

# **Agenda for the RC meeting Antalya 2017**

1. Chairman's remarks and welcome
2. Guidelines for the organisers (appendix 1)
3. Amendments to Laws of Chess proposed by RC (appendix 2)
4. Interpretation of Laws of Chess made with Arbiters' Commission
5. Recommended version of the Competition Rules (this document will be prepared in Antalya and submitted just before the Congress)
6. Questions received
7. Others

# appendix 1

## **FIDE Laws of Chess**

### **Guidelines for the organisers**

#### **Introduction**

Evolution of the FIDE Laws of Chess have given more freedom to the organisers about the regulations of a specific event. The Competition Rules enable organisers to choose options which are the best, in their opinion, for a given tournament. But greater freedom means greater responsibility.

The FIDE Laws of Chess regulates many of the specific rules, but not always. For example, in Rapidplay and Blitz, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules or with some exceptions. Apart of that, is good to remind the player of such important things as the default time and the conditions when a draw can be agreed. If the organisers forget to make these matters clear in advance, it will not be any use making an announcement at the start of a round. Players may not be present and, anyway, do not listen.

To avoid such situations, the FIDE Rules Commission has decided to prepare Guidelines for the Organisers. These are divided in three parts: what must be specified in the regulations of the event; what the RC recommends be specified; and optional rules. The RC strongly recommends to the organisers that their choice should always be exercised in conjunction with the Chief Arbiter.

#### **1. Rules that must be specified in the tournament regulations**

##### **1.1 Using of the Competition Rules in Rapidplay or Blitz**

According to the article A.5/B.5 of the FIDE Laws of Chess, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules (all articles from 6 to the 12 of the FIDE Laws of Chess) or with some exceptions as described in the article A.4/B.4.

##### **1.2 Standard play and Rapidplay without an increment – less than two minutes draw claim**

The regulation of the event shall specify if the game is played according to Guidelines III (Quickplay Finishes), as described in the article III.2.1. If yes, then the regulations of an event shall specify the procedure for the player having the move and less than two minutes left on his clock for a draw claim. There are two options: according to the article III.4 of the FIDE Laws of Chess, an increment extra five seconds be introduced for both players or according to the article III.5 of the FIDE Laws of Chess, a draw claim procedure shall follow. If these matters are not specified, then, for example, king and knight v king and knight can be played on until one flag falls.

#### **2. Rules that are recommended to be specified in the tournament regulations**

##### **2.1 Default time**

According to the article 6.7.1 of the FIDE Laws of Chess, the regulations of an event shall specify a default time. If the default time is not specified, then it is zero.

## **2.2 Draw condition**

According to the article 9.1.1 of the FIDE Laws of Chess, the regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter. If the draw condition is not specified then, according to the article 5.3.2 of the FIDE Laws of Chess, players can offer or agree to a draw when both have made at least one move.

## **2.3 Electronic device**

According to the article 11.3.2.1 of the FIDE Laws of Chess, the regulations of an event may allow to the player to have an electronic device not specifically approved by the arbiter in the playing venue, provided that this device is stored in a player's bag and the device is completely switched off. This bag must be placed as agreed with the arbiter. Neither player is allowed to use this bag without permission of the arbiter. If the above permission is not specified, then it is forbidden to have any electronic device in the playing venue.

## **3. Optional Rules that may be specified in the tournament regulations**

### **3.1 Scoring**

According to the article 10.1 of the FIDE Laws of Chess, the regulations of an event may specify a different scoring system. For example a player who wins his game, or wins by forfeit, scores three points (3), a player who draws his game scores a two points (2), a player who loses his game scores one point (1), a player who loses by default scores zero points (0). If not specified, normal scoring is used (1,  $\frac{1}{2}$ , 0).

### **3.2 Leaving the playing area**

According to Article 11.2.4 of the FIDE Laws of Chess, the regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area. If this is not specified, there is no obligation for the opponent to communicate his intention to leave.

### **3.3 Appeal procedure**

According to the article 11.10 of the FIDE Laws of Chess, the regulations of an event may specify that a player cannot appeal against any decision of the arbiter, if he has signed the scoresheet. If not specified, the player may appeal even after signing the scoresheet. It is strongly recommended that an Appeal Committee should be set up in advance.

### **3.4 Adjourned games – elapsed time before arrival of the players**

According to the article I.11 of the FIDE Laws of Chess, the regulations of an event may specify the procedure regarding elapsed time before arrival of the players. If not specified, then the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, even if both players are not present initially.