

Report of Meeting of the FIDE Computer & Internet Chess Committee held 23 October, 2004.

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Apologies for absence were received from :

Mr. Jovan Petronic and  
Mr. Mordechay Shorek

Those Present were :

Mr. Peter Wilson (England - Acting as Chairman at the request of Mr. Petronic)  
Mr. Wim Arns (Netherlands)  
Mr. Marcus Quintana (Mexico - Observer)

1. Mr. Wilson opened the meeting and welcomed those present. It was noted that the Committee Chairman Mr. Jovan Petronic was unable to attend as his first child is due shortly.
2. Mr. Wim Arns of The Netherlands provided information on the Online Chess Academy which he had circulated to all FIDE Federations.

Details are attached as Appendix A.

3. Those present discussed the draft rules for FIDE Internet Chess Competitions which Mr. Petronic had circulated to all Committee Members. A number of suggestions for amendments to the Draft were made by those present and those are included in the revised Draft Rules which form Appendix B.

Kindly note that Mr. Guert Gijssen who has very considerable experience of Rules of Chess has agreed to look at the proposed draft rules but there has not been time at this FIDE Congress to receive feedback from him.

The Committee do, however, recommend the Draft Rules to FIDE for approval.

4. The Committee also reviewed the proposed Terms of Reference (Scope and Responsibilities) of The Committee and its Members and recommend the adoption of Mr. Petronic's proposals. See Appendix C.
5. Mr. Petronic had asked the Committee to request FIDE to grant approval (as soon as possible) of additional maximum 5 (five) memberships in The Computer and Internet Chess Committee from the leading chess software companies:
  - ChessBase GMBH (Germany)
  - Convekta (Russia)
  - Chess Informant (Serbia & Montenegro)

- Backup (USA) and
- ICC.

These would subsequently, if approved, through their respective Chess Federations, appoint one member of their choice, as a highly valued member of this Committee.

The Committee is pleased to make this request to FIDE by way of this report.

6. Mr. Petronic had also made the following comments which were noted.

- Unlike other Internet Chess servers, such as ICC, PlayChess, etc, the FIDE Chess server would not allow anonymous entries, but instead favor real names, so as to successfully develop a FIDE Internet elo system. The development of the server may be an Internal FIDE release (I am sure we have qualified personnel for this task), if needed, other software companies may be approached, which may require additional funding.

Note: The Computer & Internet Chess Committee neither received, nor asked for funding since its creation.

- After research done, my conclusion is that this should be done within FIDE, only then advertised to be adopted by all. FIDE Internet personnel have so highly developed in the past period to be fully capable of this.
- All major chess software companies handling registered FIDE member players should continuously be approached, as already done, to adopt within its interface a place for the official FIDE elo list, with its corrections and updates and links to the FIDE rating website. Additionally, the companies should be approached with the implementation of direct website links to all FIDE players in our growing database. These should be requested without imposing any fees or charges. All Committee members should actively participate in this quest, until it has been accomplished.

7. Mr. Marcus Quintana advised the meeting that the Mexico Chess Federation requested that he be appointed to The FIDE Computer and Internet Chess Committee to replace Mr. Santiago Garcia (Mexico). Mr. Wilson advised Mr. Quintana that he would pass on this request through the report of the Committee's Meeting but that Mr. Quintano would need to submit a written request from his Federation.

8. Mr. Wilson thanked those who attended the meeting for their constructive input and declared the meeting closed.



Koninklijke Nederlandse Schaakbond

**KONINKLIJKE NEDERLANDSE SCHAAKBOND  
ROYAL DUTCH CHESS FEDERATION**

to all FIDE Delegates  
from E. Enschedé, chairman Royal Dutch Chess Federation  
concerns Chess Academy  
cc  
dd 11 October 2004  
nr 04/SAaz/1653/EE/kos

Dear sir,

In April 2004, after two years of development, the Royal Dutch Chess Federation launched a unique product that will change the way we teach chess. It enables people to learn the game of chess or improve their current skills via the Internet. The Dutch Federation is now offering this system to individuals as well as to members of chess clubs. It is also actively promoting this product on schools as a perfect way of teaching the game of chess to pupils without the intense support normally necessary.

It is the chess academy, an Internet site ([www.schaakacademie.nl](http://www.schaakacademie.nl)) where you can find an interactive course teaching chess, a community of chess trainers and pupils, and a facility to play chess online ([playchess.com](http://playchess.com)), provided by Chessbase.

The Royal Dutch Chess Federation is now looking for partners to exploit the Chess Academy in other language areas. We therefore offer separate licenses for each language area, and would like to invite you to contact us about the possibilities of buying such a license for the language area of your choice.

For each language area we will grant 1 license. We would like to advise you, that you can team up with other interested parties in your language area. You can then jointly buy a license and so lower the necessary investment.

If your Federation is interested in taking a license or if you want more information about this initiative, you can contact Albert Vasse. Albert Vasse will be in Brissago until the end of the WC match and will arrive in Calvia on the 22nd. You can reach him by e-mail: [albert.vasse@home.nl](mailto:albert.vasse@home.nl), or by mobile: +31 6 53871200.

On the following page you will find in more detail some information about chess academy and its functionality. But the best way to assess it's endless possibilities is to visit [www.schaakacademie.nl](http://www.schaakacademie.nl).

Yours sincerely,  
ROYAL DUTCH CHESS FEDERATION

Mr. E.M. Enschede  
Chairman



Koninklijke Nederlandse Schaakbond

#### Details about Chess Academy

The academy was built with flexibility in mind. All the course material is made with a specially built computer program called the "Course Editor". This program can be used by anyone with a Windows computer. The course editor produces XML files. These files can instantly be published to the website, where they can be used by all pupils.

This means that course material can be constantly updated and changed. It also means that a translation to any language is very simple and non-technical.

Chess Academy provides a way for individuals to follow the course on their own. But Chess academy also provides the possibility of virtual class rooms. A chess trainer can start his own class, with a set of pupils. The chess trainer can then produce his own course material with the course editor, and provide this material to only the pupils in his class on the website.

Finally, the site contains an advanced Content Management System. All content can be edited by a non-technical person. Publishing news items, polls, banner campaigns, etcetera can all be done via this system. This means that all content can be easily translated into any language, and that the look and feel of the website is fully adaptable to any style.

## **Draft Rules & Regulations: FIDE Internet Chess Rules**

### 1. Participation

1.1 Participation in FIDE Individual and/or Team Internet Championships is open to all players qualified to represent a federation, which is a member of FIDE

1.1.2 If an Individual FIDE Internet Tournament is in question, only FIDE GM, WGM, IM & WIM title holders may be exempt from any entry fee, depending on the type of tournament organized.

### 2. Bids for Organization

2.1 Bids for organizing FIDE Internet tournaments have to be sent by a federation member of FIDE or a company having its seat within the territory of the FIDE federation members, to the Secretary General of FIDE at least 6 months prior to the start of the Tournament.

2.2 A deposit fee may be required, up to a maximum of 500 EURO to the account of FIDE.

2.3 Each bid has to specify all information required.

2.4 Each tournament organizer has to pay an entry fee of (to be decided upon submission of the bid) to the bank account of FIDE: 25% to confirm participation and 75% of the sum in € within one month after the end of the tournament

2.5 Any tournament organizer may offer special conditions to the highest FIDE titled players. These special conditions should be made public in the tournament invitation.

### 3. FIDE Internet Tournament Regulations

3.1 Laws of chess.

The general FIDE laws shall be applied with their additions and interpretations as given by the "FIDE Rules Commission".

3.2 The use of chess computers and/or any alien resources which might in any way influence the result, as well as any consultations, during a game, is strictly forbidden, Players participating on the tournament shall allow all control by all means by the Tournament director(s) and/or or his/their assistants. Tournament directors and their assistants may be appointed by the organizer. The Chief Tournament Director shall be appointed by FIDE.

3.3 Systems of play.

Any form of a tournament playing system may be organized via the Internet, such as robin-round, open, invitational, knockout, etc. The Final Ranking system to be applied may be suggested by the organizer but needs to be approved by FIDE.

3.4. Individual FIDE Internet competitions have to be played according to one of the Swiss Pairing Systems approved by the "Swiss Pairing Committee of the FIDE".

3.5 Team competitions have to be played according to the "Swiss System for Team Competitions" (chapter 12).

3.6 Pairings are allowed to be done by computers on the condition that the computer program has been accepted by the "FIDE Swiss Pairing Committee".

### 3.7 Schedule.

The maximum duration time for a FIDE Internet competition may not exceed 30 days, including qualifications, if any.

### 3.8 Rate of play

The rate of play may be suggested by the organizer. For all blitz, rapid & standard games the according FIDE Laws of Chess will be used, wherever applicable. Additional time controls may be suggested, upon which the Rules of Play might be modified, if necessary.

3.9 Until FIDE develops its own Internet Chess software, any may be used, upon approval of FIDE.

\* Note that criteria for approval of software will need to be defined.

3.10 FIDE will decide on any interpretations of its regulations.

## 4. Scoring and tie-breaking system

4.1 The score in each game is 1 for a win, ½ for a draw and 0 for a lost game.

4.2 Tie-breaking in individual competitions.

The order of players that finish with the same number of points shall be determined by application of the following tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to (d) the extent required:

- (a) Median-Buchholz 1, the highest number wins;
- (b) Buchholz, the highest number wins;
- (c) Number of wins, the highest number wins;
- (d) Progressive Score, the highest number wins.

In the case of unplayed games for the calculation of (a) and (b) the current FIDE tournament rules shall be applied.

4.3 Scoring and tie-breaking in team competitions.

4.3.1 The sum of scores of each game in a match is referred to as the board points.

The team which scores more board points in a match than its opponents receives two match points, the opponents receives no match points. In the case a match ends in such a way that the sum of the board points is equal to that of its opponents, each team receives one match point.

The ranking will be made according to match points, the team obtaining the highest number of match points being declared the winner of the competition. In case of equality, B.6.3.2 shall be applied.

4.3.2 The order of teams that finish with the same number of match points shall be determined by application of the following tie-breaking procedures in sequence, proceeding from (a) to (b) to (c) to (d) the extent required:

- (a) by the number of board points won, the highest number wins;
- (b) by the sum of the board points of all team's opponents, the highest number wins;
- (c) by the sum of the board points of all opponents defeated plus one half of the board points of all the opponents with which a tied result was achieved, the highest number wins;
- (d) by the sum of the board points of all the team's opponents, excluding the opponent who scored the highest number of board points and the opponent who scored the lowest number of board points, the highest number wins.

## 5. Prizes

### 5.1 Prize fund.

FIDE Internet Tournaments may have a cash or other prize fund. Tournament proposals without standard prize funds may be submitted for review as well.

5.2 The winner may receive a special title, specific to each FIDE Internet Tournament organized.

\* Note that it is recommended that the term 'Title' needs to be more specific.

5.3 The winner may additionally receive a trophy provided by FIDE.

## 6. Appeals Committee

6.1 Before the start of any FIDE Internet Chess Tournament an appeals commission shall be nominated. It is recommended that the members are FIDE arbiters.

6.2 The Chairman of the appeals committee will be appointed by FIDE.

6.3 The member(s) of the appeals committee belonging to a federation who is (are) involved in a dispute is (are) not allowed to take part in the discussions. Decisions of the appeals committee are final.

6.4 Procedure of appeals.

Any protest against a decision by the Tournament Director must be sent by email to the appeals committee within a period of maximum one hour (this might vary depending on the rate of play) after the end of the playing session. The protest must be accompanied with the sum of 50 EURO (details of payment would be made available additionally). If the appeal is granted, the sum shall be returned immediately.

## 7. FIDE Internet Tournament notices

7.1 FIDE Internet Tournaments may be played at one place or worldwide, with a centralized organizer in control of all other centers participating, if any. Individual home-based participation at this point is not allowed, unless given special permission and directly supervised by a Tournament director.

7.2 All games of FIDE Internet tournaments must be covered interactively on a unique website. A full report of the FIDE Internet Tournament shall be made available to FIDE not later than 14 days upon the end of the competition.

7.3 All players participating on FIDE Internet Tournaments shall be required to use their real name. Nicknames are not allowed.

7.4 Upon regulating the FIDE Internet Chess Rating system, a FIDE Internet rating will be available for acquiring to all players. Until then, no specific elo numbering system may be applied by the organizer.

7.5 Dependant on the overall budget of the Tournament the organizer shall provide, upon request, suitable accommodation, including travel for the President, and the Chief Tournament Director of FIDE at the centralized organizing venue.

## 8. Official Updates

8.1 These Rules may be updated or changed at any time by the FIDE Computer & Internet Chess Committee Chairman, or an authorized member, upon approval of FIDE, and the full changes will be published on the FIDE website.

FIDE Computer & Internet Chess Committee TERMS OF REFERENCE (scope & responsibilities) :

1. Active participation in the formation of a FIDE Internet Chess Interface, available for all players, members of FIDE, at our excellent website, with an implementation of a new FIDE Internet elo rating system, based on the existing standard chess one.
2. Intensification of contacts with the purpose of creating of a subsequent uniformed FIDE Internet rating system.
3. Annual official updates of the FIDE Internet Chess Rules & Regulations (Laws of Play), with close interaction of related FIDE permanent and temporary Committees.
4. Supervision of FIDE Internet Chess competitions, regulated by the FIDE Internet Chess Laws of Play.
5. Advise and set standards for Chess Computer Programs.
6. Intensifications of contacts with all newly formed online Internet Chess Academies.
7. Frequent compulsory email exchange of information between Committee members.