:

1. The Chief Arbiters of all Category B tournaments not assigned to the Green Panel
2. The Deputy Chief Arbiters
    a. in all Category A tournaments
    b. of twice the equivalent number of positions from a) in Category B tournaments

4.3 Red Panel

4.3.1 Arbiters selected for the Red Panel are eligible to be appointed as:

1. Sector Arbiter or Pairing Officer of Category A tournaments
2. Deputy Chief Arbiter of category B tournaments.
3. Any role that members of the Yellow Panel may be appointed to.

4.3.2 The Red Panel will be composed of 60 arbiters, all of whom must be Category A or B.

4.3.3 The Red Panel will be used to appoint:

1. The Deputy Chief Arbiters of all Category B tournaments not assigned to the Blue Panel
2. The Sector Arbiters and Pairing Officer
    a. in all Category A tournaments
    b. of twice the equivalent number of positions from a) in Category B tournaments

4.4 Yellow Panel

4.4.1 Arbiters selected for the Yellow Panel are eligible to be appointed to any remaining roles, provided that their title and category of arbiter are compliant with Article 8.3 of the FIDE Regulations for Arbiters.

4.4.2 There is no predefined size for the Yellow Panel as it contains all remaining applications retained by the Arbiter Appointment Procedural Rules.

5. Limitations on Appointments

5.1 Arbiters can be appointed as a Chief Arbiter or Deputy Chief Arbiter to a maximum of two (2) FIDE official events per year. In exceptional circumstances, the FIDE President may decide to appoint an arbiter to a maximum of three (3) FIDE official events per year.

5.2 Arbiters can be appointed to a maximum of three (3) FIDE official events in total per year. In exceptional circumstances, the FIDE President may decide to appoint an arbiter to a maximum of four (4) FIDE official events in total per year. For the purpose of this, a "FIDE official event" is defined as an individual entry in the FIDE calendar. For example, the World Rapid & Blitz Championship is one tournament.

5.2.1 All parties responsible for making appointments will liaise with ARB to ensure that these maximums are not breached.

5.2.2 All parties responsible for making appointments will assess the number of nominations in continental events for a potential candidate to ensure appropriate rotation at the international level.

6. Removal from a Panel

6.1 Arbiters will be removed from a Panel if one of the following applies:

6.1.1 They are sanctioned by the ARB Disciplinary Sub-Committee

6.1.2 They are sanctioned by ETH

6.1.3 They accept appointments to tournaments that would breach the limits quoted in Article 5. Such arbiters will be ineligible for appointment to a Panel the following year.

6.2 Arbiters who are under investigation by either the Arbiters Disciplinary Sub-Committee or the EDC will be temporarily ineligible for appointments until the matter is resolved.

7. Appointment of Arbiters to Tournaments Under the Aegis of DIS and EVE

7.1 DIS and EVE will be responsible for nominating the Chief Arbiter and Deputy Chief Arbiters of tournaments under their aegis, appointing only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

7.1.1 In exceptional circumstances, the FIDE President may decide to appoint an arbiter from any Panel.

7.2 DIS and EVE are expected to consult ARB, and the local tournament organiser if there is one, before making the nomination.

7.3 The local tournament organiser will be responsible for nominating Pairing Arbiters and Sector Arbiters, which must come from an appropriate Panel. At least 50% of the Match Arbiters or Arbiters must come from an appropriate Panel. The remainder of the nominations can be non-Panel arbiters, but only if they are from the host Federation, or a Federation with which the host Federation shares a land border. The local tournament organiser must consult with ARB before making the nomination. These nominations must be approved by the FIDE President.

7.4 At least 25% of the total number of arbiters appointed to a tournament must be female.

7.5 At least 25% of the total number of arbiters appointed to a tournament must be male.

8. Appointment of Arbiters to Tournaments Under the Aegis of GSC

8.1 GSC will be responsible for nominating Arbiters to tournaments under their aegis, nominating only arbiters from an appropriate Panel. These nominations must be approved by the FIDE President.

8.1.1 In exceptional circumstances, the FIDE President may decide to appoint an arbiter from any Panel.

8.2 GSC is expected to consult ARB, and the local tournament organiser if there is one, before making the nomination.

8.3 In the specific case of the Olympiad, the host Federation may nominate up to 25% of the total number of Match Arbiters, who do not have to be on a Panel, but need to comply with the published Regulations for the FIDE Chess Olympiad and only if they are from the host Federation, or a Federation with which the host Federation shares a land border. These nominations must be approved by both the GSC and the FIDE President. Other nominated arbiters must be approved by both GSC and the FIDE President, respecting the following criteria:

8.3.1 No Federation can have more than 1 male Match Arbiter and 1 female Match Arbiter appointed. In exceptional circumstances, the FIDE President may decide to appoint more arbiters from the same Federation.

8.3.2 At least 25% of the total number of arbiters appointed must be female.

8.3.3 At least 25% of the total number of arbiters appointed must be male.

8.4 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be female.

8.5 At least 25% of the total number of arbiters appointed to a calendar year's worth of tournaments under the aegis of GSC must be male.

FIDE Arbiter Disciplinary Regulations (B.06.5)

Article 1: Composition of ARB Disciplinary Sub-Committee:

1.1 The body in charge of disciplinary matters inside the FIDE Arbiters' Commission (ARB) is called the *FIDE Arbiters' Disciplinary Sub-Committee (DSC)*.

1.2 It consists of five members:

- One Chairman
- Two Members
- Two Substitutes

1.3 The DSC Chairman and other members of the DSC are nominated by the FIDE Council, upon proposal by the ARB Chairman after consultation with the other Councillors. Their term coincides with the term of ARB.

1.4 All DSC members shall be International Arbiters with Category A, B, or C, and represent different federations. At least 3 of the members shall have a legal background. They are not part of the FIDE Arbiters' Commission (Chairperson, Secretary, Councillor or Member).

Article 2: Jurisdiction of the ARB Disciplinary Sub-Committee and Admissibility of Complaints

2.1 The DSC shall exercise jurisdiction over all FIDE licensed arbiters as FIDE family members, as defined below. The term "arbiters" also covers accredited lecturers for FIDE seminars for these regulations.

2.2 The DSC shall only consider complaints and reports received which meet the requirements for the admissibility of complaints and reports as set out in these rules.

2.3 The DSC has no power to investigate breaches of these rules on its own initiative but can decide a case only after receiving it from ARB.

2.4 All complaints concerning the conduct of arbiters shall be referred to ARB, which shall provisionally decide whether the complaint is admissible or not. The question of admissibility shall be decided by the majority of the voting members of ARB. In the event the complaint is ruled inadmissible, the complainant will be informed accordingly and the matter will be regarded as closed. If the complaint is ruled admissible, it will be referred to the DSC for investigation and decision; or to the Ethics & Disciplinary Commission (EDC) directly if the alleged breach is of a serious nature which, in the view of ARB, may attract a punishment of a ban longer than 18 months in the case of a first offender, or 24 months in the case of a repeat offender, or in other cases where ARB deems it unsuitable for the matter to be dealt by DSC first.

2.5 In the case of direct referrals to EDC, ARB will act as the nominal complainant in front of the EDC, representing the general interest of FIDE. ARB will in such cases first refer the complaint to the DSC for investigation and will send the DSC's report together with ARB's recommendation to the EDC.

2.6 Complaints are receivable from one or more of:

a. FIDE President
b. FIDE Council
c. FIDE Management Board
d. FIDE Commissions
e. A National Federation
f. An Organiser or an Arbiter of the FIDE-rated tournament in which the alleged misconduct took place
g. A player or a group of players directly affected by the conduct of the arbiter complained about. If one of the players is a minor, the complaint must be filed by their parent or guardian in the name of this player.

2.7 These rules shall apply in respect of any and all conduct forbidden in these rules if performed by an arbiter and such conduct takes or took place on an occasion in one of the following spheres:

a. The international sphere, meaning FIDE-rated tournaments and events, as well as other tournaments and events which has multi-national participation, or at which norms for FIDE titles can be earned, or serve as a qualifying event for a major FIDE tournament or event including the World Cup, or the relevant conduct in some manner affects the interests of other national federations or the international chess community as a collective.
b. The national sphere, meaning FIDE-rated tournaments, events and meetings organised or hosted or under the auspices of a national federation which fall outside the international sphere, but only if the case on which the alleged violation is based has international implications or affects various national member federations of FIDE and has not been judged at the national level through the national federation's own arbiters disciplinary body or the decision of national arbiters body is considered inappropriate.

2.8 The alleged misconduct must have been committed during the course of a period of no more than five (5) years immediately preceding the date on which the complaint or report is received by FIDE or a competent FIDE organ commences its investigation in instances of fraud, corruption, and cheating, and no more than three (3) years preceding such date in all other instances. Provided that ARB will not receive and act upon a complaint if the complainant was aware, or should reasonably have been aware, of the relevant facts for a period of more than nine (9) months before lodging the complaint.

Article 3: Offences

3.1 Administrative Offences

a. False reports: Any arbiter who knowingly makes a false report or provides misleading information to FIDE or any one of its organs.

3.2 Offences Causing Reputational Harm

a. Unworthy of confidence or trust: Arbiters who through their behaviour no longer inspire the necessary confidence or have in other ways become unworthy of trust.
b. Lack of impartiality and responsibility: Arbiters who fail to perform their functions in an impartial and responsible manner.
c. False or unjustified accusations: Arbiters must not make unjustified accusations of any nature towards players, arbiters, officials, organisers, or sponsors.
d. Discrimination and Racism: An arbiter that discriminates against a country, group, or person on account of religion, politics, ethnicity, sexual orientation or gender or any individual who publicly displays discriminatory or racist behaviour.
e. Gifts: Arbiters who accept, request, or receive any unjustified (beyond the common prevailing local customs) gift or benefit (or the legitimate expectation of a benefit, irrespective of whether such benefit is in fact given or received) in circumstances that the person might reasonably have expected could bring them or the sport of chess into disrepute; or inducing, instructing, facilitating or encouraging a person subject to this Code to commit such a violation.

3.3 Offences Involving Dishonesty

a. Corruption: Arbiters who accept or grant an unjustified advantage; or unduly influence the outcome of a FIDE-rated tournament with the aim to procure an advantage for themselves through any means whatsoever (including violence, threats, coercion, offers of any kind of benefit or advantage - whether financial or otherwise - or other inducement).
b. Reckless or manifestly unfounded accusation of chess cheating: Any arbiter who makes public or private allegations of cheating against a player or official without acceptable grounds existing for a reasonable suspicion of cheating.
c. Failure to cooperate: The failure of an arbiter, without compelling justification, to cooperate with any investigation carried out in relation to a possible breach of FIDE rules or with other arbiters and anti-cheating officials.
d. Failure to cooperate with EDC, the ARB, the Fair Play Commission (FPL) the Qualification Commission (QC) or the institutions of these Commissions, after an official request was made (ex post facto investigations).
e. Failure to report: Failing to report to the FIDE or other competent sports authority (without undue delay) full details of any approaches or invitations received by the person to engage in conduct that would amount to a violation of FIDE rules, if such incident, fact or matter is not already known to FIDE.

3.4 General Misbehaviour

a. Courtesy & etiquette: Failure by an arbiter to comply with normally accepted standards of courtesy and chess etiquette.
b. Socially unacceptable behaviour: Misbehaviour of a personal nature generally unacceptable by normal social standards.
c. Dress code: Arbiters must comply with the dress code prescribed by the tournament regulations.

3.5 Not Fulfilling Obligations

a. Unjustified refusal to participate in a tournament for which they accepted an appointment.
b. Unjustified non-attendance at a tournament or lecture in which the arbiter had been assigned.
c. Unjustified late arrival to, or early departure from, a tournament or lecture.
d. Unjustified absence in the playing venue
e. The participation in two or more concurrent events, over-the-board or online, resulting in an incapacity to perform their duties to the expected standards. A tournament with multiple sections in the same venue shall constitute one event. A festival with multiple tournaments in the same venue shall constitute one event.
f. The participation in an event, which has been rejected in advance by the National Federation or a higher competent body.

3.6 Technical Breaches

a. Deliberately changing the pairings in a tournament contrary to the applicable pairing provisions.
b. Deliberately misrepresenting the score sheet, the match protocol, or the report of the tournament.
c. Deliberately signing incorrect certificates of title results for players, organisers and/or arbiters of a tournament.
d. Deliberate non-compliance with the provisions of the tournament regulations and with the Laws of Chess, instructions, circulars, and decisions of FIDE organs.
e. A significant failure to comply with the provisions of the tournament regulations and with the Laws of Chess, instructions, circulars and decisions of the FIDE organs.

Article 4: Sanctions

4.1 There are three levels of sanction available to the DSC:

a. Written warning
For minor breaches, an arbiter sanctioned by a written warning will receive an official letter from DSC, stating the breach and expected corrective measures to be taken by the arbiter.
A written warning remains valid for 12 months.
Failure to apply the expected corrective measures may lead to a more severe penalty.

b. Written reprimand
For more serious breaches, an arbiter sanctioned by a written reprimand will receive an official letter from DSC, stating the breach and expected corrective measures to be taken by the arbiter.
A written reprimand remains valid for 24 months.
Failure to apply the expected corrective measures may lead to a more severe penalty.

c. Disqualification
For severe breaches, an arbiter may be disqualified for a specified duration. A disqualification means that the arbiter is ineligible to be appointed or nominated as an arbiter in any FIDE-rated event and/or to officiate at such an event.
    - For a first offence, a disqualification may be up to 18 months.
    - For a subsequent offence, disqualification may be up to 24 months.

Article 5: Procedural Rules

5.1 Register of Cases

All complaints and reports concerning violations of the Arbiters' disciplinary regulation shall be addressed to the Arbiters Commission (ARB). A Register of Cases is set up at the ARB and will contain all cases, whether sanctioned or otherwise, for 10 years. ARB will provide the FIDE Office with the final written decision of DSC.

5.2 Language

The working language of DSC is English. All documents should be submitted in English.

5.3 Notifications and Communications

All notifications and communications that the DSC intends for the parties shall be made through the DSC Chairman. All communications that the parties intend for DSC shall be made through the DSC Chairman.

5.4 Rights of the Parties

Each person charged with a violation of the Arbiter Disciplinary Regulations has the right to be informed in writing (whether by letter, e-mail or otherwise) of the pending case before the final decision of DSC and has the right to present to DSC materials and documents in support of their position. Each person has the right to be represented by a FIDE-licenced arbiter or an attorney.

5.5 Submissions of Documents and Clarifications

a. The Chairman of DSC will fix a period, normally at least fifteen days, for the submission of materials and documents, failing which no further documents will be accepted by DSC. This term may be prolonged, if requested by any party.
b. Documents will normally be submitted by e-mail, but may be sent by post.
c. If DSC requires clarification on a particular point, they may enquire from either party or request particular documents to address the issue.
d. If DSC requires clarification on a particular point, they may enquire from FIDE organs, FIDE Federations, arbiters, players, organisers, tournament directors, and other witnesses.
e. DSC will make a decision on the case.

5.6 Written Procedure

The submissions to DSC must be in writing. No party has a right to ask for an oral hearing.

5.7 Decision

a. The deliberations of the DSC shall be taken in private and remain confidential.
b. All questions shall be decided by the majority of the members present. The quorum for the decision is three members. By default, the Chairman and two members deal with cases. If a member is not available or an arbiter or player from the same federation is involved in the case, a substitute shall be used.
c. The decision shall state in a written form the reasons on which it is based. It shall contain the names of the members of DSC who have taken part in the decision. If the decision does not represent in whole or in part the unanimous opinion of the members of the DSC who heard the matter, any dissenting member shall be entitled to deliver their dissenting opinion as part of the written decision.
d. A written copy of the decision of DSC shall be delivered to the ARB Chairman and Secretary, and to each party by e-mail, no later than twenty days after the decision.

Article 6: Appeal Process

6.1 The unsuccessful party, whether complainant or respondent, has the right to appeal to the FIDE Council.

6.2 Such right to appeal against the decision of DSC must be exercised within 15 calendar days from the date on which the appealable decision is communicated to the party concerned. It is not possible to extend the time to bring an appeal.

6.3 An appeal should be delivered to the DSC Chairman and the payment of an appeal fee of 300 € shall be made to the FIDE Accounts Department. The DSC Chairman delivers the appeal to the other party, which is allowed to submit materials within 15 days. The DSC Chairman is responsible for submitting the appeal with all materials to the appellate body.

6.4 The appeal will be decided based upon the statements filed before the DSC, together with the DSC's decision and appeal documents referred to in 6.3. In addition, the appellate body has the right to make procedural rulings and make any enquiries of the parties it considers necessary to decide the appeal.

6.5 The appeal fee should be returned to the appellant if the appeal is at least partially successful.

Article 7: Other Matters

7.1 All final decisions of the ARB DSC and appeals decisions of the ARB or EDC shall be published on the FIDE ARB website in the section reserved for the DSC unless the DSC Chairman rules that there are good reasons not to publish the decision at all. The decision concerned should be published in redacted form and the identity of any party to the proceedings should be kept secret in the published decision.

7.2 The FIDE Office shall keep all correspondence received from complainants, respondents, ARB or DSC.

7.3 In the event of a suspension being imposed against an arbiter, an appropriate entry will be made against the name of the arbiter concerned on the FIDE Rating Server in order to render the suspension effective.

7.4 People who are presently sanctioned by the FPL, EDC or DSC are ineligible to be a member of DSC.

Article 8: Coming into Force

8.1 These rules come into effect on 01/02/2023 and are applicable to all facts occurring and all violations under these rules committed on or after that date.

8.2 Offences committed prior to these rules coming into effect will be subject to the FIDE Arbiter Disciplinary Regulations in force at the relevant time, unless all parties to the DSC proceedings agree to submit themselves to the provisions of these rules.

CHAPTER 11: FIDE ONLINE CHESS REGULATIONS (E04)

Introduction

The FIDE Online Chess Regulations are intended to cover all competitions where players transmit moves via the internet whether they play them using a virtual chess board broadcast by the online playing site or using an electronic chess board (eBoard) connected to the playing site through the internet.

Wherever possible, these Regulations are intended to be identical to the FIDE Laws of Chess and related FIDE competition regulations. They are intended for use by players and arbiters in official FIDE online competitions, and as a technical specification for online chess platforms hosting these competitions. Throughout these online chess regulations, the term "eBoard" applies to any FIDE-approved electronic chess board provided by the organiser for use in an online competition.

These Regulations cannot cover all possible situations that may arise during a competition, but it should be possible for an arbiter with the necessary competence, sound judgment, and objectivity, to arrive at the correct decision based on their understanding of these Regulations.

These regulations have been constructed, as far as possible, to incorporate the existing Laws of Chess while recognising the procedures adopted by the major online playing zones, also known under various names e.g. platform. Comments which apply to over the board play may also apply to these regulations when appropriate. Before officiating at an event it is the duty of the arbiter to familiarise themselves with how these regulations will be implemented on the playing zone to be used. There are several terms used in these regulations which do not occur in the Laws of Chess. These are explained in the Glossary. Arbiters encountering an unfamiliar term should go there in the first instance.

Part I: Basic Rules of Play

1. Application of the FIDE Laws of Chess

1.1 Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, except for what is provided in the following article 1.2.

1.2 When a tournament is played using a virtual chessboard, article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations.

1.3 Articles 4 and 5 of the Basic rules of play from the FIDE Laws of Chess are superseded by Articles 3 and 5 of these Regulations respectively.

These Online Regulations have been drafted to follow the over the board Laws of Chess whenever & wherever applicable.

Part II: Online Chess Rules

2. Playing Zone

2.1 Online chess games are played using one of two formats: on a virtual chessboard broadcast by the online chess platform and displayed on each player's screen displayed, or through the internet using eBoards provided to all players by the organiser.

Some playing platforms allow the eBoard connectivity, which can be used to play the online games.

2.2 The playing board, whether it is a virtual chessboard or an eBoard, shall be hosted by an online playing zone, usually an application or a website.

An "Application" is more usually called a "Platform" and is also known as a "Chess Program" or a "Portal".

2.3 When a tournament is played with eBoards, these shall be endorsed by the FIDE Technical Commission.

2.4 The competition regulations must state in advance that either both players must (a) use a virtual chessboard; or (b) use an eBoard with the clock times for both players kept using clocks connected to the eBoards or (c) clock times provided by the playing zone. This ensures that both players in a game compete under equal conditions. The tournament shall use the same format (virtual or eBoard) for all rounds.

Note that it is the duty of the player to ensure that they know how the platform works with regard to features such as pre-move, etc. (See Article 3.6). Arbiters may wish to highlight the availability (or not) of some features of the platform used but are not obliged to do so. The arbiter is not responsible if a feature is not highlighted and remains unknown to the player. All players are responsible for ensuring their familiarity with the features of the platform that is being used and that all approved software is the current version.

Other Playing Zone (Platform) Considerations: Pairings: Pairing systems used by platforms may differ from FIDE pairing systems. Arbiters should be aware of this possibility. Arbiters should find out from the organiser whether the pairings will be made automatically by the platform or made by a Pairing Arbiter, and where the pairings will be published. Most platforms can only make pairings based on their own rating system. Such platforms cannot be used for pairing purposes for tournaments conducted on the basis of FIDE ratings. Most platforms only include players who are logged in at the time the pairings for a round are made. If a player defaults a game or disconnects (and does not reconnect) in a timely manner, some platforms automatically exclude the player from all future rounds

***Tiebreaks**: If tiebreaks are to be determined by the platform, arbiters should try to check how the tiebreak systems work on that platform, how many and which types of tiebreaks are available, and whether the tiebreaks are correctly calculated. For example, some platforms cannot handle unplayed games correctly. If the tiebreak is to be determined separately by the Chief Arbiter, players need to be advised that any tiebreak displayed by the platform has no official status and may not give the correct result*

2.5 The players are responsible for familiarising themselves with the features and functionality of the virtual chess board or eBoard.

Different platforms have different virtual chess board GUI (graphical user interface) and their functions.

2.6 When a virtual chessboard is used, the list of moves, clock times of the players, as well as information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance, shall be visible on the screen to the arbiter and both players throughout the game.

2.7 When eBoards are used, the arbiter and players shall have access to a screen displaying the moves of the game and the clock times of the players, as well as information indicating draw agreements, mandatory draws, resignation, and indications when a player calls for arbiter assistance.

3. Moving the Pieces on the Virtual Chessboard or eBoard

3.1 When virtual chessboards are used:

3.1.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard's right lower corner square is white.

Online Chess offers various methods of moving pieces on the virtual chess board, depending on the players' preferences. They can choose to either drag the pieces with their mouse or click on the piece and then click again on the target square. The movements of the pieces on eBoard mirror those of traditional over-the-board chess.

3.1.2 The playing zone shall only accept legal moves.

3.1.3 The player having the move shall be allowed to use any technical means available the playing zone to make the moves.

Some playing zones allow players to use an electronic smartboard to enter their moves on the virtual chessboard. This is not allowed in online chess, unless the event is hybrid and the time control used for the competition has an increment of at least 30 seconds per move starting from move 1.

3.1.4 As a minimum, the playing zone must offer the player having the move the possibility to select the source and target squares for the move.

3.1.5 The following additional options listed below may be activated and used by the player:

1. Smart move: the player may enter a move by selecting a single square when the chosen move is the only move possible.
2. Pre-move: the player enters a move before the opponent has moved. The move is automatically executed on the virtual board as an immediate response to the opponent's move unless the move is illegal.In most playing zones, if the pre-move is illegal, it will not be played automatically, so there is no penalty.
3. Auto promotion to queen: the player may set up the playing zone to force the promotion to a queen without being offered a choice of the promoted piece.

The arbiter in their introductory remarks, may wish to highlight which of these features are or are not available to the players but is not obliged to do so. If a player is unaware of any such options available, it is their own responsibility.

4. Move confirmation: the player may set up the playing zone to request the player confirm the move before the move is submitted to the playing zone.

3.1.6 All moves and clock times after each move are automatically recorded by the playing zone and visible to both players.

Online chess allows players to record moves and have their clock automatically pressed after they made their move on a virtual chess board & eboard.

3.1.7 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

3.2 When eBoards are used:

3.2.1 Moves are made on the eBoard in the same way as on a regular chess board.

3.2.2 The playing zone shall only accept legal moves. When a player on move makes an illegal move the eBoard shall display an appropriate warning message and the move shall not be transmitted to the platform. The player shall then have the option to make any legal move using any piece. The illegal move notification shall not be broadcast to the opponent.

3.2.3 A move is considered completed after a specific time has passed since a piece has been collocated onto a square. The time after the piece has been placed and the move is considered complete shall be programmable from the eBoard software.

3.2.4 All moves and the clock times after each move are automatically recorded by the playing zone. The clock times shall always be visible to the players and arbiter.

3.2.5 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

3.2.6 The eBoard or the playing zone must offer a feature which can be used to verify which piece the eBoard believes is on each square.

4. Virtual Chessclock

4.1 'Virtual chessclock' means the individual clock time of both players as displayed by the playing zone.

4.2 Each player must complete a minimum number of moves or all moves in an allotted period of time, including any additional amount of time with each move. The competition regulations will specify these in advance.

4.3 If a player does not complete the prescribed number of moves in the allotted time, the Playing Zone will automatically award the win to the opponent. However, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, then the playing zone will automatically rule the game as drawn.

Some playing platforms have a "Call the Arbiter" feature. If a player uses this feature, the clocks are paused automatically until the arbiter resumes play.

4.4 When a player has made their move on a virtual chessboard, their clock will automatically stop, and the opponent's clock will start.

4.5 When playing with an eBoard, once a move is considered completed, the eBoard stops the player's clock time and starts the opponent's clock time.

4.6 When playing with an eBoard, the playing zone shall allow the arbiter to adjust the clock time of one or both players in a game as stipulated in Articles 10.5, 10.9.2, 10.9.3, 18.4.2, 18.4.3 and 18.9.

5. Completing the Game

5.1 The game is won by the player who has checkmated their opponent's king.

5.2 The game is won by the player whose opponent resigns by pressing the "resign" button or by another method available on the playing zone.

5.3 The player can offer a draw in accordance with any method provided by the playing zone. 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.

Some playing platforms allow players to agree to a draw without making any moves, while others have a restriction on the number of moves for a draw offer.

5.4 The playing zone shall automatically declare the game as drawn when:

5.4.1 the same position appeared for the third time (as described in Article 9.2.2 of the FIDE Laws of Chess);

5.4.2 the player to move has no legal move and their king is not in check. The game is said to end in 'stalemate';

5.4.3 a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves;

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

Some playing zones may automatically award draws in other positions. These will normally be positions in which a mate is extremely unlikely such as K+N v K+N. The arbiter should be familiar enough with the platform being used to know how the platform will react to such situations and to explain the situation to a player, if necessary.

Part III: Regulations for Online Competitions

6. Competition Types

6.1 Online competitions may be played under the following formats:

6.1.1 An "Online chess competition" event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter. "Online chess" is the most generic term for Internet chess games. The regulations of this kind of competitions are specified by the playing zones.

6.1.2 "Online Chess with supervision" competition is an event where players are remotely supervised by an arbiter (see Part III a).
Players can be supervised by the arbiter using Video Conference System.

6.1.3 "Hybrid chess" competition is an event where all players a physically supervised by an arbiter, while they play online (see Part III b)

6.2 The competition regulations shall specify the kind of competition listed in Article 6.1.

Hybrid chess involves players assembling at a number of venues. Each venue shall have at least one arbiter physically present to supervise the running of the tournament, in particular that the Fair Play procedures are being observed. The pairing of such events may be done remotely and made available to the players and arbiters at the various venues.

7. Scoring System

7.1 Unless the competition regulations specify otherwise, a player who wins a game, or wins by forfeit, scores one point (1), a player who loses a game, or forfeits, scores no points (0), and a player who draws a game scores a half point (½).

7.2 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 ¾ - ¼ is not allowed.

Some playing zones provide the freedom for non-standard scoring systems.

Some examples are: Win = 2 points, Draw = 1 point, Loss = 0 point with extra points for subsequent wins e.g. • 2nd win in a row = 3 points, 3rd & all subsequent wins in the streak = 4 points • After two wins in a row, games are double points: Win = 4 points, Draw = 2 points, Loss = 0 point (optional) After a draw, subsequent draws are worth 0 point (optional)

Part III a: Regulations for Online Competitions with Supervision

8. General Provisions

8.1 The 'playing venue' is defined as the 'playing area', and toilets or restrooms. The playing area is defined as the room where the player plays their moves. The competition regulations may require the playing area should be monitored by cameras.

8.2 No one except the player are allowed to be in the playing area without the permission of the Arbiter.

> *If an assistant is needed by the player the arbiter should give the relevant permission. However, the arbiter does retain the right to indicate that a particular assistant is not satisfactory.*

8.3 The time control and method of implementation shall be specified in competition regulations.

> *Some playing zones provide the freedom for non-standard time controls like Berserk. When a player activates the Berserk option at the beginning of the game, they lose half of their clock time, but the win is worth one extra tournament point. Going Berserk in time controls with an increment also cancels the increment.*

8.4 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.

> *Few playing zones permit this possibility but it is the duty of the arbiter to establish this before play commences.*

8.5 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before the player's arrival, unless the competition regulations specify, or the arbiter decides otherwise.

8.6 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

> *Most playing zones don't apply Article 8.6; however, they make the draw obvious to the player in other ways*

9. Players' Conduct

9.1 The players shall take no action that will bring the game of chess into disrepute including the way that a player behaves in front of the cameras.

9.2 Each player shall connect to the playing zone with an authorised device, to access their games.

9.3 Each player shall use their personal account when playing competition games on the playing zone. A player may not conceal their identity in any way, for example pretending to be a different player.

9.4 Players must wear appropriate clothing when visible on camera and follow the dress code of the competition, if any.

9.5 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

9.6 During play the players are forbidden from using any electronic device, notes, sources of information or advice, or to analyse any game on another chessboard.

9.7 Players are not allowed to have headphones in or over their ears during play.

9.8 During a game, a player is forbidden from having in the playing venue any electronic device which is not specifically approved by the arbiter. However, the competition regulations may allow such devices to be stored very near to the playing area only as a help to provide backup internet.

Only internet backup devices such as portable hotspot, Internet dongle or portable router may be permitted by the chief arbiter. Devices like mobile can be used with the permission of chief arbiter, as backup for internet provided it does not contain any chess program or chess engine and it will be only used for internet connectivity.

9.8.1 If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.

9.8.2 The arbiter may require the player to show their clothes, bags, contents of drawers, cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded.

9.9 Smoking, including e-cigarettes, is not permitted when visible on camera.

It has been known for players to query why they cannot smoke in their own homes. The player is not forbidden from smoking, merely from smoking in a visible manner. If the game is on camera then an audience may be expected. Promoting smoking, particularly to juniors, should not be allowed.

9.10 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw, sending inappropriate messages or the introduction of a source of noise into the playing area.

9.11 Infraction of any part of Articles 9.1 – 9.10 shall lead to penalties in accordance with Article 10.9.

9.12 Players who have finished their games shall be considered to be spectators and must comply with the instructions of the Arbiter and the competition

regulations. For example: mute their microphones, switch off their cameras and/or stop screen sharing.

The tournament regulations may allow players who have finished their games to leave the VCS, until they join VCS shortly before the next round, or to leave their camera switched off while they remain on VCS.

9.13 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.

9.14 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The competition regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.

In this position black plays 1 ... Bxg8 and the playing zone declares a draw. White appeals that 2 Be5 is mate. Although it is hoped that the arbiter might correct the decision, this is a case where a successful appeal may be expected



9.15 Players may observe other games from their current competition, provided they respect instructions on allowed behaviour during a game and only display the current position, time and/or result. Players are forbidden from accessing any kind of game analysis during play.

10. The Arbiter's Role

10.1 The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations are observed.

10.2 The arbiter shall:

10.2.1 ensure fair play,
10.2.2 act in the best interest of the competition,
10.2.3 ensure that a good playing environment is maintained,
10.2.4 ensure that the players are not disturbed,
10.2.5 supervise the progress of the competition,
10.2.6 take special measures in the interests of disabled players and those who need medical attention,
10.2.7 follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Appendix I).

10.3 The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.

10.3.1 The arbiter may appoint assistants to observe games and players.

10.4 The arbiter shall inspect the playing area as appropriate before the start of a game and arrange any required change to ensure the best setup before the start of a game.

The player must assist the arbiter in doing this and should therefore comply with any requested movements of the camera. If the player refuses the arbiter should implement Article 10.9 as appropriate.

10.4.1 When the games take place in a physical space, the arbiter shall arrive not less than 90 minutes before the scheduled start time, and in any case in sufficient time to make the necessary preparations, including those specified in Articles 18.5 and 18.6. The arbiter should instruct the players to arrive in the playing area 20 minutes before the start of a game in order to verify the preparations, or at such other time as the arbiter shall decide.

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

On some playing platforms awarding additional time to either one or both players is not easy. The arbiter needs admin rights or special permission of playing platform to perform this task.

10.6 The arbiter must not intervene in a game except in cases described by the FIDE Online Chess Regulations.

10.7 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.

10.8 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.

An example of a situation where the arbiter may sanction the use of a mobile phone would be where there was a problem with the normal Internet connection and this provided the only alternative.

10.9 Options available to the arbiter concerning penalties:

10.9.1 warning,
10.9.2 increasing the remaining time of the opponent,
10.9.3 reducing the remaining time of the offending player,
10.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
10.9.5 reducing the points scored in the game by the offending person,
10.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
10.9.7 a fine announced in advance,
10.9.8 exclusion from one or more rounds,
10.9.9 expulsion from the competition.

The penalties are same as over the board chess.

11. Disconnections

11.1 It is the player's responsibility to be connected to the playing zone. This includes providing a stable internet connection and a working playing device.

11.1.1 The player may maintain their connection via a mobile device, only with the prior permission of the Arbiter.

11.2 The player shall follow the instructions given by the arbiter concerning their presence in the playing zone.

11.3 The competition regulations shall state the consequences and potential sanctions

> *Players need to be told how they can communicate with an arbiter during their game in case of a problem, such as a temporary disconnection. The biggest problem with communication during the game is that making it easier to communicate causes Fair Play issues at the same time.*
>
> *The arbiters need to strike a balance between having open communication channels in case of problems and maintaining Fair Play control. This may vary depending on the type of event.*

in the case of a disconnection from the playing zone during a playing session.

11.4 During a game, if a player disconnects from the playing zone, the clock shall continue running.

11.4.1 If the player can reconnect to the game before their remaining thinking time has elapsed, the game shall continue with the thinking time remaining on the player's clock. The arbiter shall decide whether further sanctions are appropriate.

> *The tournament rules may specify that players must reconnect within a fixed period e.g. 5 minutes. If the player does not do so then the game will be forfeited. However, during this period, and with the prior permission of the arbiter, the player may use a mobile device to re-establish the connection.*

11.4.2 If the player cannot reconnect to the game before their remaining thinking time elapses, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.3.

11.5 During a disconnection both players must not leave their places without the permission of the Arbiter.

12. Playing Device

12.1 During a game the player shall play with a single screen and share it with the Arbiter, unless specified otherwise in the competition regulations.

12.2 During a playing session, the arbiter shall have access upon request to the open applications on the player's device.

Remote access to players player's device can be requested to check for fair play routines.

12.3 The rules for the competition shall specify what applications are required to participate and are allowed to be open during games. Players are not allowed to have open or otherwise use any applications other than those approved by the rules for the competition.

Normally tournament regulations allow only playing platform, VCS and web browser to check their pairings and results. Playing programs and access to other playing platforms and web site during tournament is not allowed

12.4 When an eBoard is in use, the playing zone must allow a player to offer a draw, resign or call for arbiter assistance, preferably with the press of a single button or by a similarly simple method.

13. Video Conferencing System

13.1 When games are to be played under video supervision, the organiser shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features:

13.1.1 A full view of the player displaying at least their face, and if required, their playing area;

13.1.2 Audio of the player and surrounding area (via a microphone);

13.1.3 Support for screen sharing by the player (under the control of the player and Arbiter).

13.2 Each player is required to connect to the VCS at a time specified by the arbiter and must remain connected during the entire session.

The time specified may be in advance of the starting time for play to allow the arbiter to do a visual 'sweep' of the playing area. If this is the case, then the link must remain active from that time until the end of the game.

Players may be permitted to leave the VCS when their own games have concluded, but in tournaments with more than one round a day it is their responsibility to reconnect in good time for the next round.

13.3 If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, before reconnecting to the VCS.

The 13.3 must be included in tournament regulations, if a player disconnects from VCS, he/she will not be allowed to move their pieces on playing platform until they rejoin the VCS. If the player fails to comply with the regulation, then penalties will be imposed as per article 10.9

13.4 The competition regulations may specify that a system of yellow (warning) and red (loss) cards is implemented to support the handling of sanctions due to disconnections from the VCS.

In tournaments played under video supervision, the arbiter in the playing area should be observing the players or their screen shares at all times during play. Other tournament duties should be allocated to other arbiters or undertaken after the round.

14. Cameras and Microphones

14.1 When playing under video supervision, the player shall use a webcam that shows their complete face during the game. The picture displayed shall not hide the surroundings of the player; a virtual background is not allowed.

> *A virtual background could be used to hide a source of assistance; hence it is not allowed.*

14.2 The room lighting must be sufficient to allow broadcasting and the movement of a player's eyes to be monitored by the Arbiter.

> *A player who is constantly looking at a fixed area could be getting analysis of their own game from a device or person in that vicinity.*

14.3 A player's microphone must remain "On" throughout the game so that the microphone transmits any sounds near the player to the Arbiter. A player is not allowed to "Mute" or turn off the microphone.

14.4 The competition regulations may specify and require the use and positioning of additional monitoring technologies.

> *This should help detect anyone out of sight who is calling moves to the player.*
>
> *A second camera (side angled) can be use to observe the player's activity during the game. This will help the arbiter to ensure fair play during online event.*

15. Irregularities

15.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for doing so, the player may be penalised in accordance with Article 10.9.

15.2 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.

15.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.

15.4 If a playing zone automatically declares a draw in contradiction with Article 4.3 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.

15.5 If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. The arbiter shall use their best judgement when determining the clock settings.

15.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

Part III b: Regulations for Hybrid Chess Competitions

16. General Provisions

16.1 The Chief Organiser designates the playing venues for the competition. Each playing venue is under the control of a Local Organiser.

16.2 Each Local Organiser is required to provide a playing venue suitable to host a hybrid chess competition. 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. The playing area is defined as the place where the games of a competition are played. Only players and arbiter are allowed access to the playing area.

16.3 Each playing venue must be monitored by cameras.

> *Arbiters are expected to follow normal supervision procedures, while following social distancing guidelines as applicable.*

16.4 In each playing venue, the fair play measures should be applied in accordance with the FIDE Anti- Cheating Regulations and FIDE Anti-Cheating Protection Measures**.** 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.

16.5 Each Local Organiser is responsible for providing an Internet connection in the playing venue. Players are not responsible for their connections to HIP and to a communication system (if required by the competition regulations), unless the competition regulations say otherwise.

> *As the players may not be responsible for any problems caused by the Hosting Internet Platform (HIP) the rules of the competition should state what will happen if such a case occurs. It is advisable that the local organiser/arbiter has a backup option such as linking to the Internet through either officials' mobile phone, portable internet hotspot or portable routers.*

16.6 In each venue, electronic devices used for conducting online games (playing devices) are provided by the Local Organiser, unless the competition regulations say otherwise.

> *If the tournament is such that players are expected to bring their own devices (laptop, etc.,) then the provisions in Article 12 should apply. In these circumstances the arbiter may consider issuing reminders to the players about which software is permitted to be running. The permitted software should follow Article 16.7.*

16.7 During the game, each player shall have access to any software required for the purpose of connecting to the Internet from their playing device or an eBoard. No other website, application or software can be accessible to the player on the playing device or eBoard. The only exception may be a (video-) communication system, if required by competition regulations.

16.8 At least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Assistant (LTA).

16.9 The total number of arbiters required in each playing venue will vary depending on the kind of competition, on the system of the games, on the number of participants and on the importance of the event.

16.10 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.

16.11 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses before their arrival, unless the competition regulations specify, or the arbiter decides otherwise.

16.12 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

> *Some playing platforms have this feature of recording the draw offer on the scoresheet.*

16.13 When an eBoard is used, there must be a screen available to an arbiter or a player where a draw offer can be seen next to the offering player's move. If an eBoard player is not using such a screen the playing zone or the eBoard must indicate to that player, in some other way, when a draw offer is made by the opponent. These requirements also apply when a player asks for the intervention of an arbiter.

16.14 The competition regulations may impose the mandatory use of a scoresheet.

17. Players' Conduct

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

17.2 The players are not allowed to use their own playing devices in the playing venue, unless the competition regulations say otherwise.

17.3 During the game, the players are forbidden to have any electronic device not specifically approved by the arbiter. The arbiter may require the player to allow their 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 it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.

17.4 The competition regulations may allow personal electronic devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with LCA.

17.5 During the game, the players are forbidden to use any notes, sources of information or receive advice.

17.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw, sending inappropriate messages or the introduction of a source of noise into the playing area.

17.7 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

17.8 The players shall follow the dress code of the competition, if any.

17.9 Infraction of any part of Articles 17.1 – 17.8 shall lead to penalties in accordance with Article 18.4.

17.10 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.

17.11 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter. The competition regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.

Some playing zones may not recognize that a situation described in regulation Article 5.4.3 has arisen, or may indicate that one has done so when in fact it has not. In such situations the arbiter should intervene if possible and may change the result if possible. The following is an example: With Black to play ... h2 allows White to play Ng3#. However, if Black allows his/her or her time to expire at some platform servers will automatically declare this game as a draw. In such unlikely situations, and dependent on the tournament regulations, players may be able to request that the Chief Arbiter considers the situation with regard to overruling the given draw.



18. The Arbiter's Role

18.1 The arbiter shall see that the Laws of Chess and FIDE Online Chess Regulations 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 FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see appendix I).

18.3 The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.

18.4 Options available to the arbiter concerning penalties:

18.4.1 warning,

18.4.2 increasing the remaining time of the opponent,

18.4.3 reducing the remaining time of the offending player,

18.4.4 increasing the points scored in the game by the opponent to the maximum available for that game,
18.4.5 reducing the points scored in the game by the offending person,
18.4.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
18.4.7 a fine announced in advance,
18.4.8 exclusion from one or more rounds,
18.4.9 expulsion from the competition.

18.5 Before the beginning of each game, each LCA is responsible for checking that all the playing devices are in compliance with the requirement of Article 16.7.

18.6 Before the beginning of each game, each LCA is responsible for conducting the fair-play check of all the players.

18.7 Each LCA is responsible for monitoring the venue's camera recordings.

18.8 Each LTA is responsible for monitoring each player's connection to HIP and to a communication system (if required by the competition regulations) before and during each game.

18.9 Each LTA shall immediately report to the Chief Arbiter about each disconnection case. Once the connection is reset, relying on specific circumstances, the Chief Arbiter takes a decision including but not limited to:
18.9.1 resumption of the game from the adjourned position,
18.9.2 reducing remaining time of the disconnected player,
18.9.3 restarting the game from the initial position with the same time limit,
18.9.4 restarting the game from the initial position with a shorter time control.

19. Irregularities

19.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If there is no valid reason for doing so, the player may be penalised in accordance with Article 18.4.

19.2 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.

19.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.

19.4 If a playing zone automatically declares a draw in contradiction with Article 4.5 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.

19.5 If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. The arbiter shall use their best judgement when determining the clock settings.

19.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

20. Use of Traditional Chess Sets at Hybrid Competitions

20.1 If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess sets (boards and pieces) for their convenience during the games. Players can't use any additional boards if the competition is played on eBoards.

20.2 In the case the use of a traditional chess set is allowed, the following provisions apply:

20.2.1 The virtual chessboard and virtual chessclock remain the definitive record of the game.

20.2.2 The specific competition regulations must specify the necessary number of arbiters.

20.2.3 Moves played on the virtual chessboard may be accompanied by a clearly audible sound signal (click) so that each player could be aware, without any delay, of the last move played by their opponent. This shall be implemented in a way which doesn't disturb other games.

20.2.4 Each player is responsible for moving pieces on their traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side. Once a game is started with a traditional chess set, it must be played with it till the end of the game.

The provisions for disabled players are given in Appendix 2

20.2.5 Players are not allowed to make their move on the virtual board before they have reproduced their own previous move on the traditional board. The position on the traditional chessboard must always remain the same as on the virtual one; the only allowed difference is the last move's delay.

20.2.6 In case of violation of Articles 20.2.4 and 20.2.5, the arbiter is entitled to intervene and the penalties described in Article 18.4 applies.

20.2.7 The specific competition regulations may impose mandatory use of scoresheets by the players.

Hybrid events may be submitted for FIDE rating provided that the following provisions of the FIDE Rating Regulations are met: Play must take place according to the FIDE Regulations for Hybrid Chess Competitions. The tournaments to be rated shall be pre-registered by the federation that will be responsible for the submission of results and rating fees. The tournament and its playing schedule must be registered one week before the tournament starts. The QC Chairman may refuse to register a tournament. He/She may also allow a tournament to be rated even though it has been registered less than one week before the tournament starts. All tournaments played under Hybrid conditions must be approved individually by the QC Chairman. Tournaments where norms will be available must be registered 30 days in advance

APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision

Preamble:

The following rules deal with Online Chess. They shall apply to all official FIDE competitions. For national competitions and private competitions, it is strongly recommended to adopt these rules, amended where appropriate.

1. General Provisions

1.1 All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.

1.2 The only Fair Play software authorised by FIDE is the FIDE Game Screening Tool. Other software requires explicit approval by the FIDE Fair Play Commission (FPL).

1.3 Most platforms will automatically process the games of a competition through their own anti- cheating procedures. These procedures in FIDE competitions are not final, but the Chief Arbiter or the panel of experts may consider them enough to impose a penalty.

1.4 Players must play with their real names.

1.5 Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded by the organiser. It must be ensured that only the Chief Arbiter, the panel of experts, if any, and the members of EDC and FPL may access it if necessary and that the recording is deleted one year after the official announcement of the results, unless proceedings against participants of the namely competition have been opened before by FPL or EDC

1.6 Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. In case the competition regulations provide so, the organiser should ensure that appropriate legal information about privacy and child safeguarding are written in the invitation or regulations. If needed, the organiser may consult FIDE data protection team.

> *Players may be required to turn their microphone on. This should help to detect anyone out of sight who is calling moves to the player.*

1.7 Other competitions must be conducted in accordance with the principles above and/or with the Online Fair Play policies of National Federations. When in such a case a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.

1.8 Arbiters must be familiar with the platform's procedures:

1.8.1 For dealing with cheating allegations,

1.8.2 For the flagging or closure of accounts,

1.8.3 For handling appeals.

1.9 In cases where the official results are determined by the Chief Arbiter rather than by the platform, the competition regulations should specify whether or not points won by players subsequently barred or disqualified are awarded to their opponents.

1.10 Prizes should not be awarded to players until the Fair Play checks undertaken by the platform and with the FIDE Game Screening Tool have been completed.

1.11 In some competitions, particularly official FIDE competitions, the competition regulations may specify disqualification and other penalties being imposed without any determination that cheating has been proved. In such a case sanction would not be extended to OTB play in the absence of more evidence.

1.12 The competition regulations cannot provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. The appropriate body to appeal is the Appeals Committee of the competition. Therefore, it is strongly recommended to appoint in advance at least one fair play expert in the Appeals Committee. The competition regulations shall provide in advance an appropriate procedure to appeal against Fair Play decisions, and a timing for the decisions, considering the tournament schedule and the final ranking announcement. The competition regulations may establish a reasonable appeal fee, to be forfeited in case the appeal is rejected.

1.13 FPL may create a sub-commission or task force dedicated only to online chess.

1.14 The competition regulations cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

2. Online Cheating Offences

2.1 Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over their peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is not supposed to have achieved.

2.2 Specifically, 'Cheating' means:

2.2.1 the deliberate use of electronic devices or other sources of information or advice during a game; or

2.2.2 the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.

2.2.3 The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.

2.3 The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE's internal disciplinary measures.

2.4 Statistical evidence may lead to the assumption that a cheating offence has been committed. The player has always the right to appeal and present arguments to the Appeals Committee.

> *The Organiser and arbiters should make it clear that in case of a cheating allegation, it should be communicated responsibly; i.e. using a pre-arranged form such as that on the FIDE Fair Play website, and not to the world via social media or in public WhatsApp groups, or by sending direct private messages to the player.*

2.5 Technical violations connected with the video conference system used to supervise the competition, for example disconnections, playing without camera on, playing without shared screen with a task bar, playing without a microphone on (if it is required by regulation of competition) and so on, *per se* does not lead to the assumption that a cheating offence has been committed, but the player can still be penalised accordingly.

3. Burdens and Standards of Proof

3.1 FPL shall have the burden of establishing that an online cheating offence has occurred. The standard of proof shall be whether FPL has established an online cheating offence to the comfortable satisfaction of the hearing panel bearing in mind the seriousness of the allegation which is made. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt. Article 2.4 remains unaffected.

3.2 Where these Fair Play Rules place the burden of proof upon the Player or other Person alleged to have committed an assumed online cheating offence to rebut a presumption or establish specified facts or circumstances, the standard of proof shall be by a balance of probability.

4. False Accusation

4.1 False accusation is an abuse of freedom of expression. False accusation in chess as in any other area might damage reputation. The right to protection of reputation is protected as a part of the right to respect for private life. While deciding whether accusation is manifestly unfounded and thus it can be considered as the abuse of the freedom of expression, the following criteria are taken into account:

4.1.1 the sufficiency of the factual basis of the accusation;

4.1.2 the level of the competition;

4.1.3 the title and rating of the player who is alleged of online cheating;

4.1.4 the final result of the player in the competition in question;

4.1.5 the way and the scale of spreading the accusation (social media, public interview, blogpost, etc.) The list of the criteria is not exhaustive.

4.2 False accusation in online chess is dealt mutatis mutandis as in over the board chess.

The Tournament regulations should stipulate that concerns about Fair Play issues must be submitted on an official form provided by the Organisers. Allegations must not be made by any other means, including on social media but not limited to that. Players in particular should be warned that any such conduct may be considered to constitute a false allegation and be subject to

5. Sanctions

5.1 Sanctions imposed for an online cheating offence may be extended to OTB chess. A sanction specified in the FIDE Code of Ethics as a one year-ban may be reduced to 6 months for OTB chess.

5.2 Other aspects of sanctioning are mutatis mutandis applied to online chess as they are applied in over the board chess: the age of the player, the frequency and nature of the offence, the nature of the competition and other circumstances are comprehensively taken into account.

6. Jurisdiction

6.1 The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations in all FIDE official events. People subject to FPL jurisdiction include players, supporting persons and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organisers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

7. Complaints and Investigations

7.1 Triggering an investigation:

7.1.1 Investigations can be initiated based on a post-competition complaint.

7.1.2 Investigations can also be triggered by:

1. a report of the chief arbiter of a competition.
2. FPL initiative.
3. a request by the Ethics and Disciplinary Commission (EDC) or any other body of Fide authorised by the FIDE Charter.

7.2 Complaints:

7.2.1 The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 24 hours after the end of the last round.

7.2.2 All Complaints must be submitted in writing and addressed to the FPL through Fide Office. The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the

Complaint is being made, listing all basis available at the time of filing.

7.2.3 Oral or informal Complaints are not accepted.

7.2.4 All Complaints based solely on the assumption that a person is playing stronger than expected due to their rating will not be considered.

7.2.5 FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.

7.2.6 All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

8. Investigation Procedure

8.1 FPL has the right to perform preliminary investigations with respect to an alleged or possible case of online cheating-related violation.

8.2 If a complaint is inadmissible or manifestly unfounded, the FPL may reject it by a majority vote.

8.3 One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the complaint. The Investigating Person is an independent body and is not subject to directions from any other party.

8.4 The IP shall consider the presented statistical evidence. It will also consider physical and observational gathered as part of the investigation, if there are any. It can also gather additional evidence in the course of its investigation.

8.5 Players, organisers, arbiters, national federations, host of the online platform where the games are played, and other parties are all required to cooperate with the IP. Failure to do so may result in referral to EDC.

8.6 The IP will investigate each case within a reasonable time, usually not longer than two weeks.

8.7 At the end of the investigation the IP shall prepare a report to FPL for consideration indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP. FPL may ask the IP to consider additional facts and/or carry out further investigations.

8.8 Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

9. Procedural Rules

9.1 The statute of limitation is one year after the last round of the online competition in question.

9.2 The working language of the IP is English. The IP may, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.

9.3 When the IP does not dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of their position.

9.4 The complainant and the accused person have the right to be represented or assisted by persons of their choice.

9.5 Documents pertaining to the proceedings must be submitted in writing, preferably by e-mail.

9.6 Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.

9.7 When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL may provide the relevant information to that FIDE Commission.

10. Condition of Entry in an Online Sports Competition

10.1 By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that their participation is subject to these measures. Specifically, players agree to be screened by an online screening tool and agrees that they might face disciplinary sanctions.

APPENDIX II. Rules for Significantly or totally Blind and Unable to Move Disabled Chess Players for Online Competitions with Supervision

1. All online platforms organising chess competitions should provide full accessibility to significantly or totally blind and unable to move chess players.

   1.1 If this is not possible, the organisers must provide online assistants, one per player, trained and approved by FIDE DIS commission.

2. Significantly or totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant.

3. At least five (5) days before the start of the competition, significantly or totally blind and unable to move disabled chess players must send their medical documents to the organisers for approval and must either be registered at the time of the start of the competition with the FIDE disabled chess players list: **https://dis.fide.com/wr0** or must be registered with their National Chess Federation. According to the provided documents, organisers will decide if the player belongs to the category "Significantly or totally blind and unable to move disabled chess players" and needs an assistant.

4. Online assistants are responsible to invite and connect to the VCS with their players 15 min. before the start of the game. The assistant must have a full view of the player and the player's face.

5. Players that using assistants must have their own chessboard fully visible to their assistant.

6. When the game start and during the full period of the game, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent's moves to their player.

7. The player must be sure to be able to hear the assistant loud and clear.

8. The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the player and the assistant.

9 The assistant can use either:
   9.1 A new account in the platform specifically for this tournament, or
   9.2 The existing account of the player, with the player's permission

10. The player has the right to ask for the number of moves played and the remaining time on their clock plus the time of their opponent at any moment during the game.

11. The player trough the assistant has the right to ask for a draw or accept a draw offer from their opponent at any time. No further communication is allowed between the assistant and the player, in any unforeseen situation the assistant receive instructions from the chief arbiter.

12. During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.

13. All articles of the FIDE Online Chess Regulations are valid for significantly or totally blind and unable to move players by replacing the word "player" with the word "online assistant".

Appendix III. Regulations for Significantly or totally Blind and Unable to Move Chess Players for Hybrid Competitions

1. The Local Organiser is advised to provide an assistant to significantly or totally blind players. The assistant's duties are:
    - 1.1 Play online the moves announced by their player.
    - 1.2 Announce the moves of the opponent.
    - 1.3 Inform the significantly or totally blind players player only at their request of the clock times.
    - 1.4 Inform the player of draw offers from their opponent and make draw offers communicated by the player.
    - 1.5 No further communication between the assistant and the player is allowed.
    - 1.6 Assistants are supervised by the Local Chief Arbiter and the other arbiters.
2. All other regulations are applying only by changing the word "player" with the word "assistant".

Glossary of Terms in the FIDE Online Chess Regulations

This glossary provides definitions only for terms that are unique to online chess. The number after each term refers to the place where it first appears in this document.

Term	First Reference	Definition
Automatic Promotion	3.6.3	A pawn promotes automatically to a queen or another piece according to the settings selected by the player in the playing zone software.
Cheating	Appendix 1.8	The deliberate use of external assistance by one player to gain an advantage over the opponent (such as using a computer or another player). Cheating also refers to the purposeful manipulation of chess competitions such as, but not limited to, sandbagging, match fixing, rating fraud, and participation in fictitious competitions or games.
Chief Organiser	16.1	The person responsible for designating and approving all playing venues for a hybrid competition.
Competitions with Supervision	6.1.2	An event where players are remotely supervised by one or more arbiters.
Disconnection	11	Occurs when the internet connection or electronic signal between a player's authorised playing device and the playing zone is lost for any reason.
eBoard	Introduction	Any FIDE-approved electronic chess board that can be connected to a website to input and output moves throughout the internet for use in an online competition

FPL	Appendix 1.2	FIDE Fair Play Commission
Fair Play software	Appendix 1.1	Software tools used by game service providers and FIDE to monitor all players' games move-by-move. FIDE's approved Fair Play software is the FIDE Game Screening Tool.
Hacking	Appendix 2.3	Occurs when another person is playing on behalf of the actual player whose name is assumed to be playing a game.
HIP	16.5	Hosting Internet Platform
Hybrid chess	6.1.3	A type of competition where all players are physically supervised by an arbiter, while they play online.
Investigating Person (IP)	8.3	Refers to the member of the FIDE Fair Play Commission charged with responsibility to investigate a case where cheating is alleged to have occurred.
LCA	16.8	Local Chief Arbiter
Local Organiser	16.1	The person responsible for overseeing a single online venue. The Local Organiser reports directly to the Chief Organiser.
LTA	18.8	Local Technical Assistant
Match fixing	Appendix 2	Arranging the results of a competition before the games are played.
Online chess competition	6.1.1	An event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter.
Playing Device	12	Refers to the computer, laptop, desktop, eBoard or other authorized equipment the player uses to make their moves in the playing zone.
Playing zone	2	Refers to the host system or playing environment for an online game of chess.
Sandbagging	Appendix 2.2	Deliberately playing below one's true playing strength.
VCS	13	Video Conferencing System
Virtual chessboard	3	Refers to the representation of the chessboard and pieces generated by the playing zone on the player's screen and as customized by the player using the playing zone software.
Virtual chessclock	4	Show the game time remaining for each player as generated by the playing zone and shown on each player's computer screen or game display.

CHAPTER 12: SAMPLE EXAM QUESTIONS FOR ARBITERS

SAMPLE EXAM QUESTIONS FOR FIDE and International ARBITERS

In this chapter, we provide sample questions similar to those that may appear in a FIDE Arbiter and International Arbiter certification exam. Note that the questions cover different levels to ensure all areas are addressed. This collection of questions does not serve as an example of an actual exam. One reason for this is that the distribution of marks does not align with a real exam. For example, 55% of the marks should focus on the FIDE Laws of Chess. These examples aim to assist participants in a seminar in understanding the level of difficulty that an actual seminar evaluation may present. As a FIDE Arbiter, you must demonstrate knowledge in many more areas than just the FIDE Laws of Chess. It is the responsibility of the lecturer to select the appropriate mix of simple and advanced questions from each area in the correct proportion.

The actual exam should last four hours though some online exams are only three hours in duration.

We also provide solutions and a possible grading of these questions. We hope that the grading is especially useful for lecturers. We strive to give short and relevant answers. In all cases, it is important that good reasons for the answer are provided. For some questions, we also suggest grading for incorrect answers even if the correct methodology has been followed. For example, in the questions regarding player titles, there is a common mistake that leads to the opposite answer for the question~~.~~, i.e., something is a norm or not. However, we suggest giving 4 out of 5 marks if all other aspects are correct. It is important for candidates to thoroughly study the answers. Once they find the correct answer, they should learn to provide the right arguments.

Perhaps this collection of questions is interesting for all FIDE and International Arbiters as well. You can check your knowledge of rules by trying to answer these questions. Perhaps your last examination was a long time ago and you have forgotten how to make a pairing or to calculate a new rating. We hope that for experienced Arbiters the questions about Laws are easy, but check yourself!

Laws of Chess

1) In the given position, Black is to move when his flag falls. What is the result? Explain your answer. (2 marks)



2) Twenty minutes and 12 moves into a game the digital clock fails. One player claims that they had used only 5 minutes. The opponent disagrees but does admit he had used slightly more time. What does the Arbiter do? (2 marks)

3) According to the schedule of a chess tournament, the rounds should start at 15.00. In the regulations of the tournament, it was included that any player, who arrives at the chessboard more than 30 minutes after the scheduled start of the session, shall lose the game. However, there was some delay and the round actually started at 15.10. One of the players arrived at the chessboard at 15.35. His opponent claimed the win. But the player claimed that his clock only shows 25 minutes had elapsed on his clock, so he should be allowed to play. What is the Arbiter's decision? Explain your answer.
(2 marks)

4) In a tournament with the time control 90 minutes for 30 moves and 30 minutes for the end of the game, with 30 seconds increment per move starting from move 1, in the position shown, the black player played 28. … Qxd3, and completed the move by pressing the clock. It is the first illegal move by the player.



The Arbiter was present watching the game. What must he do? Explain your answer! (4 marks)

5) In a tournament with the time control of 60 minutes per player, with 30 seconds increment per move starting from move 1, no illegal move has happened before. In the position in the diagram the white player picked up with one hand the rook on b8 and with the other hand the pawn on c7 and played: 35. …..,
cxb8 and pressed the clock, without promoting the pawn to a new piece.



Position from Lasker Emanuel, simul tour USA, 1893

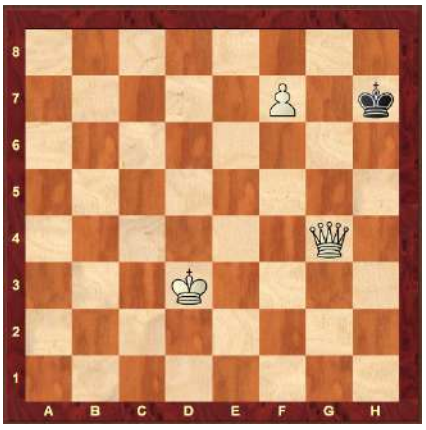
The Arbiter was present, watching the game. What does he do?
(4 marks)

6) In this position, the white player, who is short of time, plays the pawn from g7 to g8 and replaces it with an upside-down rook. He announces "queen" and presses the clock. Black plays Nf7# and announces mate.



The white player attempts to capture the knight with his promoted piece. What is the Arbiter's decision and why? (2 marks)

7) In a tournament with the time control of 90 minutes for 30 moves and 30 minutes for the remainder of the game, with 30 seconds increment per move starting from move 1, in the position shown in the diagram White played 50. f8 promotes the pawn into white queen and pressed the clock. His opponent immediately after white's move declared that he resigns.



The Arbiter was present watching the game. What is his reaction? What shall be the result of the game? (2 marks)

8) After 26. … c6 we got the position in the diagram. After this the following moves happened 27. Bf3 Qf5 28. Be4 Qg4 29. Bf3 Qf5 30. Be4. Black having the move write 30. … Qg4 on the scoresheet, pause the clock, calls the Arbiter and asks for a draw. The player says that with this move the same position will occur for the third time. White does not accept the draw offer. What is the action of the Arbiter and what should be his decision? (2 marks)



9) In a tournament with the time control 15 minutes per player for the game, with 10 seconds increment per move starting from move 1, the position in the diagram below appeared. The Arbiter observed the position from some distance and saw the black player play 45 …fxe1 and without promoting the pawn to a new piece, pressed the clock. He moved towards the board. Before he reached the board, the white player quickly responded with 46. c8Q.



How must the Arbiter react? Explain your answer. (2 marks)

10) White touched a pawn on h6 and before he moves h6 pawn, Player with white pieces overstepped the allotted time. Player with black pieces claims a win, what is the role of the observing arbiter? (3 marks)



11) Player A, playing with the white pieces, made a move on the chessboard and claimed a draw due to a threefold repetition of a position. The draw claim tool confirmed a threefold repetition. What is the role of the observing arbiter? (2 marks)

Rating & Titles

12) In a 9 round tournament, at the end of 9th round, a player from GEO has the following results:

GM	2700	ITA	½
IM	2393	NZL	½
GM	2592	USA	½
	2345	NED	1
FM	2380	IND	1
GM	2450	GEO	½
GM	2685	GER	½
	2149	FRA	1
GM	2559	ESP	½

Does the player fulfil a GM norm? Explain your answer. (5 marks)

13) Player A from NED, who participates in a 9-round individual Swiss system Tournament, has the following results against his 8 opponents and before the start of the last round. He asks the Arbiter if he can achieve a norm for International Master (IM) and, if so, how many points he needs in the last round game.

IM	2416	IND	½
	2201	USA	1
	1900	FRA	1
	2256	GER	½
IM	2495	RUS	½
FM	2302	GER	1
FM	2316	AUT	1
GM	2634	GER	0
IM	2426	ESP	--

What is the Arbiter's answer? Explain it by calculations. (5 marks)

14) In a 7-round Swiss system tournament, Alex, with a rating of 2460, played against the following opponents and has the following results:

Alex (2460) – Steve (2095): 1-0
Tina (2254) - Alex (2460): 0-1
Alex (2460) – Usher (2415): ½-½
Victor (2488) – Alex (2460): 1-0
Will (2310) – Alex (2460): 0-1
Alex (2460) – Xavier (2570): ½-½
Yuri (2673) - Alex (2460): ½-½

Calculate his Rating Change for this tournament?
(4 marks)

15) An unrated player plays the following field in his first FIDE-rated Swiss event. Based on the results given, what will be his initial FIDE rating? (3 marks)

1. 1726 0
2. 1415 1
3. 1424 ½
4. 1625 0
5. 1502 1
6. 1980 +
7. 1628 ½
8. 1740 0

Swiss Pairing

16) In a Swiss system tournament(Dutch) with 7 rounds, after the 6th round we have the following score-bracket which includes players with 3.5 points:

Pairing number	Color history
7	WWBWBB
16	WBBWBW
17	BWBWBB
21	BWBWWB
26	WWBWBB
29	BWWBWW
42	BWWBBW
54	WBWBWB
68	WBBWBW

Note that the pairings 16-29, 17-42 and 26-54 have been made in previous rounds, and none of these players have been up-floated or down-floated:

What are the pairings of the 7th (last) round. (5 marks)

17) In a Swiss system(Dutch) tournament, we have found the following pairings in a score group. In a last step we need to determine the colours of the following pairings. The previous colour history is shown. – means that a game was not played in that round. Write down the three pairings with the player who gets white first. Give the reason for your decision. (3 marks)

a)

Pin	1	2	3	4	5
2	w	b	w	-	b
8	w	-	b	w	b

b)

Pin	1	2	3	4	5
5	-	b	w	b	w
10	w	b	-	b	w

c)

Pin	1	2	3	4	5
7	b	w	b	w	b
15	b	w	w	b	b

18) After three rounds in a Swiss system tournament only five players have three points. These are the players with numbers 1-5. None of these players have been floated down before.

Player 2 has colour preference black, all the other players have a preference for white. We assume that all preferences have the same strength. What are the pairings and which player will float down? (2 marks)

Competition Rules

19) For each of the following time controls, state whether the time control is allowed for an under 2400 FIDE rated section with two games per day. Give a reason.

a) 30 moves in 90 minutes followed by 30 minutes to complete the game. No increment.
b) 20 moves in 90 minutes followed by 30 minutes to complete the game
with an increment of 30 seconds from the start.
c) 30 moves in 2 hours followed by 40 minutes to complete the game with an
increment of 30 seconds from the start. (3 marks)

20) In a nine round tournament which has two rounds on 4 days(4 days with double round each day), the tournament rules regarding appeals state that if a player wishes to make an appeal they must do so orally and within 24 hours. Give two reasons why these conditions are unsatisfactory. (2 marks)

Systems and Tie Breaks

21) Rank the following players based on the Sonneborn–Berger tie-break
(4 marks)

FED		Name	Rtg	1	2	3	4	5	6	7	8	Pts
FRA	GM	Vachier-Lagrave Maxime	2767	*	1	½	½	½	½	1	½	**4½**
RUS	GM	Nepomniachtchi Ian	2774	0	*	½	1	1	½	1	½	**4½**
USA	GM	Caruana Fabiano	2842	½	½	*	½	½	½	0	1	**3½**
NED	GM	Giri Anish	2763	½	0	½	*	½	½	½	1	**3½**
CHN	GM	Wang Hao	2762	½	0	½	½	*	½	1	½	**3½**
RUS	GM	Grischuk Alexander	2777	½	½	½	½	½	*	½	½	**3½**
CHN	GM	Ding Liren	2805	0	0	1	½	0	½	*	½	**2½**
RUS	GM	Alekseenko Kirill	2698	½	½	0	0	½	½	½	*	**2½**

22) A player plays in a Swiss system tournament against the following opponents and gets 4.5 points. He won the 4th round by forfeit. Player D continues the event and played the last two rounds and lost both rounds. (2 marks)

Opponent	Pts	Res.
Player A	5	1
Player B	5	1
Player C	6½	0
Player D (forfeit win)	3	+
Player E	4½	1
Player F	6	½

What is the Buchholz of that player?

23) A player plays in a Swiss system tournament against 5 opponents and gets 3.5 points. He lost the 4th round by forfeit.

1) Player A 1:0
2) Player B ½
3) Player C 1:0
4) Player D -:+
5) Player E 1:0

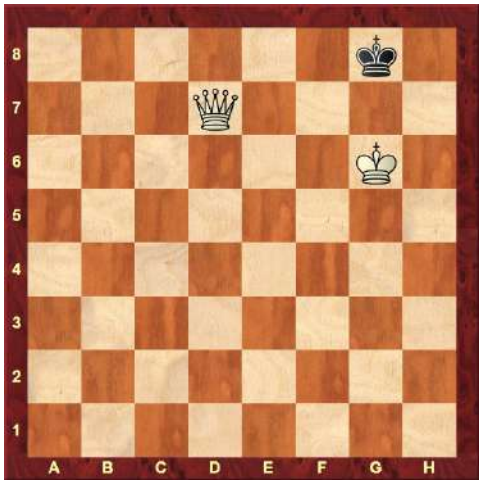
In the final ranking A and B have 2 points, C has 1,5 points, D has 4,5 points,
and E has 2,5 points.

What is the FIDE-Buchholz Cut 1 of that player? List the points you get for every opponent! (3 marks)

Anti-Cheating

24) In an International Tournament, a player tells the Arbiter that he believes that his opponent is cheating. What steps should the Arbiter take? Explain your answer. (4 marks)

25) In a Swiss system tournament with the time control 25 minutes per player for all the game, with 10 seconds increment per move starting from move 1, the player with black pieces had informed the Arbiter that his opponent has a mobile phone in his pocket, the opponent also confirms that he forgot to give his mobile to the Arbiter before the game. However, the white player claims that as it is not possible for Black to win the game by any series of legal moves, the result shall be draw. What shall be the Arbiter's decision and action? (2 marks)



26) According to the regulations of the tournament, players wearing smart watches will be declared lost. The Arbiter doubted that a player was wearing this type of watch during a game but he was not sure because the sleeve of his shirt was covering it. When the game ended with an agreed draw, the Arbiter immediately checked and ascertained that it was a smart watch. He declared the game lost by that player and changed the result. The player argued that the result should not have been changed and the Arbiter should have checked during the game. Is the decision of the Arbiter correct? (2 marks)

Arbiter Titles

27) A national Arbiter has three (valid) norms for the FIDE Arbiter title. She was an Arbiter in two international Swiss system tournaments with 7 rounds each and 76 and 88 participants respectively. Furthermore, she attended a FIDE Arbiters seminar and passed the exam. Now she is looking for a tournament for the next norm. What are the requirements of this tournament? (2 marks)

Answers

1. White wins (1). A mate is possible even though it is unlikely (1) *Article 6.9*.

2. Arbiter must use best judgement (1). Use of a timesheet is recommended; if unavailable, then A judgement of the arbiter works here. 8 or 9 minutes off the white clock and 11 or 12 minutes off the black clock is reasonable (1).

3. Game starts (1). Default time is calculated from the actual start of play, not the published/scheduled time (1).

4. Black's move is illegal (because of the check) (1) and the position before the irregularity shall be reinstated (1). The Arbiter adds two minutes to white's clock, deducts the 30 seconds from black's clock (1). As Black touched the queen, he must make a legal move with his queen which must be either Qd5 or Qe6 (1).

5. White played an illegal move and also made his move with two hands which is an illegal move, too (1). Two illegal moves in one action will be considered as one illegal move (1). The pawn shall be replaced with a queen of the same colour, as the choice of piece is limited to a queen only (1). The Arbiter adds two minutes to black's clock (1).

6. An upside-down rook is not an illegal move, but it counts as a rook (1), so the mate stands, and Black wins the game (1).

7. Stalemate ends the game, so after 50.f8Q the game is finished with a draw (1). The resignation is not acceptable, as white can not win the game by any possible series of legal moves (1).

8. The procedure of the claim is correct by the player, The players check, under arbiter's supervision (11.12) on a different board or on the draw claim tool, if this position occurred three times (1). After checking the Arbiter shall accept the draw claim, because this position occurred 3 times in moves 26, 28 and 30 (with the same player to move) (1).

9. The Arbiter shall wait until the next move is completed. (1) Then, if an illegal position is still on the board, he shall declare the game drawn (1).

10. It's a draw (1), touched a pawn or not touched a pawn in both cases the decision will be same, article 6.9 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. (1), the only legal move white has pawn to h7 and black king gets checkmated, so black cannot win the game by any series of legal moves.

11. The claim is incorrect. (1), if a player touches a piece he loses the right to claim 3 fold repetition draw.(*refer article 9.4*), Here player with white pieces already made his move on chessboard and then claim a draw to arbiter (1)

12. International Title Regulations: Article 1.4.3 Federations of Opponents:

At least two federations other than that of the title applicant must be included. Player met players from 8 other federations. International Title Regulations: Article 1.4.4 Titles of Opponents: At least 50% of the opponents shall be title-holders (TH) as in 0.31. Player met 7 players with titles out of 9 opponents.

For a GM norm at least 1/3 with a minimum 3 of the opponents (MO) must be GMs. Player met 5 GMs (2)
For GM Norm, floor raised to 2200 for lowest rated player.
Total = (2700+2393+2592+2345+2380+2450+2685+2200+2559)
Average=22304/9=2478.2 (2)
International Title Regulations: Article 1.72 Tables: For 9 rounds: He needs 6 points and he got 6. Yes GM norm (1).

In case the candidate does not raise the 2149 to 2200 and all other arguments are correct, the result will be that the player does not get a GM norm. In this case the applicant gets 4 marks.

13. IM Norm requirements: 3 federations; minimum 50% titled; minimum 33% IM. (2)

International Title Regulations: Article 1.4.6 Rating of opponents: For IM Norm, floor raised to 2050 for lowest rated player.
Total=(2416+2201+2050 +2256+2495+2302+2316+2634+2426)
Average=21096/9=2344 (2)
International Title Regulations: Article 1.72 Tables: For 9 rounds: He needs 6 points for IM norm.
He already scored 5.5 points. Draw is enough in the last round for IM norm. (1)

If the candidate does not raise the 1900 to 2050 and all other arguments are correct the result will be that the player needs a win to get an IM norm. In this case the applicant gets 4 marks.

14.
Use table 8.1.1

Alex (2460) – Steve (2095): 1-0 [R(d)= 365, +0.10]
Tina (2254) - Alex (2460): 0-1 [R(d)= 206, +0.24]
Alex (2460) – Usher (2415): ½ [R(d)= 45, -0.06]
Victor (2488) – Alex (2460): 1-0 [R(d)= 28, -0.46]
Will (2310) – Alex (2460): 0-1 [R(d)= 150, +0.30]
Alex (2460) – Xavier (2570): ½ [R(d)= 110, +0.15]
Yuri (2673) - Alex (2460): ½ [R(d)= 213, +0.27]
(4 marks ½ off for each error)

Alex K= 10, ΔR=+0.54, R(ch)=10 X 0.54= +5.40 points (1)

15.
Unplayed games won't be calculated so we shall remove game no. 6 (1). Player gained 3 points out of 7 games. While calculating the average of rated opponents, we have to include 2 hypothetical opponents of 1800 and the result against them is draw.
Ra= (1726+1415+1424+1625+1502+~~1980~~+1628+1740+1800+1800) = 14660

Ra= 14660 / 9

Ra= 1628.88
The average rating of the opponents is 1628.88, rounded up to 1629 (1). Now use this formula:

Ru= Ra + dp
Ru= 1629 + 4/9 (0.44)

Ru= 1629 + (-43)
Ru= 1586

16.

White seeker			Black Seeker	
7				
			16	
17				
	21			
26				
				29
			42	
	54			
			68	

(2 marks, deduct ½ for each wrong colour)
54 is downfloat (lowest ranked from largest colour group) (Dutch)Other pairings
7 v 29
26 v 16
17 v 42
21 v 68 (2 pts)
But 17-42 already played so swap (transpose 42 and 68) (1pt)
7-29, 26-16, 17-68, 21-42, downfloat 54 (½ off for each wrong pairing)
If 68 was (wrongly) downfloated because it is the lowest ranked then the pairing would be:
7-29, 26-16, 17-54, 21-42 (This pairing would be 2 marks, 17-42 and 21-54 would be 1 mark.
A correct pairing but with the initial colours wrong would be worth 2 marks)

17.
2-8 (0.5) grant the colour preference of the higher ranked player (0.5).
10-5 (0.5) alternate the colours to the most recent time in which one player had white and the other black (0.5)
15-7 (0.5) Grant the stronger colour preference (0.5).

18.

Numbers	Colour
1	W
2	B
3	W
4	W
5	W

Pairings:
1-3 (Colour break(colour preference) for Player 3)
4-2
5 down floater
Subtract ½ mark for each mistake.

19.

a) Yes. Each game lasts 4 hours, so 8 hours a day. (1)

b) No. 20 moves is not acceptable as the number of moves (must be 30). (1)

c) No. Main thinking time 120 minutes each + 30 minutes of increment (assuming 60 moves a game) + 40 minutes for rest of game. Total time for each player is 3 hours and 10 minutes, The game will last long for 6 hours and 20 minutes. So more than 12 hours play in a day. (1)

20. 24 hours means that 2 further rounds could have been played. Too long a period (1). If not in writing then Appeals Committee are not certain what the complaint is/Player may change complaint (either 1)

21.

	Maxim	**Ian**	**Fabiano**	**Anish**	**Wang**	**Grischuk**	**Ding**	**Krill**	**SB**	**Rank**
Maxim		4.5	1.75	1.75	1.75	1.75	2.5	1.25	15.25	1
Ian	0		1.75	3.5	3.5	1.75	2.5	1.25	14.25	2
Fabiano	2.25	2.25		1.75	1.75	1.75	0	2.5	12.25	3-4
Anish	2.25	0	1.75		1.75	1.75	1.25	2.5	11.25	5-6
Wang	2.25	0	1.75	1.75		1.75	2.5	1.25	11.25	5-6
Grischuk	2.25	2.25	1.75	1.75	1.75		1.25	1.25	12.25	3-4
Ding	0	0	3.5	1.75	0	1.75		1.25	8.25	8
Kirill	2.25	2.25	0	0	1.75	1.75	1.25		9.25	7

Grant 0.5 marks for each line.

22. The player who did not play a round because of a forfeit win. For this round, the contribution that the player gives to themself is calculated as a game played against a dummy opponent *(a virtual opponent is a totally different concept*). Here, the dummy opponent's score will be the same as player points at the end of event. If the opponent (Player D) is available to play and continue the tournament, then for the unplayed round, the score of the scheduled opponent (Player D) will be taken for calculation of Buchholz.

Now, the player's own score is 4.5 points; Player D's score is 3.

So the player's
Buchholz is = 5 + 5 + 6.5 + **4.5 (player own score**) + 4.5 + 6 = 31.5 *(Before March26)*
Buchholz is = 5 + 5 + 6.5 + **3 (player-D available to play)** + 4.5 + 6 = 30 *(After March26)*

23.

Player A	Player B	Player C	Player D	Player E	Total BH	BH C1	
2	2	1.5	**3.5**	2.5	**11.5**	**8**	***Before MAR-26***
2	2	1.5	**2.5**	2.5	**10.5**	**8**	***After MAR-26***

The player has an unplayed 4th round, valued at 3.5 points, the same as the player's own points, and the same will be discarded for (VUR)
Cut-1; = 2 + 2 + 1.5 +~~3.5~~ + 2.5 = 8 **(Before Mar-2026)**

The player has an unplayed 4th round valued as pairing allocated bye; i.e. for every round ½ point will be considered. Total rounds are 5 x 1/2 = 2.5; the same score will be discarded for (VUR) Cut-1 calculation 2 + 2 + 1.5 + ~~2.5~~+ 2.5 = 8 **(After Mar-26)**

Give 0.5 mark for the correct number for each opponent and 0.5 marks for the summation.

24. Player completes form to record accusation (or made aware that he must do so after game) / Establish why player thinks opponent is cheating (1). Monitor game and opponent (1); Note when/if opponent leaves board (1); Possibly scan or submit pgn (1). Other answers may be worth a mark to max.

25. The result is 0-1 (1) because, in Fair Play cases, a player who possesses an electronic device will always lose, while their opponent wins (1). In this instance, the reason for the loss is that the mobile phone was already in the player's pocket during the game.

26. The decision of the Arbiter is correct (1). The watch could have been used during the game and therefore the penalty applies (1). (If the player had been wearing an ordinary watch he may not have been happy if the Arbiter disturbed him to check.) *(Some federations do not allow even mechanical watches)*

27. Since her first two tournaments are Swiss tournaments, she either needs a tournament of a different type (Round Robin, or Team) (1) or she needs to be an Arbiter in an international FIDE chess event with at least 100 participants from at least two federations, where 30% of the players are rated (1).

APPENDIXES

Example of a rating calculation

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

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

Calculate his/her new rating at the end of the tournament.

We calculate the rating difference for every opponent, using the table 8.1.2

1. 2212 -1926 = 286, result 1, p(H) = 0.84, ΔR = 1-0.84 = +0.16
2. 2212 - 2011 = 201, result 1, p(H) = 0.76, ΔR = 1-0.76 = +0.24
3. 2318 - 2212 = 106, result 0, p(L) = 0.36, ΔR = 0-0.36 = -0.36
4. 2212 - 2067 = 145, result 0.5, p(H) = 0.69, ΔR = 0.5-0.69 = -0.19
5. 2219 - 2212 = 7, result 0.5, p(L) = 0.49, ΔR = 0.5-0.49 = +0.01
6. 2585 - 2212 = 373, result 0, p(L) = 0.10, ΔR = 0-0.10 = -0.10

7. 2659 - 2212 = **447**, result (400) 1, p(L) = 0.08, ΔR = 1- 0.08 = +0.92
8. 2464 - 2212 = 252, result 0.5, p(L) = 0.19, ΔR = 0.5-0.19 = +0.31
9. 2652 - 2212 = **440** result (400) 0.5, p(L) = 0.08, ΔR = 0.5-0.08 = +0.42

Note: Opponent numbers 7 and 9 have a rating difference of more than 400, so the rating difference of 400 will be considered for rating change calculation. (8.3.1)

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

2 + 56.4 = 2268.4 Rounded of to 2268

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

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

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

Working from Table for 13 rounds:

1. The average rating of his/her opponents is 2449. There are two low rated players, David in round 4 and Georg in round 7. According to article 1.46c for one player, the lowest rated one, the adjusted rating floor must be used for calculation. For a GM norm it is 2200. If we raise the rating of George from 2070 to 2200 it gives an average rating 2459.

2. For GM norm, player needs 9 points (Average of opponents 2459-2489). It is OK.

3. Check the titles of the opponents – see art. 1.45.

   For a GM norm at least 1/3 with a minimum 3 of the opponents must be GMs. He/She should have 5 GMs. It is OK

   At least 50% of the opponents shall be title-holders; CM and WCM are not counted. He/She should have 7 Different Title holders. There are 5 GM, 2 IM and 1 FM. It is OK.

4. Check the federations of the opponents – see art. 1.43 and 1.44.

   For the GM norm at least two federations other than that of the title applicant must be included and there are four such federations, GER, ENG, AUT and RUS. It is OK.

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

   9 opponents are coming from GER. Max. 2/3 may come from one federation. Therefore, the foreigner condition is not fulfilled. We proceed to the next step.

5. Check if some exceptions are valid – see art. 1.42e and 1.43e.

   1.43e : The foreigner rule is not valid for Swiss System tournaments in which at least 20 FIDE rated players, not from the host federation, are included, from at least 3 federations, at least 10 of whom hold GM, IM, WGM or WIM titles.

   When applying for the title at least one of the norms has to be achieved under normal foreigner requirement.

   1.42e: A player may ignore his/her game(s) against any opponents he/she has defeated, provided he/she has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

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

   Furthermore the player had 5 GMs and enough title holders. The title criteria are fulfilled.

   Out of 12 opponents only 8 are coming from Germany, this criterion is fulfilled as well. Now we have a valid GM title norm.

Some examples of title norms calculations:

(1). **In an 11 round tournament a player finished with the following result**

- **9 points**
- **average rating of opponents is 2376 (The rating sum is 26136)**
- **he played 4 GMs and 2 FMs**
- **his lowest rated opponents had 2140 (a win) and 2160 (a draw)**

9 points, 4 GMs and 6 titleholders from 11 opponents is sufficient for a GM norm.

For a GM norm, the average rating of opponents is too low. It should be minimum 2380 – see the relevant table for 11 rounds in the Annex section

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

Another possibility uses article 1.4.1 f:

The player may ignore a game against any opponent he/she had defeated, provided he/she has met the required mix of opponents, and provided that this leaves him with at least the minimum number of games as in 1.41, against the required mix of opponents.

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

Now we have to check the federations of the opponents – see the relevant table for 11 rounds. Only 6 opponents may come from the players' federation, only 6 opponents may come from one federation.

The norm is valid.

(2). **In a women tournament, scheduled for 9 rounds, a player from Russia has after 8 rounds the following result**

- **6 points**
- **average rating of opponents is 2165**
- **she played 2 WGM, 1 WIM and 2 WFM**
- **6 of her opponents came from Germany and 2 from England**

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

In order to achieve this WGM norm for the last round she needs a third WGM having a rating of at least 2300, which is not from Germany, and she has to win.

(3). A player from Armenia, who has the IM title, participates in a 9 rounds Swiss System Tournament, has the following results against his/her 8 opponents and before the start of the last round asks the Arbiter what result is needed in the last round so that he/she will achieve a norm for GM :

1.	(NOR)	GM	2470	0
2.	(GEO)		2150	1
3.	(GER)		2410	1
4.	(ARM)	IM	2570	0
5.	(GEO)		2340	1
6.	(GEO)	FM	2380	1
7.	(ARM)	GM	2675	0,5
8.	(ENG)	IM	2540	1
9.	(USA)	GM	2695	??

(i). We check the requirements for the GM title:

(a). Games: He/She has played 9 games (9 are required). So it is OK.

(b). Title holders (TH): He/She has 6 TH in 9 opponents. It is more than 50%. So it is OK.

(c). Unrated opponents: None: 0 < 2. So it is OK.(d). Federations:

(i) max. 2/3 from one Fed.: 3 out of 9 (GEO): 3/9 < 2/3. Then it is OK.
(ii) max. 3/5 from own Fed : 2 out of 9 (ARM): 2/9 < 3/5. Then it is OK. (e). GMs : He/She met 3 GMs (3 are required). It is OK.

(ii). We calculate the Average Rating of the Opponents Ra:

(a). First we consider the Rating adjusted floor (it is 2200 for GM norm) for the opponent who has lower rating than 2200 : 2. (GEO), -, 2150.

This rating is increased to 2200

(b). We find: Ra = 22280:9 = 2475,55 = 2476

(iii). Using the tables 1.4.1 a for 9 games and GM norm :

For a Ra=2476 the player needs 6 points in 9 games for GM norm.He/she has 5.5 points in 8 games. So HE/SHE NEEDS AT LEAST A DRAW in the last round to get his/her GM norm.

Awarding of money prizes

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

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

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

Example

The prizes in the tournament are:
1st place € 10.000
2nd place € 5.000
3rd place € 3.000
4th place € 2.000
Players A, B, C and D finish a tournament with 8 points each.

The Buchholz points are:
A has 58 Buchholz points B has 57 Buchholz points C has 56 Buchholz points D has 54 Buchholz points.

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

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

The total is €20,000 whatever system is used.

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

Additionally, in systems a) and c) if the organizers have a limit on the number of players with the same points who can share a money prize they must inform the participants of this in advance of the tournament.

If it is announced to give that there are 10 money prizes and the final ranking is: players ranked 1 to 4 have 8 points
players ranked 5 to 9 have 7.5 points
players ranked 10 to 20 have 7 points.

In such a case it is not wise to share the money for rank 10 between 11 players. To avoid such a problem it should be announced in advance that money prizes are equally shared equally or given by the Hort system to the players ranked on 1 to 10.

The distribution of the prize money is better done by two people working independently. This might be the Treasurer and Chief Arbiter.

Rating prizes are another type of prize. Perhaps the best achievement by a player rated 2300-2399 and another 2200-2299. Do not fall into the trap of writing U2400, U2300. In that case the U2300 player might get both prizes. A good way of awarding these is not just on score, or Tournament Performance Rating.
Best Improvement in Rating as measured by W-We. W is the score achieved, We is the expected score against the average strength of the opponents. This has the advantage that ties are almost unknown. It is possible, in a Swiss, for a player with a lower scoreto get the greater achievement. Achieve the greater improvement.

Manual checking of computer pairings Using the data from a random tournament
Check list for pairings of round 6
The pairing program used is Swiss Manager
Explanations of the columns used for checking: Rk = rankColour = colours in previous rounds
w = white
- = black
C = colour in upcoming roundD = expected colour
p = floater direction in penultimate roundl = floater direction in last round
Cd = colour difference
Sc = same colour in a row

Checklist for Round 6

Rk.	SNo.		Name	Rtg.	Pts	Color	C	D	p	l	Cd	Sc	Opponents	
1	36		Kouskoutis Georgios-	2314	4½	-w--w		W			-1	1	4,9,12,35,80	0
2	1	IM	Martirosyan Haik M.	2570	4	w-w--		W		+	-1	-2	10,18,37,46,62	0
3	2	GM	Deac Bogdan-Daniel	2559	4	-w--w		W	+		-1	1	6,8,19,32,39	0
4	3	IM	Santos Ruiz Miguel	2505	4	w-w-w		-	+		1	1	1,22,26,44,46	0
5	6	IM	Thybo Jesper Sonderg	2466	4	-w-w-		W			-1	-1	17,25,27,47,56	0
6	8	IM	Morozov Nichita	2461	4	-w-w-		W			-1	-1	3,16,27,30,42	0
7	12	FM	Janik Igor	2418	4	-w-w-		W			-1	-1	27,34,54,57,59	0
8	63		Yayloyan Konstantin	2142	4	w--w-		W	-		-1	-1	3,21,24,53,54	0
9	4	FM	Sorokin Aleksey	2486	3½	-w-w-		W			-1	-1	1,10,17,41,79	0
10	7	IM	Livaic Leon	2461	3½	w-w-w		-		-	1	1	2,9,40,43,58	0
11	9	IM	Plenca Jadranko	2440	3½	w-w-w		-			1	1	15,28,31,44,53	0
12	10	FM	Vykouk Jan	2440	3½	-w-w-		W			-1	-1	1,32,42,45,72	0
13	11	IM	Costachi Mihnea	2418	3½	w-w-w		-			1	1	40,44,57,58,67	0
14	16	FM	Haria Ravi	2398	3½	-w-w-		W			-1	-1	17,34,45,51,60	0
15	18	FM	Tica Sven	2389	3½	-w-w-		W			-1	-1	11,27,34,56,61	0
16	21	IM	Sousa Andre Ventura	2386	3½	w-w-w		-			1	1	6,18,29,49,68	0
17	33		Radovic Janko	2330	3½	w-w-w		-			1	1	5,9,14,24,73	0
18	44	FM	Lazov Toni	2289	3½	-w-w-		W			-1	-1	2,16,22,23,41	0
19	45	FM	Askerov Marat	2281	3½	w-w-w		-			1	1	3,26,38,40,69	0
20	13		Drygalov Sergey	2415	3	w-ww-		-	+		1	-1	28,29,33,44,47	0
21	15	FM	Warmerdam Max	2399	3	w-w-w		-			1	1	8,26,33,48,67	0
22	17	FM	Haldorsen Benjamin	2397	3	w-w--		W			-1	-2	4,18,28,29,49	0
23	19	FM	Tomczak Mikolaj	2387	3	w-w-w		-			1	1	18,32,48,50,67	0
24	20		Stauskas Lukas	2387	3	-w-w-		W			-1	-1	8,17,30,57,63	0
25	23	FM	Haug Johannes	2379	3	w-w-w		-			1	1	5,48,50,58,62	0
26	32	FM	Tokranovs Dmitrijs	2334	3	-w-w-		W			-1	-1	4,19,21,59,72	0
27	39		Akhvlediani Irakli	2303	3	w-w-w		-			1	1	5,6,7,15,81	0
28	40	FM	Lopez Mulet Inigo	2302	3	-w-w-		W			-1	-1	11,20,22,60,76	0
29	42	FM	Dobrovoljc Vid	2293	3	-w-ww		-			1	2	16,20,22,35,77	0
30	51		Vasiesiu Victor	2267	3	w-w-w		-			1	1	6,24,53,81,83	0
31	52	FM	Karayev Kanan	2266	3	-w-w-		W			-1	-1	11,54,65,72,75	0
32	53		Friedland Moshe	2264	3	w-ww-		-			1	-1	3,12,23,52,66	0
33	56	FM	Jogstad Martin	2259	3	-w-w-		W			-1	-1	20,21,55,74,76	0
34	57	FM	Sevgi Volkan	2240	3	w-w-w		-			1	1	7,14,15,36,38	0
35	5	IM	Dragnev Valentin	2483	2½	w-w-w		-			1	1	1,29,57,64,67	0
36	14	FM	Dolana Andrei-Theodo	2403	2½	-w-w-		W	+		-1	-1	34,47,51,61,72	0
37	22	FM	O`donnell Conor	2383	2½	-w-w-		W			-1	-1	2,47,51,59,71	0
38	24	FM	Flick Antoine	2371	2½	-w-ww		-		+	1	2	19,34,60,63,64	0
39	28	IM	Perez Garcia Alejand	2361	2½	-ww-w		-			1	1	3,49,51,68,71	0
40	30	FM	Lagunow Raphael	2357	2½	-w-w-		W			-1	-1	10,13,19,65,74	0

Example of a "Time Control Sheet":

games started at:			Check at:			games started at:			Check at:		
board	Time 1	Time 2	+	move	dif.	board	Time 1	Time 2	+	move	dif.

Explanation

Example: the games are played with time control: 90 min/30 moves + 30 min/rest of game +30sec/move increment from move 1

Games started at 18:00 and at 18:30 we check clocks.

Time game started 18:00 so 90 + 90 =180 mins;

30 min passed from the beginning: 180 – 30 =**150**

games started at:		*18:00*	**check at:**		*18:30*
board	**Time 1**	**Time 2**	**+**	**move**	**dif.**
1	*80*	*85*	*165*	*15*	*150*
2	*90*	*70*	*160*	*10*	*150*
3	*87*	*79*	*166*	*16*	*150*
4	*65*	*90*	*155*	*5*	*150*

In the column "**board**" write the board's number

In the column "**Time 1**" write the white colour player's time (in minutes)In the column "**Time 2**" write the black colour player's time (in minutes)In the column "**+**" write the sum of "Time 1" + "Time 2"

In the column "**move**" the number of the last move that has been played last on this board

In the column "**dif.**" write the difference of column "+" minus "move"

The "dif." values should be equal to: (initial time) minus (time passed until the time of check). In our example is: 90 + 90 – 30 = 150. If we find a different value of ± 2 wehave to check thoroughly:

- if players have missed pressing the clock for some moves
- if clocks settings are correct
- if there is a clock malfunction.

Application Forms:

FIDE Arbiter Norm Report Form **FA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Name of event:	
FRS event code(s):	
Federation of event:	Venue:
Date of first round:	Date of last round:
System:	Number of rounds:
Number of players:	Number of FIDE rated players:
Number of federations represented:	Number of titled players:
Time control:	

I hereby confirm that the Arbiter's performance was of the required standard for a FIDE Arbiter.

Name:	Signature:	
Position:	Federation:	Date:

Name and position of Authenticating Federation official:	
Signature	Date

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for a FIDE Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the FA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Application for award of the title of FIDE Arbiter FA2

The _____federation herewith applies for the title of FIDE Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the FIDE Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):
☐ English
☐ Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has successfully passed an exam during a FIDE Arbiter Seminar.

FIDE Arbiter Seminar:	
Organizing Federation:	Dates:

The candidate has worked as an Arbiter in the following three competitions (which must be of at least of two different systems).

1. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

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

This application must be submitted not later than the second FIDE Congress after the date of the latest event listed.
The undersigned encloses for each competition a FIDE Arbiter Norm Report Form (FA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.

Name of Federation official _____Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy
* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.
** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), KnockOut (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.
*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

International Arbiter Norm Report Form **IA1**

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:
Name of event:	
FRS event code(s):	
Federation of event:	Venue:
Date of first round:	Date of last round:
System:	Number of rounds:
Number of players:	Number of FIDE rated players:
Number of federations represented:	Number of titled players:
Time control:	

I hereby confirm that the Arbiter's performance was of the required standard for an International Arbiter.

Name:	Signature:	
Position:	Federation:	Date:

Name and position of Authenticating Federation official:	
Signature:	Date:

The organizer is responsible for providing the above certificate to each Arbiter who in the opinion of the Chief Arbiter has qualified for an International Arbiter norm and who requests it before the end of the tournament. The Chief Arbiter is responsible for providing the signed certificate to the organising federation for authentication.

When applying for the IA title, the applicant's federation must attach a copy of any appeals decisions.

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Application for award of the title of International Arbiter **IA2**

The _____federation herewith applies for the title of International Arbiter for

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

The candidate possesses a sufficient knowledge of the Laws of Chess and other FIDE regulations to be observed in chess competitions at the level required of the International Arbiter.

He (She) speaks at least one of the following languages (please tick the appropriate boxes):

☐ English ☐Arabic ☐French ☐German ☐Portuguese ☐Russian ☐Spanish

The candidate has successfully passed an International Arbiter Certification Seminar.

International Arbiter Certification Seminar:	
Organizing Federation:	Dates:

The candidate has worked as an Arbiter in the following four competitions (which must be of at least two different systems and be signed by at least two different chief arbiters).

1. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

2. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

3. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

4. Event:	
FRS event code(s)*:	
System**: ☐SS ☐RR ☐DR ☐KO ☐Other ☐TM	Exception if any***:

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

This application must be submitted not later than the second FIDE Congress after the date of the latest event listed.

The undersigned encloses for each competition an International Arbiter Norm Report Form (IA1) signed in accordance with the published FIDE Regulations for the Titles of Arbiters.

Name of Federation official _____Date_____

Signature_____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of event codes from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

** Systems are: Swiss System (SS), Round Robin (RR), Double Round Robin (DR), KnockOut (KO), Other and Teams (TM). For Teams select one other appropriate box to fully characterise the event.

*** When using a tournament norm which is acceptable thanks to an exception in the regulations, please give the reference to the corresponding article.

Application for IA Classification Upgrade **IA3**

The _____ federation herewith applies for the upgrade of International Arbiter Classification for:

Last Name:	**First Name**:
FIDE ID Number:	**Federation**:

Upgrade (from current to targeted category): ☐ D to C ☐ C to B ☐B to A

Date of award of the current category: _____

This application contains: ☐2 tournaments of the targeted level

☐ 1 tournament of the targeted level + 3 of the current level

The candidate has worked as Chief or Deputy Chief Arbiter in the following competitions with positive evaluation:

Events of the targeted level

1. Event:	
FRS event code(s)*:	
Targeted category: ☐A ☐B ☐C	Role: ☐Chief ☐Deputy Chief

2. Event :	
FRS event code(s)*:	
Targeted category: ☐A ☐B ☐C	Role: ☐Chief ☐Deputy Chief

Events of the current level

1. Event:	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

2. Event :	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

3. Event :	
FRS event code(s)*:	
Current category: ☐B ☐C ☐D	Role: ☐Chief ☐Deputy Chief

This application must be submitted to the FIDE Arbiters' Commission by the federation of the applicant.

Name of Federation official _____Date_____

Signature _____

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

* When an event is split into several tournaments, please specify the scope of responsibility for the applicant (this may also be done by giving the full list of links from the FIDE Rating Server - FRS). Please make sure that the candidate is registered as an arbiter for all given event codes on the FRS.

FIDE Lecturer Active Participation Report (APR)

This form shall be completed by the main Lecturer at an FA Seminar in respect of any Assistant Lecturer who is seeking lecturer accreditation and submitted to the FIDE Arbiters' Commission as part of the Lecturer's report for the seminar.

Name of Assistant ..... FIN .....

Please indicate the topic(s) presented and attendance at the seminar.

Total hours on Lectures (exc. exam)		Hours presented by Assistant	

Topic	Presented by Assistant	Assistant Contributed*	Assistant Present
Laws of Chess	Yes/No	Yes/no	Yes/No
Swiss Pairing	Yes/No	Yes/no	Yes/No
Types of Tournament	Yes/No	Yes/no	Yes/No
Tie Breaks	Yes/No	Yes/no	Yes/No
Titles and Ratings	Yes/No	Yes/no	Yes/No
Arbiter Titles	Yes/No	Yes/no	Yes/No
Fair Play	Yes/No	Yes/no	Yes/No
Clocks	Yes/No	Yes/no	Yes/No
Exam Marking	Yes/No	Yes/no	Yes/No

* This could be checking pairings, norm calculations, etc with candidates or answering questions from the participants.

For each topic presented by the Assistant please complete the following.

4= Very Competent; 3 = Good; 2 = Acceptable; 1 = Improvement needed

Topic:	4	3	2	1	Comment
Preparation					
Presentation/delivery					
Timing					
Ensuring participant engagement					

General Evaluation	4	3	2	1	Comment
Time Keeping					
Appearance					
Interaction with Lecturer					
Interaction with Participants					
General Confidence					
General Preparation					

Additional Comments

Application for award of the title of FIDE Lecturer FL2

L2 – Application for award the title of FIDE Lecturer

The_____federation herewith applies for the title of FIDE Lecturer for

Last name:	First name:	Code (if any):
Date of Birth:	Place of Birth:	Federation:
Address:		
Tel:	e-mail address:	

The candidate possesses an exact knowledge of the Laws of Chess and other FIDE regulations to be able to hold FA Seminars.
He (She) speaks the following languages (this must include sufficient knowledge of at least one official FIDE Language)

_____

The candidate has worked as an Assistant Lecturer in the following three seminars (The application must also be submitted not later than the second FIDE Congress after the date of the latest seminar listed). The undersigned encloses, for each seminar, a FIDE Arbiter Norm Report Form (FL1), which is signed by an appropriate qualified lecturer.

1. Event:	Dates:
Location:	Link to Published seminar:

2. Event:	Dates:
Location:	Link to Published seminar:

3. Event:	Dates:
Location:	Link to Published seminar:

4. Event:	Dates:
Location:	Link to Published seminar:

In his (her) activity as an Assistant Lecturer he/she has shown at all times absolute objectivity when delivering topics for a Seminar.

Name of Federation official_____date_____
Signature_____

Certificate of Title Result (Title Norm) IT1

IT 1

Certificate of Title Result

O GM O IM O WGM O WIM

Name: ..... First name: .....

ID-number: ..... Federation: .....

Event: ..... Start: ..... Close: .....

Chief Arbiter (name, ID): ..... number of games: .....

rate of play: ..... number of federations: .....

number players not from title applicant's federation ..... number rated opponents .....

number players from host federation ..... total number titled opponents .....

numbers of: GM ..... IM ..... WGM ..... WIM ..... FM ..... WFM .....

Where applying 1.43e:

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

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

Special remarks:

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

Rating average (1.46b): ..... Score required: ..... Score achieved: .....

Exceeding norm by ..... points

.....

Chief Arbiter's signature

Federation confirming the result:

Name of federation official: ..... Signature: .....

PRIVACY NOTICE: this form contains personal data, please check FIDE Privacy policy at www.fide.com/privacy

Note: Unrated = 1000, but see 1.46b. Score = 1, ½ or 0.5, 0 for played games or +, =, – for unplayed games
The organizer must provide this certificate to: each player who has achieved a title result,
to the organizing federation, the player's federation and the FIDE Office.

TITLE APPLICATION IT2

IT2 – Title Application Form

The following federation _____hereby applies for the title of: _____
to be awarded to:

Family Name :		First name:
FIDE ID Number :	Date of Birth :	Place of Birth :
Date necessary rating gained :		Level of highest rating :

Titles can be awarded conditional on reaching the required rating at a later date (see Title Regulations 1.50c for the procedure to be followed in this case). Herewith certificates (IT1s) and cross-tables for the following norms

1. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

2. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

3. Name of event:					Location:				
Dates :					Tournament system:				
Average rating of opponents:					Total number of games played:				
Points required:					Points scored:				
Number of games to be counted: (if not all)									
(after dropping games): Points required:					Points scored:				
Number from host federation:					Number not from own federation:				
Number of opponents:	Total Titled	GMs	IMs	FMs	WGMs	WIMs	WFMs	Rated	Unrated

Attach another form IT2 if there are more supporting norms.
Total number of games _____ (minimum 27) special comments _____

Name of federation official _____

Date_____ Signature_____

Fair Play Commission- Tournament Complaint Form

Fédération International des Échecs — World Chess Federation

Anti-Cheating Commission – Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[2] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[3] -

_____

_____

Attachments:[4] -

_____

_____

PRIVACY NOTICE: by signing and submitting this form you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to anticheating relevant regulations and FPC internal rules.

Date: Complainant Signature

_____ _____

1 Please include FIDE ID if applicable.
2 Please include FIDE ID.
3 Please provide a brief account of why you think AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.
4 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format.

According the FIDE Data Protection Policy and relevant Swiss Laws and International Rules and regulations, you are informed of the following:

1. DATA CONTROLLER, REPRESENTATIVE, DPO, DATA PROTECTION COMMITTEE

Data Controller:
FIDE – Federation Internationale des Echecs, whose legal seat is Avenue de Rhodanie 54 – 1007 Lausanne, Switzerland.
Current legal representative is its President Mr. Arkady Dvorkovich.
As per decision Q2PB/2019/11 FIDE designated the following officials:
Data Protection Committee:
Mr Willy Iclicki (BEL): Data Protection Officer;
Mr Marco Biagioli (ITA): Data Protection Legal Advisor;
Mr Vladimir Kukaev (RUS): Data Protection Technical Advisor.
Data Protection Representative for the European Union:
Mr Willy Iclicki (BEL).
Data Protection Officer:
Mr Willy Iclicki (BEL).

2. CONTACTS

Data Protection Representative for the European Union and Data Protection Officer:
Mr Willy Iclicki (BEL) whose seat inside the European Union is Avenue du Globe 55 – Box 20 – 1190 Brussels, Belgium.
E-mail: privacy@FIDE.com
Data Protection Committee:
E-mail: privacy@FIDE.com

3. PURPOSE OF DATA COLLECTION

FIDE collects the data required in this form in order to process your complaint and set up the proper investigations.
Data will be treated with automatic and manual processes in electronic archives and online repositories.

4. LEGAL BASIS

Data are collected and processed by your explicit request to FPC to investigate on your complaint, which you confirm by signing this form.

5. DATA COLLECTING ACTIVITY AND REFUSAL

Data collection is necessary in order to examine your complaint. In case of refusal to let your data, as indicated above, be processed by FIDE, the complaint will be diregarded.

6. FORMAT OF STORAGE

Your data are stored electronically and in paper.
The electronic data archives are stored in FIDE servers, which are located in Germany and Russia, and relevant Commissions' own databases.
Safety measures as described in point nr. 16 protects the electronic archives.
The paper archive is stored in Lausanne, at the FIDE main office, in classified files in closed rooms.

7. LEVEL OF DATA PUBLICATION

This application form will be published on FIDE website according to FIDE title regulation which can be found in FIDE Handbook.

8. PROFILE

FIDE profiles data of this application in order to make statistical outputs and mathematical investigations.

9. DURATION

FIDE stores data without any term: your personal data will be stored until your decision them to be deleted, duly communicated as per FIDE Data Protection Policy point nr. 18.

10. DATA TRANSFER

Your personal data are stored and protected in FIDE servers which are located in Germany and relevant Commissions' own database. Backup copies are also stored in FIDE server in Russia. Your personal data can be transferred:

- To any National Federation with restriction to data of their own individuals;
- To any FIDE internal body, committee or commission, and the members of them with no restrictions, officials and organs;
- Developers of FIDE website only in order to test and improve FIDE website functionalities;

Due to the fact data can be transferred to any internal body, committee or commission, officials and organs, they can be sent in any country whose members are included in FIDE directory.

11. DISCLOSURE

FIDE is not disclosing data to any kind of company, body or individual for commercial purposes, nor it is profiling anyone for such goals.

12. DATA SECURITY

FIDE electronic archives are password protected and has password restore utility.
FIDE webserver is protected from attack blocking (URL injections, DDos attacks) and performs regular security audits for vulnerabilities.
Backups of main database are done daily and stored on remote machines, which are located in Russia and Germany.

13. YOUR RIGHTS

You have anytime the right to:

A. Check the existence of your data in FIDE databases;
B. Request from FIDE access to and rectification or erasure of personal data or restriction of processing concerning the data subject and to object to processing as well as the right to data portability;
C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal;
D. Lodge a complaint with a supervisory authority;
E. Know the existence of automated decision-making, including profiling, and, at least in those cases, meaningful information about the logic involved, as well as the significance and the envisaged consequences of such processing for the data subject.

- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
- Actions under point B and C shall come through a National Federation. In case a National Federation is refusing to perform such actions or is not performing them in a deadline of 30 days, they can be taken directly by sending a signed letter to FIDE DPO at the abovementioned address, enclosing a copy of an official identity document and a valid email address. FIDE Administration will notify the request by email and will proceed upon your confirmation.
- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=it
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE _____

Fair Play Commission- Post Tournament Complaint Form

Fédération International des Échecs  **World Chess Federation**

Fair Play Commission – Post-Tournament Complaint Form

Please fill in, scan and return to fairplay@fide.com in pdf format.

Complainant:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Respondent:[1] _____ Federation: _____

Physical address: _____

E-mail address: _____

Telephone number: _____

Brief description of facts:[2] _____

_____

_____

Engine check results:[3] _____

_____

Attachments:[4] _____

_____

PRIVACY NOTICE: by signing and submitting this form you confirm you have read and properly understood FIDE privacy policy available on the next page and you agree this form to be published on FIDE website and / or processed according to anticheating relevant regulations and FPC internal rules.

Date: Complainant

Signature

_____ _____

1 Please include FIDE ID if applicable.
2 Please provide a brief account of why you think AC regulations have been breached by the respondent. Also provide exact details of the event(s) at which the alleged breach took part and the name of the Chief Organizer and Chief Arbiter(s). You are recommended to provide a full description as a separate attachment to your own benefit.
3 Please provide details of software and hardware used and provide a synthetic description of findings. You are recommended to provide a full analysis as a separate attachment.
4 Please list all the attachments that form part of your complaint. Please provide attachments in PDF format. Chess files should be provided in pgn format
.

According the FIDE Data Protection Policy and relevant Swiss Laws and International Rules and regulations, you are informed of the following:

1. DATA CONTROLLER, REPRESENTATIVE, DPO, DATA PROTECTION COMMITTEE

Data Controller:

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Mr Willy Iclicki (BEL): Data Protection Officer;

Mr Marco Biagioli (ITA): Data Protection Legal Advisor;

Mr Vladimir Kukaev (RUS): Data Protection Technical Advisor. Data Protection Representative for the European Union:

Mr Willy Iclicki (BEL). Data Protection Officer:

Mr Willy Iclicki (BEL).

2. CONTACTS

Data Protection Representative for the European Union and Data Protection Officer:

Mr Willy Iclicki (BEL) whose seat inside the European Union is Avenue du Globe 55 – Box 20 – 1190 Brussels, Belgium. E-mail: privacy@FIDE.com

Data Protection Committee:

E-mail: privacy@FIDE.com

3. PURPOSE OF DATA COLLECTION

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4. LEGAL BASIS

Data are collected and processed by your explicit request to FPC to investigate on your complaint, which you confirm by signing this form.

5. DATA COLLECTING ACTIVITY AND REFUSAL

Data collection is necessary in order to examine your complaint. In case of refusal to let your data, as indicated above, be processed by FIDE, the complaint will be diregarded.

6. FORMAT OF STORAGE

Your data are stored electronically and in paper.

The electronic data archives are stored in FIDE servers, which are located in Germany and Russia, and relevant Commissions' own databases. Safety measures as described in point nr. 16 protects the electronic archives.

The paper archive is stored in Lausanne, at the FIDE main office, in classified files in closed rooms.

7. LEVEL OF DATA PUBLICATION

This application form will be published on FIDE website according to FIDE title regulation which can be found in FIDE Handbook.

8. PROFILE

FIDE profiles data of this application in order to make statistical outputs and mathematical investigations.

9. DURATION

FIDE stores data without any term: your personal data will be stored until your decision them to be deleted, duly communicated as per FIDE Data Protection Policy point nr. 18.

10. DATA TRANSFER

Your personal data are stored and protected in FIDE servers which are located in Germany and relevant Commissions' own database. Backup copies are also stored in FIDE server in Russia. Your personal data can be transferred:

- To any National Federation with restriction to data of their own individuals;
- To any FIDE internal body, committee or commission, and the members of them with no restrictions, officials and organs;
- Developers of FIDE website only in order to test and improve FIDE website functionalities;

Due to the fact data can be transferred to any internal body, committee or commission, officials and organs, they can be sent in any country whose members are included in FIDE directory.

11. DISCLOSURE

FIDE is not disclosing data to any kind of company, body or individual for commercial purposes, nor it is profiling anyone for such goals.

12. DATA SECURITY

FIDE electronic archives are password protected and has password restore utility.

FIDE webserver is protected from attack blocking (URL injections, DDos attacks) and performs regular security audits for vulnerabilities. Backups of main database are done daily and stored on remote machines, which are located in Russia and Germany.

13. YOUR RIGHTS

You have anytime the right to:

A. Check the existence of your data in FIDE databases;

B. Request from FIDE access to and rectification or erasure of personal data or restriction of processing concerning the data subject and to object to processing as well as the right to data portability;

C. Withdraw consent at any time, without affecting the lawfulness of processing based on consent before its withdrawal; D. Lodge a complaint with a supervisory authority;

E. Know the existence of automated decision-making, including profiling, and, at least in those cases, meaningful information about the logic involved, as well as the significance and the envisaged consequences of such processing for the data subject.

- Actions under point A can be performed directly by any individual by checking in FRS from the public access in FIDE website.
- Actions under point B and C shall come through a National Federation. In case a National Federation is refusing to perform such actions or is not performing them in a deadline of 30 days, they can be taken directly by sending a signed letter to FIDE DPO at the above mentioned address, enclosing a copy of an official identity document and a valid email address. FIDE Administration will notify the request by email and will proceed upon your confirmation.
- Action under point D shall be taken according to any supervisory authority's own procedure (please refer to: https://ec.europa.eu/info/law/law-topic/data-protection/reform/what-are-data-protection-authorities-dpas_en?2nd-language=lt
- Actions under E and F can be taken directly by sending an email to privacy@FIDE.com, enclosing a copy of an official identity document and a valid email address.

DO YOU AGREE WITH THE ABOVEMENTIONED POLICY AND FIDE DATA PROTECTION POLICY (tick as appropriate)? (YES) (NO)

DATE _____ SIGNATURE_