

# Rules Electronic Score Sheet

---

## Introduction

This document will be used to create the rules for an electronic score sheet from a rules point of view. It is the result of a discussion about this subject together with representatives of DGT and FIDE.

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

In the document there are references to articles, e.g. art. 8.4. These are always referring to the FIDE Rules of Chess, which came into force on 1<sup>st</sup> July 2009.

Several technical details have been left out to create a common base for an implementation of the electronic score sheets other than DGT.

## Common

An electronic score sheet is a device where a player can notate his and his opponent's moves during a game with an electronic registration of the game played.

Below common ruling for this electronic score sheet (device) is given:

1. The device is dedicated for notating chess games (not a multipurpose computer).
2. The device fully complies with FIDE rules.
3. The game notation complies with FIDE Rules for Chess, Appendix C, whereas the use of figurines is allowed.
4. The device has at least the game mode, other modes are optional.
5. The device can be linked to the owner or player through some unique identification of the device.
6. The device logs user actions during game mode to prevent or detect foul play.
7. It is foreseen that both players and tournament organizations will buy and use their own devices.

## Game mode

The electronic score sheet can be switched into game mode. This is the mode where the player notates his game. The switch from any other mode to game mode can be made by the player himself when the game is finished or by the tournament organization or arbiter.

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

1. During the game it is not possible to switch to any other mode.
2. The game notation is clearly visible for the arbiter, with the restriction that not all moves need to be visible.
3. The state of the device being in game mode is clearly visible for everyone.
4. It is not allowed to go out of game mode by accident or deliberately, without notifying this to the player, his opponent or arbiter. This is also clearly visible to all parties.
5. If the battery has low power this must be signaled. When this is signaled, the battery must hold out at least 8 hours to make it possible to notate a complete game.
6. A minimum of 7 moves must be visible in a move list.
7. Graphical input through a chess board with figurines is allowed.
8. Scrolling through the move list is allowed, as is correcting of incorrect entered moves.
9. A game finishes when a result is noted and both players signed the score sheet. The arbiter signature is optional.
10. On entering moves:
  - a. It is allowed to enter an illegal move;
  - b. It is allowed to enter the clock time, draw offers and other abbreviation according to art. C.13;
  - c. It is allowed to enter only moves of white or black during time trouble, art. 8.4;
  - d. It is allowed to enter a dash for a move during time trouble, art. 8.4;
  - e. The device is not allowed to correct or signaling illegal moves automatically;
  - f. If a stale mate or check mate is missed or an illegal move is made by the player, the device must be able to record following moves.
11. The device must be able to restart the notation in case of art. 8.6.

## Arbiter mode

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

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

1. Only the arbiter (or a representative of the tournament organization) is allowed to enter this mode during a game.
2. In this mode legality checks may be done on the moves played in the game:

- a. Threefold repetition of a position (art. 9.2)
  - b. 50 moves rule (art. 9.3)
  - c. Detection of stale mate or check mate.
3. The arbiter can take moves back in case an illegal move is detected, according to art. 7.

## **Owner mode**

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

If there is owner mode available the following rules apply:

1. This mode is only allowed when not playing a game. Otherwise it is completely locked out.
2. No chess program is allowed i.e. this is not a chess computer.
3. No other then chess related activities are allowed.
4. For anybody it is easy to see that the device is in owner mode.