**REGULATIONS FOR THE WOMEN'S WORLD CHAMPIONSHIP MATCH (FWWCM) 2013**

## 1. Organization

**1.1** The World Chess Federation (FIDE) is the governing body of the Women's World Chess Championship. For the purpose of creating the rules and regulations, communicating with the players and negotiating with the organizer, the FIDE President has nominated a committee, hereby called the FIDE Commission for World Championships and Olympiads (hereinafter referred to as WCOC). Upon recommendation by the WCOC, the body responsible for any changes to the regulations of the Women's World Championship Cycle events is the FIDE Presidential Board.

**1.2** The FIDE Women's World Chess Championship Match (hereinafter referred to as FWWCM) is the match between the current World Champion and her challenger. The 2 qualifiers are the current Women's World Champion Anna Ushenina (Ukraine) and her challenger Hou Yifan (China) who qualified from the FIDE Women's Grand-Prix 2011-2012. The winner of the FWWCM 2013 will be declared Women's World Champion for the period 2013-2014.

## 2. Schedule

**2.1** Match System: The Women's World Chess Championship Match 2013 will consist of 10 games and if necessary, tie-break games.

**2.2** The FWWCM will be played according to the schedule below in September 2013:

| | |
|---|---|
| OPENING CEREMONY | One day prior |
| …(2nd day) ……....2013 | GAME 1 |
| …(3rd day) ……....2013 | GAME 2 |
| …(4th day) ……..…..2013 | REST DAY |
| …(5th day) ……..…..2013 | GAME 3 |
| …(6th day) ……..…..2013 | GAME 4 |
| …(7th day) ……..…..2013 | REST DAY |
| …(8th day) ……..…..2013 | GAME 5 |
| …(9th day) ……..…..2013 | GAME 6 |
| …(10th day) ……..2013 | REST DAY |
| …(11th day) ….....…..2013 | GAME 7 |
| …(12th day) ……..2013 | GAME 8 |
| …(13th day) ……..2013 | REST DAY |
| …(14th day) ……..2013 | GAME 9 |
| …(15th day) ……..2013 | REST DAY |
| …(16th day) ……..2013 | GAME 10 |
| …(17th day) ……..2013 | REST DAY |
| …(18th day) ……..2013 | TIE-BREAK GAMES |
| CLOSING CEREMONY | (The closing ceremony shall take place on the day after the FWWCM has been decided or one day thereafter.) |

**2.3** All rounds shall begin preferably at 15:00. No postponement of any game shall be allowed.

## 3. Playing Hall & Match System

**3.1** The Players shall be entitled to inspect the accommodation arranged for them at the Venue three (3) days before the first game of the FWWCM match and shall be entitled to make reasonable requests

regarding such accommodation which the organizer shall use all reasonable endeavors to accommodate.

**3.2** The Players – shall inspect the playing hall in the presence of the Chief Arbiter and representatives of FIDE and the organizer, two (2) days before the first game of the FWWCM at 3 pm. The Organizer shall use all reasonable endeavors to satisfy the reasonable requests of the players in relation to the playing hall.

**3.3** In the event of a dispute between the Players as to the condition and suitability of the playing hall, the FIDE Supervisor, if any, otherwise Chairman of Appeals Committee, shall decide about such dispute. His decision shall be final and binding.

**3.4 Drawing of colors**

**3.4.1** The draw for colors will be conducted during the opening ceremony. The colors shall be reversed after game 4. (The player getting the white color in game 1 shall play game 5 with the black color).

**3.4.2** For tie-break games, there shall be a separate drawing of lots conducted by the Chief Arbiter of the match.

**3.5 Time control.**

**3.5.1** The time control for each game shall be: 90 minutes for the first 40 moves followed by 30 minutes for the rest of the game with an increment of 30 seconds per move starting from move one.

**3.5.2** The games shall be played using the electronic clocks and boards approved by FIDE.

**3.6 Conditions of victory / Replacements**

**3.6.1** The FWWCM shall be played over a maximum of ten (10) games and the winner of the match shall be the first player to score 5.5 points or more. A tie shall be broken according to Article 3.7 below. If the winner scores 5.5 points in less than 10 games then the organizer can re-schedule the Closing Ceremony for an earlier date.

**3.6.2** If a player refuses to participate in the World Championship Match, she will be replaced as follows: The runner up finalist of the Women's World Championship 2012, GM Antoaneta Stefanova replaces the Women's world champion and the next player in the overall standings of the Women's Grand-Prix 2011-2012, GM Humpy Koneru replaces the challenger. In case any or both players refuse to participate when invited, or for any further replacements needed, the FIDE rating list of January 2013 will be used to determine their replacements.

**3. 7 Tie-breaks**

**3.7.1.a** If the scores are level after the regular ten (10) games, after a new drawing of colors, four (4) tie-break games shall be played. The games shall be played using the electronic clock starting with 25 minutes for each player with an increment of 10 seconds after each move

**3.7.1.b** All tie-break games shall be played according to the following:

1. Play is governed by the World Championship Technical Regulations (annex 1), which apply with the exceptions mentioned below in (2), (3) and (4).
2. The players do not need to record the moves. An arbiter shall record the moves.
3. The player who has the move may stop the clocks and consult the Arbiter's score sheet and if his next move will produce a threefold repetition of position (according to Article 9.2a of the Technical

Regulations), or the 50 moves rule (according to Article 9.3a of the Technical Regulations), she herself must write the intended move on the score sheet and claim the draw if she wants.

A player can also claim a draw according to Articles 9.2b and 9.3b of the Technical Regulations. If the claim is found to be correct, the game is immediately ended as a draw. If the claim is found to be incorrect, the Arbiter shall add three (3) minutes to the opponent's remaining time and the game continues with the intended move in accordance with Article 4 of the Technical Regulations. A maximum of two (2) incorrect claims for a draw can be made by each player. If a player makes a third ($3^{rd}$ ) incorrect claim, the arbiter shall declare the game lost for this player.
4. If a game has ended by resignation, checkmate, time loss, stalemate, triple repetition or any other of the ways described in Article 5 of the Technical Regulations, no claim for irregularities shall be accepted (irregularities include clock settings and all other described in Article 7 of the Technical Regulations).

**3.7.2** If the scores are level after the games in Article 3.7.1a, then, after a new drawing of colors, a match of 2 games shall be played with a time control of 5 minutes plus 3 seconds increment after each move. In case of a level score, another 2-game match will be played to determine a winner. If still there is no winner after 5 such matches (total 10 games), one sudden-death game will be played as described below in Article 3.7.3.

**3.7.3** If the score is still level after five matches as described in Article 3.7.2, the players shall play a one sudden death game. The player who wins the drawing of lots may choose the color. The player with the white pieces shall receive 5 minutes, the player with the black pieces shall receive 4 minutes whereupon, after the 60th move, both players shall receive an increment of 3 seconds per move from move 61. In case of a draw the player with the black pieces is declared the winner.

**3.7.4** There shall be a pause of 10 minutes between all tie-break game , unless the Chief Arbiter decides otherwise.

### 3.8 Playing Conditions.

**3.8.1** Only the players and stewards shall be allowed in the actual playing area except with the permission of the Chief Arbiter or his Deputy. Both players will have access to the same toilet facilities during the games. There will be no separate rest rooms for the players during the games. Both players shall use the same rest lounge area which shall be on/at the stage and visible by the Arbiter and the spectators.

**3.8.2** Before the start of play, the players shall arrive at least ten (10) minutes for security check.

**3.8.3** During the playing session the following additional regulations shall be in force:
a) The players are not permitted to bring into the playing area telephone, technical and other equipment extraneous to play, which may in any way disturb or upset the opponent. The Chief Arbiter shall decide what constitutes extraneous equipment liable to offend the opponent.
b) A player may communicate with an arbiter or a steward. In the case of a draw offer, she may also communicate with her opponent as permitted by article 9.1.b of the World Championship Technical Regulations (annex 1).
c) During the playing session, a player may leave the playing area only with the permission of the Chief Arbiter and only if she is accompanied by one of the arbiters.

**3.8.4** For any infringement of Article 3.8, the Chief Arbiter shall have the right to impose a fine of not more than 5,000 (five thousand) euro. The player may protest to the Appeals Committee in accordance to the proceedings laid out in Article 7.3.1.

### 4. Score sheets.

The Organizer shall provide score sheets according to the FIDE specifications.

a) At the end of each game the players' original score sheets shall be given to the Arbiter, who shall hand them to FIDE. Score sheets and the games will remain the property of FIDE.
b) Unless a player is making an appeal, any player who refuses to sign the score sheets shall be penalized with a fine of 1,000 (one thousand) euro. After the players have signed the score sheets, the Arbiter shall countersign to confirm the results.
c) In tie-break games, the players and the Arbiter shall sign a result sheet.

## 5 Players' Meeting.

**5.1** The players must personally attend the first Players' Meeting on the day of the venue inspection at a time to be decided by the Chief Arbiter and the Organizer. If necessary, the Chief Arbiter may request more additional Players' Meetings in which case the players shall have the right to be represented by their managers.

**5.2** If a player fails to appear at the first Players' Meeting, the Opening or Closing Ceremony or any approved function of the Championship such as official receptions and press conferences, or conducts herself in a manner contrary to the spirit of sportsmanship or the FIDE Code of Ethics, then she shall suffer the following penalty: 5% of her prize money shall be forfeited to the Organizer and a further 5% to FIDE for each breach. In cases of serious misconduct the player may be disqualified from the match and the World Chess Championship cycle.

## 6. Interviews, functions and mode of dressing

**6.1** The players are expected to co-operate reasonably with the media. General interviews with them can be arranged through the Press Officer and the team managers but it is understood that exclusive interviews shall be arranged only after the FWWCM has been concluded.

**6.2** Immediately after the completion of a game both players have to take part in post game press conferences, of not more than 20 minutes duration,

**6.3** The players must be present at all official functions during the match including official receptions, the opening ceremony and the closing ceremony.

**6.4** Players are requested to note the requirements of FIDE Regulations C.01 (Article 8.1) in respect of their appearance at all times during the matches.

**6.5** Players are allowed to wear branding of their personal sponsors only if these are not in conflict with the FWWCM sponsors.

## 7. FIDE Principals

**7.1** The FIDE Principals are:
a) President and Deputy President,
b) General Secretary, Treasurer, Vice President (Presidential Ticket)
c) FIDE Supervisor
d) Members of the Appeals Committee including the Chairman;
e) 2 Arbiters;
f) Press Officer;
g) Chairman or Representative of FIDE Medical Commission;
h) 2 members of the FIDE Commission for World Championships and Olympiads.

## 7.2 Arbiters

**7.2.1** Two (2) arbiters of the FWWCM will be appointed by FIDE after consulting both players by providing them a list of five (5) nominees. No arbiter may belong to the same Federation as either of the players. Exception: if both players are members of the same Federation, an arbiter may also belong to this Federation.

**7.2.2** During play either the Chief Arbiter or his Deputy shall be present in the playing area.

**7.2.3** Immediately after the end of the match, the Chief Arbiter shall write a report and send it without delay to FIDE and to the FIDE Secretariat.

**7.2.4** The report shall be written in the English language and contain the result of each individual game as well as the final result of the match. In addition, the report shall contain a general description of the course of the event. If there were any difficulties, conflicts or incidents, they shall be described together with the measures taken to deal with them.

**7.2.5** The report shall be supplemented by adding two copies of the bulletins and the original score sheets of the games shall be sent to FIDE.

**7.2.6** The Chief Arbiter may, in consultation with the WCOC, and with the approval of the FIDE President, issue additional written regulations to inform the exact playing hours and take care of other details not covered by these regulations.

## 7.3 Appeals Committee & FIDE Supervisor.

**7.3.1** The FIDE President shall nominate, from within the Presidential Board, three members of the Appeals Committee one of whom shall be Chairman. All protests must be submitted in writing to the Appeals Committee not more than two (2) hours after the finish of the relevant playing session, or the particular infringement complained against.

The Appeals Committee may decide on the following matters:
a) an appeal against a decision by an arbiter,
b) a protest against a player's behavior,
c) a complaint alleging false interpretation of the regulations,
d) a request for the interpretation of specific regulations,
e) a protest or complaint against any participant, or
f) all other matters which the Appeals Committee considers important.

If possible, the Appeals Committee shall reach a decision not more than two (2) hours after the submission of a protest. The appeals process shall include written representations and a written decision. The Appeals Committee shall endeavor to find binding solutions that are within the spirit of the FIDE motto, Gens Una Sumus. Each protest must be accompanied by a deposit fee of €3000 (three thousand Euros) or the equivalent in local currency. This can also be done if the player makes a written request that FIDE withholds the fee from his prize money. If the protest is accepted, the fee shall be returned. If the protest is rejected, the fee may be forfeited to FIDE. The written decision of the Appeals Committee arising from any dispute in respect of these regulations shall be final.

## 7.4 FIDE Supervisor

**7.4.1** Where necessary, the FIDE President will appoint a FIDE Presidential Board member as FIDE Supervisor who will be above the Organising Committee in all issues involving:

a) fairness concerning treatment of both players in respect of organisational issues,
b) equal playing conditions

c) anti-cheating measures
d) fair publicity of both players through the event's Press Office

**7.4.2** The FIDE Supervisor can request from the organizer and at their expense, any additional security arrangement he finds necessary, in logical terms, in order to secure a fair match and equal match conditions for the players.

**7.4.3** The Organizer has to implement the decisions of the FIDE Supervisor in all issues involving the above aspects before and during the match. Any decision of the FIDE Supervisor can be appealed by the players only to the Appeals Committee.

**7.4.4** If the match is organised in a "neutral" country, the FIDE President will appoint the Supervisor unless both parties agree to a certain member of the FIDE Presidential Board. If the match is organised in the country of one of the players, the opponent may suggest which member of the FIDE Presidential Board she prefers as FIDE Supervisor.

**7.4.5** Where the appointment of a FIDE Supervisor is not necessary, his functions and responsibilities shall be assumed by the Chairman of the Appeals Committee.

## 8. Other arrangements

**8.1** FIDE shall ensure the playing hall and its environs meet at least the requirements of the FIDE Regulations for the Organization of Top Level Tournaments (FIDE Handbook C.01).

**8.2** The playing venue shall be decorated with the FIDE flag, IOC flag, the flags of the host nation and the participating countries.

**8.3** For security and administrative reasons, all participants with their teams, FIDE officials and accompanying persons are expected to stay in the official hotel.

**8.4** After FIDE agrees with the Organizer on the arrangements in respect of the tournament hall, facilities, accommodation and meals, transportation, telecommunication, ceremonies, etc., no objections from the participants shall be accepted.

**8.5** During play, the Organizer shall provide, free of charge, snacks, coffee, tea and soft drinks for the players and the FIDE Principals. It is advisable that the same offer shall apply for press members.

## 9. Photography and Television

**9.1** Only photographers and camera crew expressly authorized by the Press Officer may work in the playing venue.

a) Flash may be used only during the first five (5) minutes.
b) In tie-break games, flash may only be used in the first three (3) minutes. In case of 5 minutes and sudden death games, flash is not permitted; the use of cameras without flash may be permitted if the Arbiter in charge deems their use to be unobtrusive.
c) Television cameras must be unobtrusive and may only be used if the Chief Arbiter in charge deems their use to be unobtrusive.
d) An official photographer, designated by the Organizer with the approval of the Chief Arbiter shall be allowed to take photos at any time during the round without flash. FIDE reserves the right to use these photos on its website or printed material.

## 10. Ceremonies

**10.1** The Opening Ceremony shall take place one day prior to the first round and the participants are required to take part.

**10.2** The program of the Opening Ceremony shall be supervised by FIDE. Cultural program and speeches totaling up to 60 minutes are usually welcome. FIDE Anthem, the Anthem of the hosting country and the anthems of the two players' countries shall be played.

**10.3** The Closing Ceremony shall take place not later than one day after the end of the event and the participants are required to take part. The Organizer shall provide a victory garland, a trophy and a gold medal for the winner and a silver medal for the loser. Anthem of the winner's country, FIDE Anthem and Anthem of the hosting country shall be played.

## 11. Travel and Accommodation

### 11.1 Travel.

**11.1.1** The FIDE President has the right to first class travel by air, sea or rail, at the Organizer's ` expense. The FIDE Deputy President has the right to business class travel by air, sea or rail, at the Organizer's expense. All other Principals shall be provided with transport by air, sea or rail or, if they prefer, any other mode of transport that is not more costly to the Organizer than air travel. Any Principal making his own travel arrangements without the agreement of the Organizer does so entirely at his own risk.

**11.1.2** The Organizer shall contribute an amount of 3,000 (three thousand) euros towards the travel costs of each player's team.

### 11.2 Board and Lodging.

**11.2.1** For the FIDE President a suite in a first class hotel should be provided. Extra expenses of the FIDE President will be covered by the Organizer.

**11.2.2** For the Deputy President a junior suite and for each FIDE Principal a double room (for 2 persons) should be provided in the official hotel of at least 4-stars.

**11.2.3** The organizer shall provide the players with free full board and lodging in a two-room junior suite in the official hotel of at least 4-stars. The organizer shall also provide free full board and lodging in a junior suite for the team manager and single rooms to two members of each player's team.

### 11.3 Meals

For the FIDE Principals, they shall be given a specified allowance in local currency per day or by the provision of all meals in the restaurant of the hotel. The nature and amount shall be agreed between the Organizer and WCOC.

### 11.4 Local transportation.

**11.4.1** If necessary, transfer from and to the airport will be provided by the Organizing Committee. For the FIDE President, a chauffeur-driven car shall be at his disposal during his stay. For the other Principals, a number of cars shall be made available; their use will depend on the location of the hotels, playing hall and Press Centre, and on the leisure activities of the Principals. Alternatively, a daily allowance in local currency may be provided, the amount to be agreed between the Organizer and WCOC.

**11.4.2** For each player, a chauffeur-driven car shall be at their disposal.

**11.5 Personnel –** The Organizer should provide sufficient personnel to assist in the playing hall, press room, VIP room, and at ceremonies according to the agreement made with the WCOC.

**12. Procedures concerning commercial aspects**

**12.1** FIDE, or its appointed commercial agency, retains all commercial and media rights of the FWWCM 2013, including internet. These rights can be transferred to the organizer upon agreement.

**12.2** No proposed sponsor for the FWWCM shall be in conflict with the regulations of the International Olympic Committee.

**12.3** The FIDE logo and the head of the corporate logo are displayed below:

**12.3.1**

The FIDE logo is represented above and will be displayed in a dark blue colour on a white background. The text describing any event must not be larger than twice the size of the word FIDE reproduced in the logo.

**12.3.2**

**WOMEN'S WORLD CHAMPIONSHIP MATCH 2013**

The event title of the match is represented above. The corporate logo should include the above on top and the text in any kind of printed or electronic media must not be larger than twice the size of the word FIDE reproduced in the logo.

**12.4 FIDE Press Officer**

**12.4.1** The organizer will be responsible for managing, updating and reviewing the official web domain which will be used for the event: fwwcm2013.fide.com All content will be reviewed and approved by the FIDE Press Officer. All live images, live broadcasting (Internet TV) pictures and all the other content for the full Match details will be carried on the official domain. The organizer shall not develop any other website.

**12.4.2** All activities of both FIDE and the organizer shall identify FIDE being the Governing Body of the World Chess Championship and the organizer being the organizer of the FWWCM in close co-operation with FIDE. The organizer shall warrant that the official domain for the event will be managed in a professional way and furthermore that it will be capable of handling the traffic and publicity that is required for such events. Statistics of traffic and full reports on web performance will be provided to both FIDE and the organizer.

**12.4.3** The Organizer shall co-operate with the Press Officer concerning the accreditation and hospitality of foreign journalists and the media and the facilities available at the Press Centre. The Press Officer shall be a member of the panel at Press Conferences conducted during the match. In cases of conflicting information and press statements, the views expressed by the Press Officer shall be the authentic version.

**13. Prize Fund**

**13.1** The prize fund of the match, provided by the organizer, should be a minimum of 200,000 (two hundred thousand) euros, net of any applicable local taxes. The prize fund will be divided 60% for the winner and 40% to the loser if the FWWCM ends within the 10 regular games. In case the winner is decided by tie-break games, the winner shall receive 55% and the loser 45%.

**13.2** The organizer shall pay to FIDE an amount of 20% over and above the total prize fund, net of any applicable local taxes.

**13.3** If the match is played in the country of one of the players, then the opponent shall receive 5% from the Prize Fund. The balance of the Prize Fund shall then be shared in accordance to Article 13.1 above.

**13.4** Before the start of the FWWCM, the players shall each receive 50,000 (fifty thousand) euros in accordance to the terms of the contract to be signed with FIDE. This amount shall be deducted from the Prize Fund. The balance of their share of the Prize Fund shall be remitted to the players within ten days after the completion of the FWWCM.

**14. Other expenses**

**14.1** The organizer shall pay to FIDE an additional 5% over and above the prize fund, net of any local taxes, to receive the commercial rights (does not include live broadcast of the event or the games).

**14.2** The organizer shall pay to FIDE an additional 15,000 (fifteen thousand) euros over and above the prize fund, net of any applicable taxes, for the budget of the FIDE Commission for World Championships and Olympiads. This budget includes all expenses of FIDE concerning inspections, meetings with the Organizer, stipend of FIDE Supervisor (where appointed), other meetings of the WCOC, etc.

**14.3** If required by FIDE, the organizer will provide an electronic device to block all mobile signals around the playing area of the FWWCM. The total cost should be included in the budget of the organizer and will not exceed the amount of 8,000 (eight thousand) euros.

**14.4** If the FWWCM is played in the country of one of the players, the organizer shall provide an amount of 3,000 euros to the opponent as compensation for transportation and hospitality for inspection visits.

**14.5** The stipends to be paid to the FIDE Principals of the FWWCM are (in euros):

| | |
|---|---|
| Chairman of Appeals Committee: | 7,500 |
| Two members of Appeals Committee: | 9,000 (4,500 euros each) |
| Chief Arbiter: | 6,000 |
| Deputy Arbiter: | 4,000 |
| Press Officer: | 4,000 |
| FIDE Medical Commission: | 2,000 |

## 15. Selection of the Organizer.

**15.1** Any federation that is a member of FIDE or any sponsor may bid for the Women's World Championship Match (FWWCM). FIDE shall consult the federation where the sponsor proposes to hold the FWWCM. If the federation refuses or is unable to co-operate, FIDE may still accept a proposal from a potential sponsor.

No proposed sponsor shall be in conflict with the regulations of the International Olympic Committee.

**15.2** Each proposal shall contain the following particulars:

**a)** Acceptance of exact dates for the event between 10 to 28 September 2013.
**b)** Proposed tournament venue.
**c)** Proposed prize fund for the players (minimum 200,000 euros & should be offered net of any applicable local taxes).
**d)** The contribution to FIDE (net of any local taxes and not less than 20% of the prize money) as stipulated in Article 13.2 of the Regulations of the FIDE Women's World Championship Match 2013.
**e)** Commitment to cover all financial obligations to FIDE, in accordance with Article 14 of the Regulations of the FIDE Women's World Championship Match 2013.
**f)** Commitment to cover all organizational costs, in accordance with the match regulations.
**g)** Category of official hotel (minimum 4 stars), and name if possible, with special room rates for visitors including meals.
**h)** A statement that the applicant accepts the regulations of the match without any reservations.
**i)** An invitation for at two (2) members of the WCOC to inspect the proposed venue and examine the other conditions, with all travel/hotel expenses paid by the bidder.
**j)** Any bank guarantees as described in the bidding procedure.
**k)** The applicant's name, signatures and authentication.

**15.3** FIDE may exercise the right to reject any bid application.

**15.4** Each proposal shall be accompanied by an invitation to at least two members of the WCOC to inspect the proposed venue and examine the other conditions, with all expenses paid by the bidder.

**15.5** The FIDE Presidential Board shall decide which applicant shall be chosen. The decision reached shall be based on the following criteria, which are to be viewed as a whole:
a) prize fund
b) covering of organizational costs
c) playing conditions
d) providing visas to all players, trainers and officials.
e) security assistance for all players and officials.

f) chess activity both actual and potential in the country hosting the FWWCM.
g) media possibilities
h) potential development of chess worldwide.
i) climatic conditions during the period of the tournament
j) taxation conditions in the hosting country in respect of the prize fund.

If a Presidential Board meeting cannot be held, the FIDE President takes the decision in consultation with the WCOC.

**15.6 Contract and Payments**

**15.6.1** After the organizer has been selected, FIDE and the organizer shall sign a contract covering the organization of the FWWCM and the terms of payments.

**15.6.2** In case whereby the organizer has put forward a bank guarantee, the following deadlines shall be strictly adhered to: 50% of the Prize Fund to be paid into the FIDE account before 31 May 2013; the balance of the Prize Fund and all other financial obligations must be paid before 31 July 2013.

The FIDE bank account details:

Bank: UBS
Address: Case Postale, 1002 Lausanne, Switzerland
Bank code / SWIFT: UBSWCHZH80A
Euro account number: 243-342087.63Y
IBAN: CH54 0024 3243 3420 8763 Y
Account holder's name: Federation Internationale Des Echecs

**16. Other**: At any time in the course of the application of these regulations, any grounds that are not covered or any unforeseen event shall be referred to the FIDE President, for final decision.

# ANNEX 1

# WORLD CHAMPIONSHIP

# TECHNICAL REGULATIONS

## 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 alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)

1.2 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. 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 are not allowed. The opponent whose king has been checkmated has lost the game.

1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

## 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 one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

| | | |
|---|---|---|
| A white king | usually indicated by the symbol | |
| A white queen | usually indicated by the symbol | |
| Two white rooks | usually indicated by the symbol | |
| Two white bishops | usually indicated by the symbol | |
| Two white knights | usually indicated by the symbol | |
| Eight white pawns | usually indicated by the symbol | |
| A black king | usually indicated by the symbol | |
| A black queen | usually indicated by the symbol | |
| Two black rooks | usually indicated by the symbol | |
| Two black bishops | usually indicated by the symbol | |
| Two black knights | usually indicated by the symbol | |
| Eight black pawns | usually indicated by the symbol | |

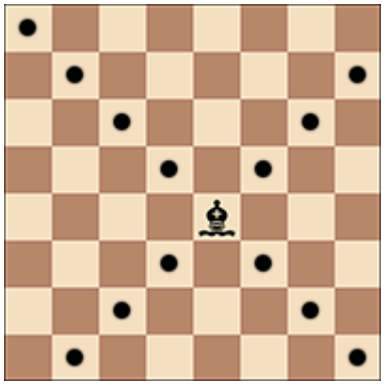
2.3 The initial position of the pieces on the chessboard is as follows:

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’.

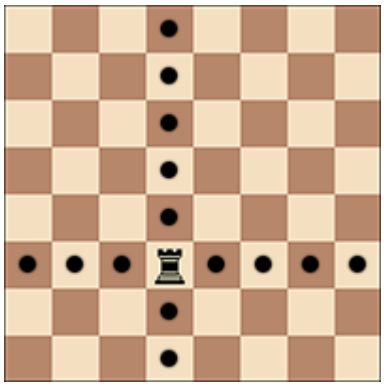
## Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. 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. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8.
A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

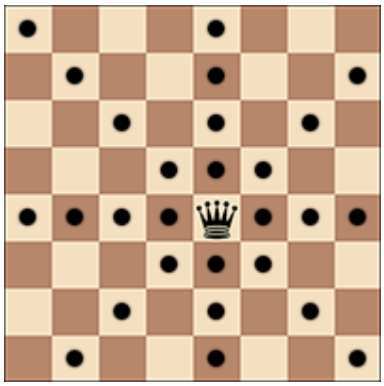
3.2 The bishop may move to any square along a diagonal on which it stands.



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

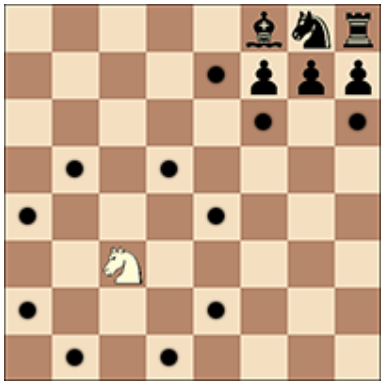


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

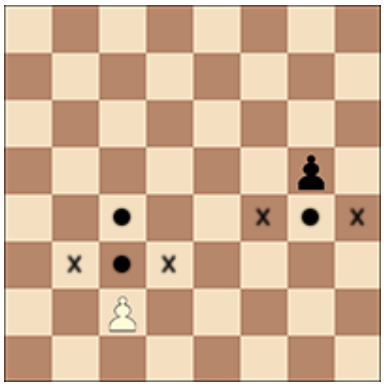
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



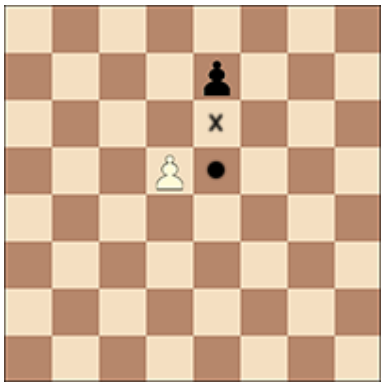
3.7 a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or

b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or

c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.

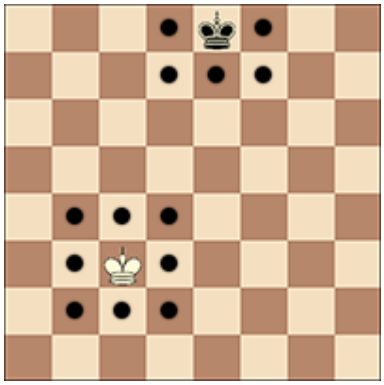


d. A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.

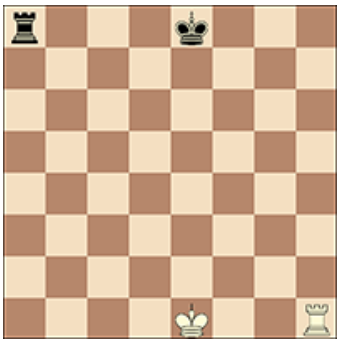


e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.

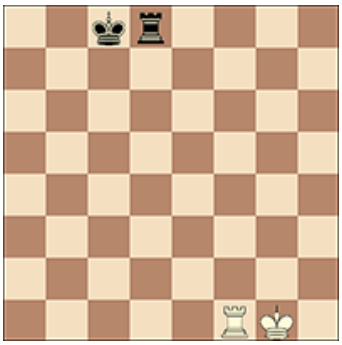
3.8 a. There are two different ways of moving the king:
by moving to any adjoining square not attacked by one or more of the opponent's pieces



or 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.



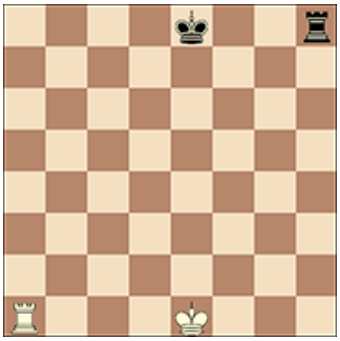
***Before white kingside castling***



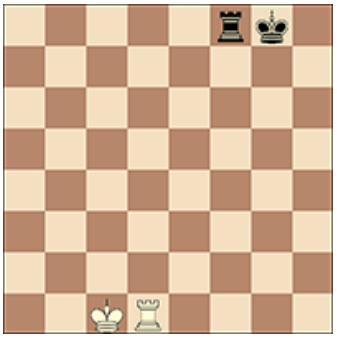
***After white kingside castling***

***Before black queenside castling***

***After black queenside castling***



***Before white queenside castling***



***After white queenside castling***

***Before black kingside castling***

***After black kingside castling***

b. (1) The right to castle has been lost:
[a] if the king has already moved, or
[b] with a rook that has already moved.

(2) Castling is prevented temporarily:
[a] 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
[b] if there is any piece between the king and the rook with which castling is to be effected.

3.9 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 that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

## Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (for example by saying „j'adoube“ or "I adjust"), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:

a. one or more of his own pieces, he must move the first piece touched which can be moved
b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured
c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 If a player having the move:

a. deliberately touches his king and rook he must castle on that side if it is legal to do so
b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 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 then considered to have been made:

a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand
b. in the case of 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 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
c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.

4.7 A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.

## Article 5: The completion of the game

5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2 a. The game is drawn when the player to move has no legal move and his 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 legal.

b. 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 legal. (See Article 9.6)

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

## Article 6: The chess clock

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

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode.
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 time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6 a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.

b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.

b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

d. 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 clock shall be adjusted by the arbiter in an equitable way.

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.

6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the 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.

6.10 a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.

6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
a. the game shall continue if it happens in any period of the game except the last period
b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.

6.12 a. If the game needs to be interrupted, the arbiter shall stop the clocks.
b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
c. The arbiter shall decide when the game is to be restarted in either case.
d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.

6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

## Article 7: Irregularities

7.1 a. 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 played.

b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this re-instated position.

b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third 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.

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

## Article 8: The recording of the moves

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibily as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.
It is forbidden to write 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 the Guidelines of Adjourned Games point 1.a.
A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.
Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)
If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

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

8.3 The scoresheets are the property of the organisers of the event.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the periodhe is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

8.5
a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.
c. 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 shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.

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.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

## Article 9: The drawn game

9.1
a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
b. If the rules of a competition allow a draw agreement the following apply:

(1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 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.

(2) The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)

(3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

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

a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, 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.
Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

9.3 The game is drawn, upon a correct claim by the player having the move, if:

a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.

a. If the claim is found to be correct, the game is immediately drawn.
b. If the claim is found to be incorrect, the arbiter shall add three 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 as according to Article 4.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

## Article 10: Quickplay Finish

10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.

10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)

a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
b. If the arbiter postpones his 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 a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by

normal means, or that the opponent was not making sufficient attempts to win by normal means.

c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.

d. The decision of the arbiter shall be final relating to (a), (b) and (c).

## Article 11: Points

11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (½).

## Article 12: The conduct of the players

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

12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.
The player having the move is not allowed to leave the playing area without permission of the arbiter.

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

b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

c. Smoking is permitted only in the section of the venue designated by the arbiter .

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

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

12.6 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.

12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.

12.8 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.

12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter.
Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

## Article 13: The role of the Arbiter (See Preface)

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

13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

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

13.4 The arbiter can apply one or more of the following penalties:
a. warning
b. increasing the remaining time of the opponent
c. reducing the remaining time of the offending player
d. declaring the game to be lost
e. reducing the points scored in the game by the offending party
f. increasing the points scored in the game by the opponent to the maximum available for that game
g. expulsion from the event.

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

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

13.7 a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.
b. 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 and any contiguous area designated by the arbiter.

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