

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 are to use this bag without permission of the arbiter. If the above permission is not specified, then 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, ½, 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 Adjudged 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, than 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.

appendix 2

FIDE Laws of Chess

Amendments proposed by RC

7.5.1 An illegal move is completed once the player has pressed his clock. 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.

7.5.2 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.

7.5.3 If the player presses the clock without making a move, it shall be considered as an illegal move.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered as an illegal move.

7.5.5 After the action taken under Article 7.5.1, 7.5.2, **7.5.3 or 7.5.4** 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.

(7.7.1, 7.7.2, 7.8.1 and 7.8.2 – points to be deleted)

A.4.2.1 If the arbiter observes **an action taken under Article 7.5.1, 7.5.2 or 7.5.3, for the first completed illegal move by a player, the arbiter** shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. 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. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.