

RULES & REGULATIONS FOR THE FIDE WORLD CHAMPIONSHIP MATCH (FWCM) 2016

1. Organization

1.1 The World Chess Federation (FIDE) is the governing body of the 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 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 World Championship Cycle events is the FIDE Presidential Board.

1.2 The FIDE World Chess Championship Match (hereinafter referred to as FWCM) is the final event of the World Championship cycle. The two participants are world champion Magnus Carlsen (Norway) and his challenger to be determined from the Candidates Tournament 2016. The winner of the FWCM 2016 will be declared World Champion for the period 2016-2018.

2. Schedule

2.1 Match System: The World Chess Championship Match 2016 will consist of 12 games and if necessary, tie-break games.

2.2 The FWCM will be played according to the schedule below in the last quarter of 2016:

OPENING CEREMONY	One or Two days prior connected with Media Day
Day 02	GAME 1
Day 03	GAME 2
Day 04	REST DAY
Day 05	GAME 3
Day 06	GAME 4
Day 07	REST DAY
Day 08	GAME 5
Day 09	GAME 6
Day 10	REST DAY
Day 11	GAME 7
Day 12	GAME 8
Day 13	REST DAY
Day 14	GAME 9
Day 15	GAME 10
Day 16	REST DAY
Day 17	GAME 11
Day 18	REST DAY
Day 19	GAME 12
Day 20	REST DAY
Day 21	TIE-BREAK GAMES
CLOSING CEREMONY	(The closing ceremony shall take place on the day after the FWCM has been decided or one day thereafter).

2.3 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 FWCM 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 FWCM 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 6. (The player getting the white color in game 1 shall play game 7 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: 100 minutes for the first 40 moves, 50 minutes for the next 20 moves and then 15 minutes for the rest of the game plus an additional 30 seconds per move starting from move 1.

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 FWCM 2016 shall be played over a maximum of twelve (12) games and the winner of the match shall be the first player to score 6.5 points or more. A tie shall be broken according to Article 3.7 below. If the winner scores 6.5 points in less than 12 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, he will be replaced as follows: The runner up finalist of FWCM 2014, GM Viswanathan Anand, replaces the World champion Magnus Carlsen and the runner up of the Candidates Tournament 2016 replaces the challenger. In case any or both players refuse to participate when invited, or for any further replacements needed, the standard FIDE rating list of 1st January 2016 will be used to determine their replacements.

3.7 Tie-breaks

3.7.1.a If the scores are level after the regular twelve (12) 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), he himself must write the intended move on the score sheet and claim the draw if he 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 two (2) 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 (3rd) 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.

3.7.2.b For the blitz games of article 3.7.2, the penalties mentioned in Articles 7 and 9 of the Annex 1 "World Championship Technical Regulations" shall be one (1) minute instead of two (2) minutes.

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 starting 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 games, 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 Players shall arrive at least ten (10) minutes before the start of play for security checks.

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) The players cannot draw a game by agreement before black's 30th move. A claim for a draw before black's 30th move is permitted only through the Chief Arbiter (or his Deputy) in the cases of a threefold repetition.

c) During the playing session, a player may leave the playing area only with the permission of the Chief Arbiter and only if he 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) 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' Responsibilities

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 The players are obliged to attend the "Media Day" (estimated 60 minutes) and are expected to co-operate reasonably with the media. General interviews with them can be arranged through the FIDE Press Officer.

5.3 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. The winner is obliged to attend the final press conference after the event has ended and to provide an exclusive interview for the FIDE website, if requested by the FIDE Press Officer. A player violating these rules will be subjected to the penalties mentioned in the event regulations.

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

5.5 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.

5.6 Players are required to wear suits during the playing session. Players shall not wear, use or display any apparel, footwear, accessory or other item, including but not limited to any piece of attire or any article that is of an accessory nature (*e.g.* bag, eyewear, arm bands, gloves, socks, charms, beverage bottles etc.), bearing an identification of or advertising or otherwise promoting the players' sponsors, without prior written permission by FIDE's commercial agency. FIDE or its appointed commercial agency may require the players to wear FIDE approved apparel. Players will be notified on a timely basis to ensure compliance with these requirements. .

6. Penalties

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 breaches any of these regulations or the terms of his agreement with FIDE and the Organisers, or conducts himself in a manner contrary to the event regulations or the spirit of sportsmanship or the FIDE Code of Ethics, then he shall suffer the following penalty to be applied by the Chairman of the Appeals Committee: 5% of his 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.

7. FIDE Principals

7.1 The FIDE Principals are:

- a) President and Deputy President,
- b) 3 members of the Appeals Committee including the Chairman,
- c) FIDE Supervisor,
- d) 2 Arbiters,
- e) FIDE Press Officer,
- f) Representative of FIDE Medical Commission,
- g) 2 WCOC members.

7.2 Arbiters

7.2.1 Two (2) arbiters of the WCM 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 on priority, 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 he 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 at least one day prior to the first round, including interviews of players with the media as per arrangements of the FIDE Press Officer ("Media Day"), 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 4,000 (four 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 5-star 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 four 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 FWCM 2016, including internet. These rights can be transferred to the organizer upon agreement.

12.2 No proposed sponsor for the FWCM 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



WORLD CHAMPIONSHIP MATCH 2016

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: **hostcity2016.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 FWCM 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 1,000,000 (one million) euros, net of any applicable taxes. The prize fund will be divided 60% for the winner and 40% to the loser if the FWCM ends within the 12 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 taxes.

13.3 If the match is played in the country of one of the players, then the opponent shall receive 100,000 (one hundred thousand) euros 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 FWCM, the players shall each receive 200,000 (two hundred 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 FWCM.

14. Other expenses

14.1 The organizer shall pay to FIDE an additional 5% over and above the prize fund, net of any applicable taxes, to receive the commercial rights of the event.

14.2 The organizer shall pay to FIDE an additional 5% 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 FWCM. 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 FWCM 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 FWCM 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.

AGON Ltd is the marketing agency entrusted by FIDE to organize the World Championship Match of the cycle 2014-2016. If for any reason the agreement with AGON Ltd is cancelled or not valid, the following procedure will be applied to select the Organiser:

15.1 Any federation that is a member of FIDE or any sponsor may bid for the World Championship Match (FWCM). FIDE shall consult the federation where the sponsor proposes to hold the FWCM. 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) Proposed exact dates of the event in the last quarter of 2016 as per FIDE calendar.
- b) Proposed tournament venue.
- c) Proposed prize fund for the players (minimum 1,000,000 euros & should be offered net of any applicable taxes).
- d) The contribution to FIDE (net of any applicable taxes and not less than 20% of the prize money) as stipulated in Article 13.2 of the Rules & Regulations of the FIDE World Championship Match 2016.
- e) Commitment to cover all financial obligations to FIDE, in accordance with Article 14 of the Rules & Regulations of the FIDE World Championship Match 2016.
- 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 including meals.
- h) A statement that the applicant accepts the regulations of the match without any reservations.
- i) An invitation for at least two 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 FWCM.
- 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 FWCM and the terms of payments.

15.6.2 In the 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 2016; the balance of the Prize Fund and all other financial obligations must be paid before 31 August 2016.

The FIDE bank account details:

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

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 on a square board called a 'chessboard'. The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move. A player is said to 'have the move' when his opponent's move has been 'made'.
- 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 opponent's king, the game is drawn (see Article 5.2 b).

Article 2: The initial position of the pieces on the chessboard

- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- 2.2 At the beginning of the game White has 16 light-coloured pieces (the 'white' pieces); Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king, usually indicated by the symbol		K
A white queen, usually indicated by the symbol		Q
Two white rooks, usually indicated by the symbol		R
Two white bishops, usually indicated by the symbol		B
Two white knights, usually indicated by the symbol		N
Eight white pawns, usually indicated by the symbol		
A black king, usually indicated by the symbol		K
A black queen, usually indicated by the symbol		Q
Two black rooks, usually indicated by the symbol		R
Two black bishops, usually indicated by the symbol		B
Two black knights, usually indicated by the symbol		N
Eight black pawns, usually indicated by the symbol		



p Q K B N R

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



2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

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 Articles 3.2 to 3.8.

A piece is considered to attack a square even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

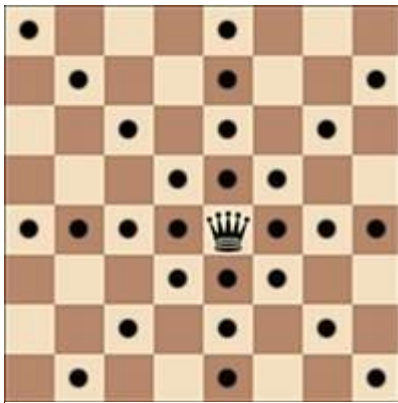
3.2 The bishop may move to any square along a diagonal on which it stands.



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 square immediately in front of it on the same file, provided that this square is unoccupied, 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 that both squares are unoccupied, or
 - c. the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.



- d. A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.



- e. When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'. 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 There are two different ways of moving the king:

- a. by moving to an adjoining square



- b. 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

c.

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 the square occupied by the king 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.
- 3.10
- a. A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.
 - b. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9
 - c. A position is illegal when it cannot have been reached by any series of legal moves.

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"), only 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 touches on the chessboard, with the intention of moving or capturing:
- a. one or more of his own pieces, he must move the first piece touched that can be moved
 - b. one or more of his opponent's pieces, he must capture the first piece touched that 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 that 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. touches his king and a 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 and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- 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 in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

4.6 The act of promotion may be performed in various ways:

1. the pawn does not have to be placed on the square of arrival,
2. removing the pawn and putting the new piece on the square of promotion may occur in any order.

If an opponent's piece stands on the square of promotion, it must be captured.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

- a. 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. 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. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
- c. promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

4.9. If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

Article 5: The completion of the game

- 5.1
- 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 in accordance with Article 3 and Articles 4.2 – 4.7.

- 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 in accordance with Article 3 and Articles 4.2 – 4.7.
 - 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 in accordance with Article 3 and Articles 4.2 – 4.7.
 - c. The game is drawn upon agreement between the two players during the game. This immediately ends the game.
 - d. The game may be drawn if an 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 moves without the movement of any pawn and without any capture (see Article 9.3).

COMPETITION RULES

Article 6: The chessclock

6.1 'Chessclock' means a clock with two time displays, connected to each other in such a way that only one of them can run at 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. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:
 1. the move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c, 9.6a, 9.6b and 9.7), or
 2. the player has made his next move, in case his previous move was not completed.

A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

- b. A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.
- c. The players must handle the chessclock properly. It is forbidden to

press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

- d. Only the player whose clock is running is allowed to adjust the pieces.
 - e. 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. This adjustment of the clock shall not apply to the clock of a player with a disability.
- 6.3
- a. When using a chessclock, each player must complete 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, where applicable. In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.
- 6.4 Immediately after a flag falls, the requirements of Article 6.3 a. must be checked.
- 6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.
- 6.6 At the time determined for the start of the game White's clock is started.
- 6.7
- a. The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.
 - b. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.
- 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 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 that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 6.10
- a. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best

judgement when determining the times to be shown on the replacement chessclock.

- b. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock 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 this occurs in any period of the game except the last period.
- b. the game is drawn if this occurs 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 chessclock.
- b. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
- c. The arbiter shall decide when the game restarts.
- d. If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

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

Article 7: Irregularities

7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.

7.2

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

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

7.4 If a player displaces one or more pieces, he shall re-establish the correct

position in his own time. If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

- 7.5
- a. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position. If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.
 - b. After the action taken under Article 7.5.a, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 7.6 If, during a game, it is found that any piece has been displaced from its correct square the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

Article 8: The recording of the moves

- 8.1
- a. 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 legibly as possible, in the algebraic notation (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 Appendix E.1 a.
 - b. The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.
 - c. 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.
 - d. Both players must record the offer of a draw on the scoresheet with a symbol (=).
 - e. 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. This adjustment of the clock shall not apply to a player with a disability.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organiser of the competition.

- 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 period he is not obliged to meet the requirements of Article 8.1.
- 8.5
- a. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chess clock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
 - b. If only one player has not kept 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 that 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, whose clock was running and the number of moves made/completed, 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 or completed.
- 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. However, if the rules of a competition allow a draw agreement the following shall apply:
 1. A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
 2. The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).
 3. A claim of a draw under Article 9.2 or 9.3 shall be considered to

be an offer of a draw.

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

- a. is about to appear, if he first writes his move, which cannot be changed, 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 are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:

1. at the start of the sequence a pawn could have been captured en passant.
2. a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

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

- a. he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
- b. the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

9.5 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). 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 two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

9.6 If one or both of the following occur(s) then the game is drawn:

- a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
- b. any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

9.7 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 in accordance

with Article 3 and Articles 4.2 – 4.7.

Article 10: Points

10.1 Unless the rules of a competition specify otherwise, 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 ($\frac{1}{2}$).

Article 11: The conduct of the players

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

11.2 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

The playing area is defined as the place where the games of a competition are played.

Only with the permission of the arbiter can

- a. a player leave the playing venue.
- b. the player having the move be allowed to leave the playing area.
- c. A person who is neither a player nor arbiter be allowed access to the playing area.

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

- b. During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty.

The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

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

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

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

11.8 If both players are found guilty according to Article 11.7, the game shall be

declared lost by both players.

- 11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.
- 11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

Article 12: The role of the Arbiter (see Preface)

- 12.1 The arbiter shall see that the Laws of Chess are strictly observed.
- 12.2 The arbiter shall
- a. ensure fair play.
 - b. act in the best interest of the competition.
 - c. ensure that a good playing environment is maintained.
 - d. ensure that the players are not disturbed.
 - e. supervise the progress of the competition.
 - f. take special measures in the interests of disabled players and those who need medical attention.
- 12.3 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.
- 12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.
- 12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.
- 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games are not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.
- 12.9 Options available to the arbiter concerning penalties:
- a. warning
 - b. increasing the remaining time of the opponent
 - c. reducing the remaining time of the offending player
 - d. increasing the points scored in the game by the opponent to the maximum available for that game

- e. reducing the points scored in the game by the offending person
- f. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score)
- g. a fine announced in advance
- h. expulsion from the competition.