

**77<sup>th</sup> FIDE Congress**  
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**MINUTES**  
 28 May 2006-05-30  
**Rules and Tournament Regulations Committee**

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Geurt Gijssen opened the meeting. He announced that International Arbiters Steve Boniface and John Robinson had both died since Dresden. John in particular had made a sizeable contribution to the formulation of the Laws of Chess in 1996 and 2000. The meeting stood in silence for a moment.

Most of the remainder of the business concerned the revision of the FIDE Tournament Rules to the revision of which several people had contributed. The FIDE Handbook would need to be adjusted to reflect the changes made. Below is the recommended final draft. After this is agreed, it is intended to separate the regulations regarding organizing from those regarding arbiting. This is a substantial task in itself. Many people made extremely cogent comments. These have not been included for reasons of clarity.

## **FIDE TOURNAMENT RULES**

The event shall be played according to the FIDE Laws of Chess. The FIDE Tournament Rules shall be used in conjunction with the Laws of Chess which in no way contradicts them. They apply to all official FIDE (**F**) competitions. It is recommended they also be applied to all FIDE rated (**R**) tournaments, amended where appropriate. Where no symbol is shown, the regulations apply to all types of events. The organizers, competitors and arbiters involved in any competition are expected to be acquainted with these regulations

before the start of the competition.

1. Where an event has a problem not covered by internal rules, it is recommended these rules be accepted as the definitive regulations.

## **2. The Organizer (CO)**

The federation responsible for the organisation of a competition may entrust the technical organisation to an Organizer. He, together with the federation, in consultation with FIDE where appropriate, shall appoint an Organizing Committee to be responsible for all financial, technical and organisational matters.

## **3. The Chief Arbiter (CA) and his duties**

(a) The **CA** of a World competition shall be nominated by the President of FIDE and of a Continent Competition by the Continental President, each in consultation with the CO. He shall have the title of International Arbiter and shall have adequate experience of FIDE Competitions, FIDE official languages and relevant FIDE Regulations.

## **4. Invitation and Registration**

(a). Invitations to a FIDE competition shall be issued as soon as feasible.

(b) The **CO** must send, through the respective national federations, invitations to all participants qualified for that competition. The invitation letter shall first be approved by the President of FIDE for World and the Continental President for Continental Championships.

(c) The invitation should be as complete as possible, at the earliest opportunity, 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 tournament.

(2) The hotel where the players are to stay (including e-mail, fax and telephone numbers)

(3) The tournament schedule: dates, times of play and places of: arrival, the opening ceremony, drawing of lots, play, special events, the closing ceremony, departure.

(4) The rate of play and the kind of clocks to be used in the tournament.

(5) The pairing system to be used for the event and the tie-break system.

(6) The financial arrangements: 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; start money, pocket money, entry fee, full details of the prize fund, including special prizes, point money, the currency in which money shall be disbursed; tax liability; visas and how to obtain them.

(7) The means of reaching the playing venue and arrangements for transportation.

(8) The likely number of participants, the names of players invited and the name of the **CA**.

(9) The website of the event, contact details with the organizers including the name of the **CO**.

(10) The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.

(11) The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time.

(12) Security arrangements.

(13) Special medical considerations such as vaccinations recommended or required in advance.

(14) Arrangements for: tourism, special events, internet access, etc.

(15) 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 organizers shall provide compensation.

(16) Once a player has formally accepted an invitation, he must play except in cases of force majeure, such

as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for withdrawal.  
(17) In his reply a player may, if he wishes, mention pre-existing medical conditions such as diabetes and special dietary requirements.

(18) All the participants should be dressed in a suitable manner.

**5.** The **CO** shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials of a FIDE competition and shall insure them against accidents and the need for medical services, including medicine, surgical procedures, etc., but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.

## **6. Pairings**

(a). The drawing of lots shall, if possible, be open to players, visitors and media.

(b). The drawing of lots shall take place at least 12 hours (one night) before the start of the first round. All participants should 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 of the **CA**. The first round pairings shall be announced as soon as possible thereafter.

(c). If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, then the pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the **CA** in consultation with the any players directly involved, but only if these minimise amendments to pairings which have already been announced.

(d). The pairings for a round robin shall use Berger tables, adjusted where necessary for double round events. The pairing for a Swiss shall use the pre-announced pairing system.

The pairing system for events run on other systems shall be announced in advance.

(e) If the pairings are restricted in any way, e.g. players of the same federation, if possible, shall not meet in the last three rounds, then this shall be communicated to the players as soon as possible

1. For round robins this restricted drawing of lots may be done by using the Varma tables, reproduced below, which can be modified for tournaments of from 10 to 24 players

### **2. Direction for “restricted” drawing of tournament numbers:**

1. The arbiter shall prepare beforehand, unmarked envelopes each containing one of the below 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 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 first 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 draw lots and the procedure is followed until all players have drawn their numbers.

5. The following Varma Table can be used for 10 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 players 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).

## **7. The play**

- (a) All games must be played in the playing area at the times specified in advance by the organizers.
- (b) If mechanical clocks are used, they shall be set so that each unit registers six o'clock at the first time control.
- (c) The arbiter shall announce the time for starting and for adjourning games.

## **8. Team Captain's Role in Team Tournaments**

(a). The role of a team captain is basically an administrative one during play. Depending on the regulations of the specific competition, the captain shall be required to deliver, at a specific time, a written list naming the players in his team who will participate in each round, communicate to his players their pairing, sign the protocol indicating the results in the match at the end of the play, etc.

(b) A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself to give only brief information, based solely on the circumstances pertaining to the match. He may say to a player, "offer a draw", "accept the draw", or "resign the game". For example, if asked by a player whether he should accept an offer of a draw, the captain should answer "yes", "no", or delegate the decision to the player himself.

The captain shall abstain from any intervention during play. He shall give no information to a player concerning the position on the chess board, nor consult any other person as to the state of the game.

Players are subject to the same prohibitions. Even though in a team competition there is a certain team loyalty, which goes beyond a player's individual game, a game of chess is basically a contest between two players. Therefore, the player must have the final say over the conduct of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to accept that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player. All discussions shall take place in sight of the arbiter and he shall be entitled to insist on hearing the conversation.

A team captain should encourage his team always to follow both the letter and the spirit of Article 12 of the FIDE Laws of Chess concerning the conduct of the players. Team championships, in particular, should be conducted in the spirit of the highest sportsmanship.

- (c) A glossary of common relevant terms in several languages should be available to the arbiter.

## **9. The conduct of the players**

(a) Where it is clear games have been pre-arranged, the CA shall impose penalties.

(b) If a player has lost one game by default for reasons that are not valid, the player is expelled after one game unless the arbiter decides otherwise.

(c) If player has lost three games by default he shall be expelled from the competition, unless the regulations of an event indicate otherwise or the CA rules otherwise.

(d) A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the arbiter, for poor sportsmanship.

e) When a player withdraws or is expelled from a round-robin tournament, the effect shall be as follows:

(i) If a player has completed less than 50% of his games, his score remains in the tournament table (for rating and historical purposes), but the points scored by him or against him are not counted in the final standings. The unplayed games of the player and his opponents are indicated by '-' in the tournament table and those of his opponents by '+'. If neither players are present this will be indicated by two '-'.

- (ii) If a player has completed at least 50% of his games, his score shall remain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as indicated as above.
- (f) If a player withdraws from a Swiss-system tournament the points scored by him and by his opponents shall remain in the cross-table for ranking purposes. Only games that are actually played are rated.
- (g) Articles 9(e) and (f) also apply to team events; both unplayed matches and unplayed games must be clearly indicated as such.
- (h) A player may speak only as permitted in the Laws of Chess and Tournament Regulations.
- (i) All complaints concerning the behaviour of players or captains must be made to the arbiter. A player is not permitted to complain directly to his opponent.

**10.** FIDE and/or the Organising Committee may nominate the arbiters and other staff. The duty of the **CA** are as specified by the Laws of Chess, the regulations of the competition and other FIDE Rules. During the event they are also to keep the record of each round, to oversee the proper course of the competition, to ensure order in the playing venue and players' comfort during play, and to supervise the work of the technical staff of the competition. Prior to the start of the competition: he may make additional regulations in consultation with the **O**; must check all the conditions for play including the playing venue, lighting, heating, ventilation, noise, etc.; secure through the organizer all the necessary equipment; ensure a sufficient number of deputies and auxiliary technical staff are engaged. He shall ensure that conditions for the arbiters are satisfactory. It is his final decision, whether all playing conditions meet the requirements of these FIDE regulations.

## **11. Penalties, appeals**

- (a). When there is a dispute, the **CA** or **OC** as appropriate should make every effort to resolve matters by reconciliation. If such means fail and the dispute is such that penalties are appropriate, where penalties are not specifically defined by the Laws or the regulations, he shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.
- (b) In all events there shall be an Appeals Committee. The **CA** and **OC** shall ensure that the Appeals Committee, is elected or appointed before the start of the first round, usually at the drawing of lots. It is recommended this consists of a Chairman, at least two members and two reserve members. Preferably no two members of the committee shall come from the same federation. No arbiter, administrator or player involved in the original dispute shall be a member of the appeal committee actually considering that dispute. Such a committee should have an odd number of voting members. Members of the Appeals Committee should not be younger than 18 years old.
- (c). A player may appeal against any ruling made by the **CA** or **OC** or one of their assistants, provided the appeal is 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 Appeal Committee shall be final. The fee is returnable if the appeal is successful.

## **12. TV, filming, photographs**

- (a) Television cameras are permitted in the playing venue and contiguous areas with the approval of the **OC** and **CA** only if they operate noiselessly and are unobtrusive. The **CA** shall ensure the players are not disturbed or distracted in any way by the presence of TV, video, cameras or other equipment.
- (b) Only authorised photographers may take photographs in the playing venue. Permission to do so in the

playing hall is restricted to the first ten minutes of the first round and the first five minutes each subsequent round, unless the CA decides otherwise.

### **13. Miscellaneous**

1. Organisers and arbiters of a FIDE competition should also bear in mind the Regulations for organisation of Top Level Tournaments (C.01).

### **Annex to the FIDE Tournament Regulations**

#### **1. Handling of unplayed games**

For tie-break purposes, the result shall be counted as a **draw** against the player himself. This has no effect on the Sum of Progressive Score or Koya System. In such systems only the result counts.

#### **2. List of commonly used Tiebreak Systems**

In all Systems the players shall be ranked in descending order of the respective system. Within the following list there is not intended to be any indication of an order of preference.

##### **(a) Tiebreak Rules using the Player's own results**

###### **2.a.1 Sum of Progressive Scores**

After each round a player has a certain tournament score. These scores are added to determine the total Sum of Progressive Score.

###### **2.a.1.1 Sum of Progressive Score Cuts**

The Sum of Progressive Score reduced by the tournament score of one or more rounds, starting with the first round.

###### **2.a.2.1 The Koya System for Round Robin Tournaments**

This is the number of points achieved against all opponents who have achieved 50 % or more.

###### **2.a.2.2 The Koya System extended**

The Koya System may be extended step by step to include score groups with less than 50 %, or reduced step by step to exclude players who scored 50% and then higher scores.

###### **2.a.3 Tiebreak Rules using a team's own results**

2.a.3.1. Match points in Team Competitions decided by game points.

2 points for a won match where a team has scored more points than the opposing team.

1 point for a drawn match

0 points for a lost match

2.a.3.2 Game points in Team Competitions decided by match points.

The tie is broken by determining the total number of points scored.

2.a.3.3. Combined match and game points

The combined total of match and game points may be used.

###### **2a.4. Direct Encounter**

If all the tied players or teams have met each other, then the sum of points from these encounters is used.

###### **2a.5. Number of games won**

2a.6 **The greater number of games played with the black pieces.**

##### **(b) Tiebreak Rules using the Results of Opponents**

###### **2.b.1 The Buchholz System**

The Buchholz System is the sum of the score of each of the opponents of a player

2.b.1.1. The Median Buchholz is the Buchholz reduced by the highest and the lowest score of the opponents.

2.b.1.2. The Median Buchholz 2 is the Buchholz Score reduced by the two highest and the two lowest scores of the opponents

2.b.1.3. The Buchholz Cut 1 is the Buchholz Score reduced by the lowest score of the opponents

2.b.1.4. The Buchholz Cut 2 is the Buchholz Score reduced by the two lowest scores of the opponents

2.b.1.5. The Sum of Buchholz is the sum of the Buchholz Scores of the opponents

2.b.1.6. **Note**, the Buchholz Score is determined in each case *after* the application of the rule concerning unplayed games.

#### 2.b.2 **The Sonneborn-Berger System is determined**

2.b.2.1 Sonneborn-Berger for Individual Tournaments is the sum of the scores of the opponents a player has defeated and half the scores of the players he has drawn with.

2.b.2.2 Sonneborn-Berger for Team Tournaments:

score made by each opposing team multiplied by the score made against that team. Then add all these sums together.

#### (c) **Tiebreak Rules using Ratings**

2.c.1 The Average Rating of Opponents is the sum of the ratings of the opponents of a player divided by the number of rounds.

2.c.1.1 The average Rating Cut is the Average Rating of Opponents reduced by one or more of the ratings of the opponents, started from the lowest rated opponent.

2.c.2 Tournament Performance Ratings

The TPR is determined by taking the average rating of the opponents, determining the percentage score and then using B.02.10.1 of the Rating Regulations.

Where a player has elected not to play more than two games in a tournament, whether as a half point bye or due to ill-health, his TPR shall be considered lower than that of any player who has completed the schedule.

2.c.2.1 TPR using the 350 point rule.

2.c.3 **Note**, the rating used is *after* the application of the rule concerning unplayed games.

#### (d) **Playoff.**

2.d.1. Adequate time must be set aside for a conclusion to be reached.

2.d.2. The pairings system and rate of play must be determined in advance of the start of the event.

2.d.3 All eventualities must be covered in the regulations.

2.d.4 It is recommended that playoffs only be arranged for disposition of the first place, a championship or qualifying places.

2.d.4.1. Where subsidiary places are also decided during the tie, each player shall be allotted his score according to his result in the playoff. For example. Three players tie. Number 1 wins, number 2 comes second and number 3 third. Number 2 receives second prize.

2.d.4.2. Where two players are tied after the first place is decided, they shall split any prize money to which they are entitled. For example, four players tie. A knockout is arranged. Players 3 and 4 knocked out in the semi-final share the 3<sup>rd</sup> and 4<sup>th</sup> prize equally.

2.e.5 Where time is limited before a closing ceremony, games between players potentially involved in such ties in the last round may be scheduled to commence earlier than other games in the tournament.

2.e.6. If there is a playoff these will commence after a break of at least 30 minutes after the conclusion of the last main game involving players in the play off. Where there are further stages, there will be a break of at least 10 minutes between each stage.

2.e.7. Each game shall be controlled by an arbiter. If there is a dispute, this will be referred to a committee of three further arbiters. Their decision shall be final.

2.e.8. Colours shall be determined by lot in all cases below, other than those determined by the Berger tables.

2.e.9. The following is an example where time for playoff is somewhat limited.

1. If two people tie for first:

(a) They play a two game mini-match at the rate of all the moves in 3 minutes add-on 5 seconds for each move from the first. If this match is tied:

(b) They play a one game Armageddon (sudden death), White has 5 minutes and Black four, in the case of a draw Black wins first prize.

2. If three people tie for first:

(a) They play a one game round robin at the rate as in 1 (a). If all three players again tie:

(b) They play a one game Armageddon round robin as in 1 (b). If they again tie:

(c) The winner shall be the person who received the point in fewest moves.

If two people eliminate the third player, they play as in 1(b).

Pairing number 1 shall be the player with the highest tiebreak (HT) as chosen from 2a-c.

Pairing number 3 be the player with the second highest tiebreak. Alternative: the pairing numbers shall be chosen by lot.

3. If four players tie for first: they play a knockout.

The pairings shall be 1v4 and 2v3 determined by HT or lot.

If time permits, there will be two game elimination matches at the rate as in 1 (a). If not, Armageddon will be used.

4. If five players tie for first: they play a one game round robin at the rate as in 1(a).

Pairing numbers in order of highest HT: 1, 4, 2, 5, 3 or lot.

(a) If five players tie, the tie is resolved in favour of the player who played fewest moves in the games they won.

(b) If four players of the five tie, they playoff as in 3, but Armageddon.

(c) If three players tie, they playoff as in 2.

If two players tie; they playoff as in 1(b)

5. If six players tie for first: they will be split into two sections of three. Players 1, 4, 5 will be placed in one section and 2, 3, 6 in the other in order of HT.

They will then play as in 2.

The two section winners will then playoff as in 1(b).

6. If seven players tie for first: they play Armageddon. If there is a tie for first place, the places are decided by the player who scored the point in fewest moves. Pairing numbers in order of highest HT: 1, 5, 2, 6, 3, 7, 4 or by lot.

7. If eight players tie they play knockout. 1v8, 2v7, 3v6 and 4v5 as in 1 (b).

8. If nine players tie they play 3 sections of three, 2 (b). Group A: 1, 5, 9. Group B: 2, 6, 7. Group C 3, 4, 8.

9. If ten players tie they play in two sections of five as in 4.

The two winners play as in 1 (b).

10. If eleven or more players tie, those ranked nine or lower by HT will be eliminated. They share a fraction of the total prize fund as decided in advance.

The remaining eight players will play as in 7 for amended prizes.

2.e.10. The right is reserved to make necessary changes.

Where only two players are involved in the playoff, if time permits, they may play at a slower rate of play by agreement with the **CA** and **O**

If the original games run very late, the playoff may go straight to Armageddon.

### **3. Application of Tiebreak System to different Tournament systems**

The choice of the Tiebreak System to be used in a tournament shall be decided in advance taking into account the type of the tournament (Swiss, Round Robin, Teams, etc.) and the special structure of players to be expected in the tournament. For instance the application of Tiebreak rules using the ratings of players is dubious in tournaments where the ratings are not available or not consistent or not necessarily correct (e.g. Junior/Senior tournaments) Only one type of the three categories described above should be used for a given event. For example: a) Sum of Progressive Score + b) Buchholz would be incorrect.

**4.** For different types of tournaments the Tiebreak Rules recommended are as listed below:

Individual Round Robin Tournaments:

- Direct encounter
- Playoff
- Number of games played with Black
- Koya System
- Sonneborn-Berger
- Number of won games

Team Round Robin System:

- Games points
- Match points
- Direct encounter
- Playoff
- Sonneborn-Berger

Individual Swiss Systems (all players have consistent ratings):

- Direct encounter
- Tournament Performance Rating
- Average rating of opponents
- Playoff

Individual Swiss Systems (where not all the ratings are consistent):

- Direct encounter
- Sum of progressive score
- Buchholz
- Playoff
- Sonneborn-Berger
- Won games
- Games played with Black

Team Swiss Systems:

- Games points
- Match points
- Direct encounter
- Playoff
- Buchholz
- Sonneborn-Berger

**Chairman**

**Geurt Gijssen**

**Secretary**

**Stewart Reuben**