

06. FIDE Tournament Rules

FIDE Tournament Rules

Approved by the 1986 General Assembly, 1 FIDE 2007 PB Meeting.

Amended by the 1989, 1992, 1993, 1994, 1998, 2006 and 2010 General Assemblies.

Preface

The event shall be played according to the FIDE Laws of Chess. The FIDE Tournament Rules shall be used in conjunction with the Laws of Chess. They apply to all official FIDE competitions. It is recommended they also be applied to all FIDE-rated tournaments, amended where appropriate. The organisers, competitors and arbiters involved in any competition are expected to be acquainted with these regulations before the start of the competition.

In these Rules the words 'he', 'him' and 'his' include 'she' and 'her'.

1. General remark

Where an event has a problem not covered by internal rules, it is recommended these rules be accepted as the definitive regulations.

2. The Chief Organiser (CO)

The federation or administrative body responsible for the organisation of a competition may entrust the technical organisation to an Organiser. He, together with the federation, in consultation with FIDE where appropriate, shall appoint an Organising Committee to be responsible for all financial, technical and organisational matters.

3. Invitation, Registration and Functions

(a) Invitations to a FIDE competition shall be issued as soon as feasible.

(b) The CO must send, through the respective national federations, invitations to all participants qualified for that competition. The invitation letter shall first be approved by the President of FIDE for World competitions and by the Continental President for Continental Championships.

(c) The invitation should be as complete as possible, at the earliest opportunity, stating clearly the expected conditions and giving all details which may be of use to the player. The following should be included in the invitation letter and/or brochure which should also be posted on the FIDE website:

(1) The dates and site of the tournament.

(2) The hotel(s) where the players are to stay (including e-mail, fax and telephone numbers)

- (3) The tournament schedule: dates, times of play and places of: arrival, the opening ceremony, drawing of lots, play, special events, the closing ceremony, departure.
- (4) The rate of play and the kind of clocks to be used in the tournament.
- (5) The pairing system to be used for the event and the tie-break system.
- (6)
 - (a) For official FIDE events the default time shall be the start of the round.
 - (b) For other events whether Article 6.6a or 6.6b of the Laws of Chess applies.
- (7) The specific rules for draw agreements if there is any restriction.
- (8) The financial arrangements: travel expenses; accommodation; duration for which board and lodging shall be provided, or the cost of such accommodation, including that for people accompanying the player; arrangements for meals; start money; pocket money; entry fee; full details of the prize fund, including special prizes; point money; the currency in which money shall be disbursed; tax liability; visas and how to obtain them.
- (9) The means of reaching the playing venue and arrangements for transportation.
- (10) The likely number of participants, the names of players invited and the name of the Chief Arbiter (CA) see Article 7.
- (11) The website of the event, contact details with the organisers including the name of the CO.
- (12) The players' responsibility towards the media, general public, sponsors, government representatives and other similar considerations.
- (13) The date by which a player must give a definite reply to the invitation and where and when he shall report his arrival time.
N.B. In his reply a player may, if he wishes, mention pre-existing medical conditions and special dietary and/or religious requirements
- (14) Security arrangements.
- (15) Special medical considerations such as vaccinations recommended or required in advance.
- (16) Arrangements for: tourism, special events, internet access, etc.

4. Once an invitation has been issued to a player, it must not be withdrawn provided the player accepts the invitation by the reply date. If an event is cancelled or postponed the organisers shall provide compensation.

5. The CO shall guarantee medical treatment and medicines for all participants, official seconds, arbiters and officials of a FIDE competition and shall insure them against accidents

and the need for medical services, including medicine, surgical procedures, etc., but shall have no responsibility where there is a chronic condition. An official doctor shall be appointed for the duration of the competition.

6. Other regulations hereunder may apply also to the role of the CO. He and the CA must work closely together in order to ensure the smooth running of an event.

7. The Chief Arbiter (CA)

(a) The CA of a World competition shall be nominated by the President of FIDE and of a Continent competition by the Continental President, each in consultation with the CO. He shall have the title of International Arbiter classified "A" or "B" and shall have adequate experience of FIDE competitions, FIDE official languages and relevant FIDE regulations.

FIDE and/or the Organising Committee may nominate the arbiters and other staff.

(b) The duties of the CA are as specified by the Laws of Chess, the regulations of the competition and other FIDE Rules. During the event he also has to keep the record of each round, to oversee the proper course of the competition, to ensure order in the playing venue and players' comfort during play, and to supervise the work of the technical staff of the competition. Prior to the start of the competition: he may make additional regulations in consultation with the CO; must check all the conditions for play including the playing venue, playing hall, lighting, heating, air conditioning, ventilation, noise, etc.; secure through the CO all the necessary equipment; ensure a sufficient number of deputies and auxiliary technical staff are engaged. He shall ensure that conditions for the arbiters are satisfactory. Whether all the playing conditions meet the requirements of these FIDE regulations, is his final decision.

(c) At the event's conclusion the CA shall send a report(s) as appropriate.

8. Pairings

(a) The drawing of lots for the first round of a round robin tournament shall be arranged by the CO, if possible, to be open to players, visitors and media. Responsibility for the actual pairings, including drawing of lots, rests with the CA.

(b) The drawing of lots shall take place at least 12 hours (one night) before the start of the first round. All participants should attend the ceremony of drawing of lots. A player who has not arrived on time for the drawing of lots may be included at the discretion of the CA. The first- round pairings shall be announced as soon as possible thereafter.

(c) If a player withdraws, is excluded from a competition after the drawing of lots but before the beginning of the first round, or there are additional entries, then the announced pairings shall remain unaltered. Additional pairings or changes may be made at the discretion of the CA in consultation with the players directly involved, but only if these minimise amendments to pairings which have already been announced.

(d) The pairings for a round robin shall be according to the Berger tables (Annex 1), adjusted where necessary for double-round events.

(e) If the pairings are to be restricted in any way, e.g. players of the same federation, shall, if possible, not meet in the last three rounds; then this shall be communicated to the players as soon as possible, but not later than the start of the first round.

(f) For round robins this restricted drawing of lots may be done by using the Varma tables, reproduced in Annex 2, which can be modified for tournaments of 10 to 24 players

(g) For the pairings of a Swiss-system Tournament the pre-announced pairing system and program shall apply.

9. Preparation of the Playing Hall

(a) Lighting of a standard similar to that used for examinations should be used.

Approximately 800 lumens is satisfactory.

Lighting should not throw shadows or cause pinpoints of light to be reflected from the pieces.

Beware of direct sunlight, especially if this varies during the game.

(b) If possible the hall should be carpeted. If this is impossible, it may be necessary to request players not to wear hard-soled shoes.

(c) The toilet facilities should be inspected very carefully.

(d) 4.5 square metres should be available for each player in a high-level event. For lower levels 2 square metres may be adequate.

Games should not be placed too close to doors.

There should be a minimum of 2.5 metres between rows of players. It is best not to have long, unbroken rows. Where possible players should play on individual tables.

(e) The size of a chess table should have a minimum length of twice the length of the chessboard and a width of 15 – 20 cm more than the chessboard. The recommended size of the table is 100/120 x 80/83 cm. The height of a table should be 74 cm and the chairs should be comfortable for the players. Special regard must be given for children's events. Any noise when moving the chairs must be avoided.

(f) The conditions for both players in a game must be identical. If possible the condition for all the players should be identical.

10. Chess equipment

(a) For World or Continental Championships wooden boards shall be used where possible. For other FIDE registered tournaments boards made of wood, plastic or card are recommended.

In all cases boards should be rigid. The board may also be of stone or marble with appropriate light and dark colours, provided the Chief Arbiter finds it acceptable. Natural wood with sufficient contrast, such as birch, maple or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny. Combination of colours such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the chess squares in addition to natural colours.

Referring to 2.2 the size of a square should be twice the diameter of a pawn's base. It is recommended that a side of the square should measure 5.5 cm. A comfortable table of

suitable height may be fitted in with a chessboard. If the table and the board are separate from one another,

(b) If mechanical chess clocks are used, they should have a device signalling precisely when the hour hand indicates full hours. They should have the "flag" fixed so that its fall can be clearly seen, helping the arbiters and players to check time. The clock should not shine as that may make it difficult to see. It should run as silently as possible in order not to disturb the players during play.

(c) If electronic chess clocks are used, they must function in full accordance with the FIDE Laws.

(1) The display at all times should show the time available to complete a player's next move.

(2) The displays must be legible from a distance of at least 3 metres.

(3) From a distance of at least 10 metres a player must have a clearly visible indication which clock is running.

(4) In case of passing a time control, a sign on the display must give clear signal which player passed the time limit first.

(5) For battery powered clocks, a low-battery indication is required.

(6) In case of a low-battery indication the clock must continue to function flawlessly for at least 10 hours.

(7) Special attention should be given to the correct announcement of passing time controls.

(8) In case of accumulative or delay timing systems, the clock should not add any additional time if a player passed the last time control.

(9) In case of time penalties it must be possible that time and move counter corrections are executed by an arbiter within 60 seconds.

(10) It must be impossible to erase or change the data in display with a simple manipulation.

(11) Clocks must contain a short user manual on the clock. Electronic chess clocks used for FIDE events must be endorsed by FIDE Technical Commission.

(d) The same type of clocks should be used throughout the tournament.

11. The play

(a) All games must be played in the playing area at the times specified in advance by the organisers, unless otherwise decided by the CA.

(b) A separate area outside the playing area must be provided where smoking is permitted. This should be easily accessible from the playing hall. If local ordinances totally prohibit smoking on the premises, the players and officials must be provided with easy access to the outside.

(c) If mechanical clocks are used, they shall be set so that each unit registers six o'clock at

the first time control.

(d) For FIDE events with more than 30 participants, a large digital countdown must be installed in the playing hall. For FIDE events with less than 30 players an announcement by microphone must be made 5 minutes before the game is due to start and again one minute before the start of the game.

(e) After the finish of the game the arbiter or the players shall place the king(s) in the middle of the board to indicate the result of the game and then set up the pieces.

(f) Where it is clear games have been pre-arranged, the CA shall impose suitable penalties.

(g) A glossary of common relevant terms in several languages should be available to the arbiter.

12. Where not all games are played

(a) If a player has lost one game by default for reasons that are not valid, the player shall be expelled unless the CA decides otherwise.

(b) When a player withdraws or is expelled from a round-robin tournament, the effect shall be as follows:

1. If a player has completed less than 50% of his games, his score remains in the tournament table (for rating and historical purposes), but the points scored by him or against him are not counted in the final standings. The unplayed games of the player are indicated by (-) in the tournament table and those of his opponents by (+). If neither player is present this will be indicated by two (-).

2. If a player has completed at least 50% of his games, his score shall remain in the tournament table and shall be counted in the final standings. The unplayed games of the player are shown as indicated as above.

(c) If a player withdraws from a Swiss-system tournament the points scored by him and by his opponents shall remain in the cross-table for ranking purposes. Only games that are actually played shall be rated.

(d) Articles 12(b) and (c) also apply to team events. Both unplayed matches and unplayed games must be clearly indicated as such.

13. Penalties, appeals

(a) When there is a dispute, the CA or CO as appropriate should make every effort to resolve matters by reconciliation. It is possible that such means fail and the dispute is such that penalties are appropriate, but not specifically defined by the Laws or the regulations. Then the CA or CO shall have discretionary power to impose penalties. He should seek to maintain discipline and offer other solutions which may placate the offended parties.

(b) In all events there shall be an Appeals Committee. The CO shall ensure that the Appeals Committee is elected or appointed before the start of the first round, usually at the drawing of lots. It is recommended the Appeals Committee (AC) consists of a Chairman, at least two

members and two reserve members. The Chairman, the two members and the two reserve members shall, if possible, be from different federations. No member of the AC involved in the dispute shall rule in that dispute. Such a committee should have an odd number of voting members. Members of the Appeals Committee should not be younger than 21 years old.

(c) A player may appeal against any ruling made by the CA or CO or one of their assistants, provided the appeal is accompanied by a fee and submitted in written form not later than the deadline. Both fee and deadline shall be fixed in advance. The decisions of the Appeals Committee shall be final. The fee is returnable if the appeal is successful. It may also be returned if the appeal is unsuccessful but considered reasonable in the view of the committee.

14. TV, filming, photographs

(a) Only noiseless and unobtrusive television cameras are permitted in the playing venue and contiguous areas with the approval of the CO and CA. The CA shall ensure the players are not disturbed or distracted in any way by the presence of TV, video cameras or other equipment.

(b) Only authorised photographers may take photographs in the playing venue. Permission to do so in the playing hall is restricted to the first ten minutes of the first round and the first five minutes of each subsequent round, unless the CA decides otherwise.

15. The conduct of the players

(a) Once a player has formally accepted an invitation, he must play except in cases of force majeure, such as illness or incapacity. Acceptance of another invitation is not considered to be a valid reason for not participating or withdrawing.

(b) All the participants should be dressed in a suitable manner.

(c) A player who does not wish to continue a game and leaves without resigning or notifying the arbiter is discourteous. He may be penalised, at the discretion of the CA, for poor sportsmanship.

(d) A player may speak only as permitted by the Laws of Chess and Tournament Regulations. A player may not speak about his game while it is in progress.

(e) All complaints concerning the behaviour of players or captains must be made to the arbiter. A player is not permitted to complain directly to his opponent.

16. Team Captain's Role in Team Tournaments

(a) The role of a team captain is basically an administrative one during play. Depending on the regulations of the specific competition, the captain shall be required to deliver, at a specific time, a written list naming the players in his team who will participate in each round, communicate to his players their pairing, sign the protocol indicating the results in the match at the end of the play, etc.

(b) Whenever the team captain speaks to one of his players, he should do so only through or in the presence of an arbiter using a language the arbiter can understand.

(c) A captain is entitled to advise the players of his team to make or accept an offer of a draw or to resign a game, unless the regulations of the event stipulate otherwise. He must confine himself only to brief information, based solely on the circumstances pertaining to the match. He may say to a player, "offer a draw", "accept the draw", or "resign the game". For example, if asked by a player whether he should accept an offer of a draw, the captain should answer "yes", "no", or delegate the decision to the player himself. He shall give no information to a player concerning the position on the chess board and/or the clock times, nor consult any other person and/or computer as to the state of the game.

The captain shall abstain from any intervention during play.

(d) Players are subject to the same prohibitions. Even though in a team competition there is a certain team loyalty, which goes beyond a player's individual game, a game of chess is basically a contest between two players. Therefore, a player must have the final say over the conduct of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to accept that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player.

(e) A team captain should encourage his team always to follow both the letter and the spirit of Article 12 of the FIDE Laws of Chess concerning the conduct of the players. Team championships, in particular, should be conducted in the spirit of the highest sportsmanship.

Annex 1: Berger Tables for Round Robin Tournaments

Where there is an odd number of players, the highest number counts as a bye.

3 or 4 players:

Rd 1: 1-4, 2-3. Rd 2: 4-3, 1-2. Rd 3: 2-4, 3-1.

5 or 6 players:

Rd 1: 1-6, 2-5, 3-4. Rd 2: 6-4, 5-3, 1-2. Rd 3: 2-6, 2-6, 3-1, 4-5. Rd 4: 6-5, 1-4, 2-3. Rd 5: 3-6, 4-2, 5-1.

7 or 8 players:

Rd 1: 1-8, 2-7, 3-6, 4-5. Rd 2: 8-5, 6-4, 7-3, 1-2. Rd 3: 2-8, 3-1, 4-7, 5-6. Rd 4: 8-6, 7-5, 1-4, 2-3.

Rd 5: 3-8, 4-2, 5-1, 6-7. Rd 6: 8-7, 1-6, 2-5, 3-4. Rd 7: 4-8, 5-3, 6-2, 7-1.

9 or 10 players:

Rd 1: 1-10, 2-9, 3-8, 4-7, 5-6. Rd 2: 10-6, 7-5, 8-4, 9-3, 1-2. Rd 3: 2-10, 3-1, 4-9, 5-8, 6-7.

Rd 4: 10-7, 8-6, 9-5, 1-4, 2-3. Rd 5: 3-10, 4-2, 5-1, 6-9, 7-8. Rd 6: 10-8, 9-7, 1-6, 2-5, 3-4.

Rd 7: 4-10, 5-3, 6-2, 7-1, 8-9. Rd 8: 10-9, 1-8, 2-7, 3-6, 4-5. Rd 9: 5-10, 6-4, 7-3, 8-2, 9-1.

11 or 12 players:

Rd 1: 1-12, 2-11, 3-10, 4-9, 5-8, 6-7. Rd 2: 12-7, 8-6, 9-5, 10-4, 11-3, 1-2. Rd 3: 2-12, 8-6, 9-5, 10-4, 11-3, 1-2.

Rd 4: 12-8, 9-7, 10-6, 11-5, 1-4, 2-3. Rd 5: 3-12, 4-2, 5-1, 6-11, 7-10, 8-9. Rd 6: 12-9, 10-8, 11-7, 1-6, 2-5, 3-4.

Rd 7: 4-12, 5-3, 6-2, 7-1, 8-11, 9-10. Rd 8: 12-10, 11-9, 1-8, 2-7, 3-6, 4-5. Rd 9: 5-12, 6-4, 7-3, 8-2, 9-1, 10-11.

Rd 10: 12-11, 1-10, 2-9, 3-8, 4-7, 5-6. Rd 11: 6-12, 7-5, 8-4, 9-3, 10-2, 11-1.

13 or 14 players:

Rd 1: 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8. Rd 2: 14-8, 9-7, 10-6, 11-5, 12-4, 13-3, 1-2.

Rd 3: 2-14, 3-1, 4-13, 5-12, 6-11, 7-10, 8-9. Rd 4: 14-9, 10-8, 11-7, 12-6, 13-5, 1-4, 2-3.

Rd 5: 3-14, 4-2, 5-1, 6-13, 7-12, 8-11, 9-10. Rd 6: 14-10, 11-9, 12-8, 13-7, 1-6, 2-5, 3-4.

Rd 7: 4-14, 5-3, 6-2, 7-1, 8-13, 9-12, 10-11. Rd 8: 14-11, 12-10, 13-9, 1-8, 2-7, 3-6, 4-5.

Rd 9: 5-14, 6-4, 7-3, 8-2, 9-1, 10-13, 11-12. Rd 10: 14-12, 13-11, 1-10, 2-9, 3-8, 4-7, 5-6.

Rd 11: 6-14, 7-5, 8-4, 9-3, 10-2, 11-1, 12-13. Rd 12: 14-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.

Rd 13: 7-14, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1.

15 or 16 players:

Rd 1: 1-16, 2-15, 3-14, 4-13, 5-12, 6-11, 7-10, 8-9. Rd 2: 16-9, 10-8, 11-7, 12-6, 13-5, 14-4, 15-3, 1-2.

Rd 3: 2-16, 3-1, 4-15, 5-14, 6-13, 7-12, 8-11, 9-10. Rd 4: 16-10, 11-9, 12-8, 13-7, 14-6, 15-5, 1-4, 2-3.

Rd 5: 3-16, 4-2, 5-1, 6-15, 7-14, 8-13, 9-12, 10-11. Rd 6: 16-11, 12-10, 13-8, 14-8, 15-7, 1-6, 2-5, 3-4.

Rd 7: 4-16, 5-3, 6-2, 7-1, 8-15, 9-14, 10-13, 11-12. Rd 8: 16-12, 13-11, 14-10, 15-9, 1-8, 2-7, 3-6, 4-5.

Rd 9: 5-16, 6-4, 7-3, 8-2, 9-1, 10-15, 11-14, 12-13. Rd 10: 16-13, 15-11, 14-12, 1-10, 2-9, 3-8, 4-7, 5-6.

Rd 11: 6-16, 7-5, 8-4, 9-3, 10-2, 11-1, 12-15, 13-14. Rd 12: 16-14, 15-13, 1-12, 2-11, 3-10, 4-9, 5-8, 6-7.

Rd 13: 7-16, 8-6, 9-5, 10-4, 11-3, 12-2, 13-1, 14-15. Rd 14: 16-15, 1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8.

Rd 15: 8-16, 9-7, 10-6, 11-5, 12-4, 13-3, 14-2, 15-1.

For a Double Round Tournament, it is recommended the order be reversed of the last two rounds of the first cycle. This is to avoid 3 consecutive games with the same colour.

Annex 2: Varma Tables

Directions for "restricted" drawing of tournament numbers:

1. The arbiter should prepare beforehand, unmarked envelopes each containing the numbers indicated in point 5. The envelopes containing a group of numbers are then placed in unmarked larger envelopes.

2. The order in which players draw lots is listed beforehand as follows: The players from the federation with the greatest number of representatives shall draw first. Where two or more federations have the same number of representatives, precedence is determined by the

alphabetical order of the FIDE country code. Among players of the same federation, precedence is determined by the alphabetical order of their names

3. For example, the first player of the federation with the largest number of players shall choose one of the large envelopes containing at least enough numbers for his contingent, and then draw one of the numbers from this envelope. The other players from the same contingent shall also draw their numbers from the same envelope. The numbers that remain are available for use by other players.

4. The players of the next contingent then draw lots, and the procedure is followed until all players have drawn their numbers.

5. The following Varma Table can be used for 10 to 24 players.

- 9/10 players A: (3, 4, 8); B: (5, 7, 9); C: (1, 6); D: (2, 10)
- 11/12 players A: (4, 5, 9, 10); B: (1, 2, 7); C: (6, 8, 12); D: (3, 11)
- 13/14 players A: (4, 5, 6, 11, 12); B: (1, 2, 8, 9); C: (7, 10, 13); D: (3, 14)
- 15/16 players A: (5, 6, 7, 12, 13, 14); B: (1, 2, 3, 9, 10); C: (8, 11, 15); D: (4, 16)
- 17/18 players A: (5, 6, 7, 8, 14, 15, 16); B: (1, 2, 3, 10, 11, 12); C: (9, 13, 17); D: (4, 18)
- 19/20 players A: (6, 7, 8, 9, 15, 16, 17, 18); B: (1, 2, 3, 11, 12, 13, 14); C: (5, 10, 19); D: (4, 20)
- 21/22 players A: (6, 7, 8, 9, 10, 17, 18, 19, 20); B: (1, 2, 3, 4, 12, 13, 14, 15); C: (11, 16, 21); D: (5, 22)
- 23/24 players A: (6, 7, 8, 9, 10, 11, 19, 20, 21, 22); B: (1, 2, 3, 4, 13, 14, 15, 16, 17); C: (12, 18, 23); D: (5, 24)