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FIDE Arbiters'  
*Magazine*

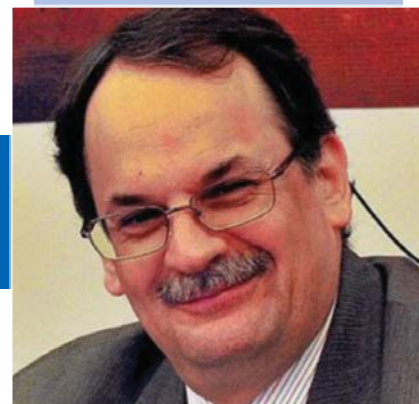


World Chess Federation  
FIDE Arbiters' Commission

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## Introduction from FIDE Arbiters' Commission Chairman



Dear friends,

The FIDE Arbiters' Commission has the pleasure to publish the fifth issue of the Arbiters' Magazine.

We continue our effort to provide Arbiters all over the world with necessary knowledge and information coming from real incidents that happened during recent tournaments and thus making Arbiters better in exercising their duties.

In this issue we are pleased to cooperate with the FIDE Rules Commission and the FIDE Qualification Commission.

We would like to thank very much IA Ashot Vardapetyan and IA Tomasz Deluga, Chairman and Secretary respectively of the FIDE Rules Commission and IA Werner Stubenvoll, Chairman of the FIDE Qualification Commission, for their contribution and their inputs.

Of course many thanks belong to the Secretary of the FIDE Arbiters' Commission IA Aris Marghetis, who was responsible for this 5th issue of the Arbiters' Magazine, as he was for all the previous issues.

We would like again to invite the Arbiters, the players, the Officials and all chess people to send us their comments, opinions, ideas, and cases that have come to their knowledge and are worth publishing in the Arbiters' Magazine.

Athens, 1st September 2017  
Takis Nikolopoulos  
Chairman  
FIDE Arbiters' Commission

**Contributed by: IA Ashot Vardapetyan, Chairman,  
FIDE Rules Commission; and IA Tomasz Delega, Secretary,  
FIDE Rules Commission.**

old law	new law
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.	4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”). 4.2.2 <b>Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.</b>
4.3.3 one 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	4.3.3 one <b>or more pieces</b> of each colour, he must capture the <b>first touched</b> opponent’s piece with his <b>first touched</b> 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.
5.2.3 The game is drawn upon agreement between the two players during the game. This immediately ends the game.	5.2.3 The game is drawn upon agreement between the two players during the game, <b>provided both players have made at least one move</b> . This immediately ends the game.
5.3.1 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).  5.3.2 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).	Deleted – see 9.2 i 9.3
6.7.1 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.	6.7.1 The <b>regulations of an event</b> shall specify a default time in advance. <b>If the default time is not specified, then it is zero</b> . Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.
6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:  6.11.1.1 the game shall continue if this occurs in any period of the game except the last period.  6.11.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.	Moved to the Guidelines III – see III.3.1, III.3.1.1 and III.3.1.2
7.3 If a game has <b>begun</b> with colours reversed then <b>it shall continue, unless the arbiter rules otherwise</b> .	7.3 If a game has <b>started</b> with colours reversed then, <b>if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.</b>

old law	new law
7.5.1 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.	7.5.1 <b>An illegal move is completed once the player has pressed his clock.</b> 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.
New	7.7.1 <b>If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.</b> 7.7.2 <b>For the first violation of the rule 7.7.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.7.1 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.</b>
New	7.8.1 <b>If the player presses the clock without making a move, it shall be considered as an illegal move.</b> 7.8.2 <b>For the first violation of the rule 7.8.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 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.</b>
9.1.1 The <b>rules of a competition</b> 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.	9.1.1 The <b>regulations of an event</b> may specify that players cannot <b>offer or</b> agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
9.2.2.2 a king <b>or rook</b> had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.	9.2.2.2 a king had castling rights <b>with a rook that has not been moved</b> , but forfeited these after moving. The castling rights are lost only after the king or rook is moved.
9.6.1 the same position has appeared, as in 9.2.2 <b>for at least five consecutive alternate moves by each player.</b>	9.6.1 the same position has appeared, as in 9.2.2 at least five <b>times.</b>
9.6.2 any <b>consecutive</b> 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.	9.6.2 any series of <b>at least</b> 75 moves have been made 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.	Deleted – see 5.2.2

old law	new law
New	<b>10.2</b> The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.
New	<b>11.2.4</b> 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.
11.3.2 During play, a player is forbidden to have a <b>mobile phone and/or other electronic means of communication</b> 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.	11.3.2.1 During a game, a player is forbidden to have <b>any electronic device not specifically approved by the arbiter in the playing venue. However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.</b> 11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. <b>The regulations of an event</b> may specify a different, less severe, penalty.
11.3.3 The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or 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.	11.3.3 The arbiter may require the player to allow his clothes, bags, other items or body to be inspected, in private. The arbiter or 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.
11.3.4 Smoking is permitted only in the section of the venue designated by the arbiter.	11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.
New	<b>11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.</b>
New	<b>11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.</b>
12.1 The arbiter shall see that the Laws of Chess are <b>strictly</b> observed.	12.1 The arbiter shall see that the Laws of Chess are observed.
New	<b>12.2.7 follow the Anti-Cheating Rules or Guidelines</b>
New	<b>12.9.8 exclusion from one or more rounds,</b>
A.2 Players do not need to record the moves,	A.2 Players do not need to record the moves, <b>but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.</b>
New	<b>A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.</b>

old law	new law
<p>A.4.2 <b>An illegal move is completed once the player has pressed his clock.</b> If the arbiter observes this, he 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.</p>	<p>A.4.2 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.</p>
<p>A.4.3 To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.</p>	<p>A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.</p>
<p>New</p>	<p><b>A.4.5 The arbiter can also call a flag fall, if he observes it.</b></p>
<p>New</p>	<p><b>B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.</b></p>
<p>B.4 Otherwise, play shall be governed by the <b>Rapid-play</b> Laws as in Article A.4.</p>	<p>B.4 Otherwise, play shall be governed by the <b>Rapid</b> chess Laws as in Article <b>A.2 and</b> A.4.</p>
<p>C.8 Each move of a piece is indicated by a) the abbreviation of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.</p>	<p>C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no <b>need for a</b> hyphen between <b>name</b> and <b>square</b>. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5. <b>A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.</b></p>
<p>D.2.6.1 A specially constructed chessclock for the <b>visually disabled shall be admissible. It shall incorporate the following features:</b> D.2.6.1.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and D.2.6.1.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.</p>	<p>D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. <b>It should be able to announce the time and number of moves to the visually disabled player.</b> D.6.2.2 <b>Alternatively an analogue clock with the following features may be considered:</b> D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and D.2.6.2.2 a flag which can be easily felt; care should be</p>

old law	new law
<p>D.2.6.1.3 <b>optionally, a means of announcing audibly to the visually disabled player the number of moves.</b></p>	<p>taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.</p>
<p>D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2.</p>	<p>D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. <b>An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.</b></p>
<p>III.2 <b>Before the start of an event it shall be announced whether this Appendix shall apply or not.</b></p>	<p>III.2.1 <b>The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.</b></p>
<p>New here, moved from 6.11.1, 6.11.1.1 and 6.11.1.2</p>	<p>III.3.1 <b>If both flags have fallen and it is impossible to establish which flag fell first then:</b>                      III.3.1.1 <b>the game shall continue if this occurs in any period of the game except the last period.</b>                      III.3.1.2 <b>the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.</b></p>
<p>III.4 If the player having the move has less than two minutes left on his clock, he may request that <b>a time delay or cumulative time of an</b> extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.</p>	<p>III.4 If the player having the move has less than two minutes left on his clock, he may request that <b>an increment</b> extra five seconds be introduced for both players. This constitutes the offer of a draw. <b>If the offer</b> refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.</p>



## **Article 2 – Interpretations: Laws of Chess: 1 July 2017**

In preparation for the new Laws of Chess valid from 1st July 2017, the FIDE Arbiters' Commission organized an online conference in cooperation with the FIDE Rules Commission. This conference was held 14th June 2017, and included very experienced International Arbiters, especially from these two commissions.

The intent of this special conference was to confirm the proper interpretations and clarifications of changes to the new Laws of Chess valid from 1st July 2017.

The FIDE Arbiters' Commission and the FIDE Rules Commission agreed that:

- 1) By the new laws of Chess four (4) illegal moves are now in effect, according to the articles: 7.5.1, 7.5.2, 7.7.1 and 7.8.1.
- 2) In Standard chess the player is forfeited in case he completes two (2) of ANY of the above illegal moves.
- 3) However when there are two (2) illegal moves in one move (i.e. illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited at once (in Standard chess).
- 4) The capturing of the King is illegal move and is penalized accordingly.
- 5) In Rapid and Blitz games the Arbiter SHALL CALL the flag fall, if he observes it.
- 6) In case that the indications are 0.00 in both clocks and electronic clocks are used, the Arbiter has always the possibility to establish which flag fell first, with the help of the "-" indication. Therefore there is always a winner. In case mechanical clocks are used, then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes shall be applied.
- 7) In case a game with reversed colors will end by normal means (by checkmate, stalemate, resignation or draw agreement, if allowed), before ten (10) moves will be played, then the result stands.
- 8) In case that a player presses the clock without making a move, as mentioned in the article 6.2.4, it is considered as an illegal move and it is penalized according to the article 7.5.3. and not according to the article 12.9
- 9) If a player makes a move with one hand and presses the clock with the other, it is not considered as an illegal move and it is penalized according to the article 12.9
- 10) In Rapid and Blitz games, where an Arbiter records the moves, if the player asks the Arbiter to see the score sheet, the clock should not be stopped.

**IA Takis Nikolopoulos**  
Chairman  
FIDE Arbiters' Commission

**IA Ashot Vardapetyan**  
Chairman  
FIDE Rules Commission

## Article 3 - Changes: FIDE Title Regulations: 1 July 2017

Contributed by: IA Werner Stubenvoll,  
Chairman, FIDE Qualification Commission

old regulation	new regulation																
New	0.45 In case it is found after a title has been awarded that the player was in breach of the Anti-Cheating Regulations in one or more of the tournaments on which the title application was based, then the title may be removed by the Qualification Commission. The federation of this player may appeal this decision to FIDE Presidential Board within 30 days after they had been informed in writing.																
New, then renumber	0.62 For a direct title to be awarded immediately an applicant has to have achieved at some time or other a minimum rating as follows: <table style="margin-left: 40px; border: none;"> <tr> <td>GM</td> <td>2300</td> <td>WGM</td> <td>2100</td> </tr> <tr> <td>IM</td> <td>2200</td> <td>WIM</td> <td>2000</td> </tr> <tr> <td>FM</td> <td>2100</td> <td>WFM</td> <td>1900</td> </tr> <tr> <td>CM</td> <td>2000</td> <td>WCM</td> <td>1800</td> </tr> </table> If an applicant is rated lower the title is awarded conditionally and will be awarded finally on request by the respective federation as soon as the minimum rating is achieved. Any player with a conditional title may take a lower title when they reach the required rating for that lower title.	GM	2300	WGM	2100	IM	2200	WIM	2000	FM	2100	WFM	1900	CM	2000	WCM	1800
GM	2300	WGM	2100														
IM	2200	WIM	2000														
FM	2100	WFM	1900														
CM	2000	WCM	1800														
1.13 No more than 2 rounds shall be played on any one day. Without increment the minimum time is 2 hours for the first 40 moves followed by 30 minutes for the rest of the game. With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the entire game, apart from the increment.	1.13 No more than 2 rounds shall be played on any one day. With an increment of a minimum of 30 seconds for each move, the minimum time is 90 minutes for the entire game for each player, apart from the increment. Without an increment the minimum playing time is 2 hours for each player. From 1 July 2021 games played without an increment of at least 30 seconds per move are not valid for titles or title norms, except in the case of disabled players.																
1.17 No arbiter may play in a title tournament even just as a filler.	1.17 No appointed arbiter may play in a title tournament even just as a filler.																
1.23 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or three of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight. The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.  1.23a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 3 federations) in 1.22 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided	1.23 For continental, sub-continental or approved competitions of FIDE International Affiliates, a title or result can be achieved if at least one third or five of the appropriate member federations – whichever is lower – participate in the event. The minimum number of participants in the event is eight. The World Championships (including U20) of the IBCA, ICSC and IPCA are exempted from this rule.  1.23a If groups are combined to make a bigger group, then the requirements (at least 8 participants from at least 5 federations) in 1.23 shall apply to this merged group. Titles can be awarded to the best player(s) of the subgroups, provided																

old regulation	new regulation
<p>the subgroup has at least 5 participants from at least 2 federations and the player scores a minimum of 50% in a minimum of 9 games.</p> <p>1.23b For Olympiad, a title norm counts as 20 games; a title performance counts as 13 games.</p>	<p>the subgroup has at least 5 participants from at least 3 federations and the player scores a minimum of 50% in a minimum of 9 games.</p>
<p>1.24 Terms used in Tables 1.24a and 1.24b: Gold – first after tiebreak; 1st equal – best 3 players after tiebreak; norm – 9 games (unless otherwise specified); Sub-Continental – include Zonals, Subzonals, Arab, ASEAN and regional youth/school events; Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles</p>	<p>1.24 Terms used in Tables 1.24a and 1.24b:  Gold = first after tiebreak;  1st equal = best 3 players after tiebreak;  norm = 9 games (unless otherwise specified);  Continental and Regional = Continental and a maximum 3 regional events per continent, and include Arab Youth  Sub-Continental - include Zonals, Sub-zonals and Arab adult.  Zonals and Sub-zonals are accepted for direct titles only if they establish qualifiers to World Cup or World Championship.  Each continent is allowed to designate a maximum of 3 regional youth/school events for direct titles. The Continent must inform QC of the composition of these regions before the beginning of each year.</p>
<p>1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a):</p> <p>1.31 FIDE Master <math>\geq 2300</math></p> <p>1.32 Candidate Master <math>\geq 2200</math></p> <p>1.33 Woman FIDE Master <math>\geq 2100</math></p> <p>1.34 Woman Candidate Master <math>\geq 2000</math></p>	<p>1.3 Titles may be gained by achieving a published or interim rating at some time or other (see 1.53a) having at that time played at least 30 rated games</p> <p>1.31 FIDE Master <math>\geq 2300</math></p> <p>1.32 Candidate Master <math>\geq 2200</math></p> <p>1.33 Women FIDE Master <math>\geq 2100</math></p> <p>1.34 Women Candidate Master <math>\geq 2000</math></p>
<p>1.43a The final stage of the national men's (or open) championship and also the national women's championship. In the year when the Subzonal tournament of a single federation is held, then the national championship is not exempt for that federation.</p> <p>1.43b National team championships.</p>	<p>1.43a The final stage of the national men's (or open) championship and also national women's championships. In the year when the Subzonal tournament of a single federation is held, then the national championship is not exempt for that federation. This exemption applies only to players from the federation which registers the event.</p> <p>1.43b National team championships. This exemption applies only to players from the federation which registers the event. Results from different divisions may not be combined.</p>
<p>2.3 There is a 60-day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement.</p> <p>Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.</p>	<p>2.3 There is a 30 day deadline in order for the applications to be considered properly. There is a 50% surcharge for applications to be considered in a shorter time-scale than this. Exception: the surcharge may be waived, if the last norm was achieved so late that the time limit could not be observed.</p> <p>Those arriving during the Presidential Board, Executive Board or General Assembly shall be charged a 100% supplement, with no exception.</p>

## Changes: Table for Direct Titles: 1 July 2017

old regulation	new regulation
<p>Continental &amp; Regional = Continental &amp; maximum 3 regional events per continent.</p> <p>Sub-Continental Individual = include Arab, Zonals &amp; Sub-zonals (to establish qualifiers to World Cup or World Championship)</p>	<p><b>Continental &amp; Regional = Continental &amp; maximum 3 regional events per continent, including Arab Youth</b></p> <p><b>Sub-Continental Individual = include Zonals &amp; Sub-zonals (if they establish qualifiers to World Cup or World Championship – see 1.24), Arab adult</b></p> <p><b>Titles may be awarded conditional upon rating – see 0.62</b></p>
<p>Tables 1.24a &amp; 1.24b Event=Olympiad columns WGM and WIM</p>	<p>Delete</p>



**Article 4 - Changes: FIDE Rating Regulations: 1 July 2017**

Contributed by: IA Werner Stubenvoll,  
Chairman, FIDE Qualification Commission

old regulation	new regulation
<p>1.1 For a game to be rated, each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves. Where at least one of the players in the tournament has a rating 2200 or higher, each player must have a minimum of 120 minutes. Where at least one of the players in the tournament has a rating 1600 or higher, each player must have a minimum of 90 minutes. Where all the players in the tournament are rated below 1600, each player must have a minimum of 60 minutes.</p> <p>1.2 Games played with all the moves at a rate faster than the above are excluded from the list.</p> <p>1.3 Where a certain number of moves is specified in the first time control, it shall be 40 moves.</p>	<p>1.1 For a game to be rated each player must have the following minimum periods in which to complete all the moves, assuming the game lasts 60 moves. Where at least one of the players in the game has a rating 2200 or higher, each player must have a minimum of 120 minutes. Where at least one of the players in the game has a rating 1600 or higher, each player must have a minimum of 90 minutes. Where both of the players in the game are rated below 1600, each player must have a minimum of 60 minutes.</p> <p>1.2 Where a certain number of moves is specified in the first time control, it shall be 40 moves.</p> <p>1.3 For a game to be rated on the Rapid list, each player must have more than ten minutes but less than sixty minutes.</p> <p>1.4 For a game to be rated on the Blitz list, each player must have at least five but no more than ten minutes.</p>
<p>8.56 K is the development coefficient. K = 40 for a player new to the rating list until he has completed events with at least 30 games K = 20 as long as a player's rating remains under 2400. K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400. K = 40 for all players until their 18th birthday, as long as their rating remains under 2300.</p>	<p>8.56 K is the development coefficient. K = 40 for a player new to the rating list until he has completed events with at least 30 games. K = 20 as long as a player's rating remains under 2400. K = 10 once a player's published rating has reached 2400 and remains at that level subsequently, even if the rating drops below 2400. K = 40 for all players until their 18th birthday, as long as their rating remains under 2300. If the number of games ( n ) for a player on any list for a rating period multiplied by K (as defined above) exceeds 700, then K shall be the largest whole number such that K x n does not exceed 700.</p>

## **Case A – Promotion with Two Hands**

This case is based on the Anand-Kramnik blitz game from Leuven Belgium 2017.

This is a good example of where the new Laws of Chess would apply differently.

**Please note that the new Laws of Chess apply only to competitions starting on or after 1st July 2017**

**This is because a tournament must maintain consistent regulations for all rounds. Otherwise, some situations might become unfair.**

In Leuven Belgium on July 1st (but the competition had started BEFORE July 1st), Viswanathan Anand and Vladimir Kramnik played a blitz game. Near the end of the game, Anand used both hands to promote one of his pawns, and then the players quickly agreed to a draw. Even though video confirms this sequence, there was no arbiter watching the game at the time of this sequence of events.

Please note under the old Laws of Chess (according to which the game was played), that Anand could have been warned, per old law 4.1 :

**Each move must be made with one hand only.**

and perhaps been penalized by adding 1 minute (blitz time) to Kramnik's clock, per old Law 12.9.b:

**Options available to the arbiter concerning penalties:**  
**b. increasing the remaining time of the opponent**

However, under the new Laws of Chess, Anand could have been declared lost, per new Law 7.7.1 :

**If a player uses two hands to make a single move  
(in case of castling, capturing or promotion),  
it shall be considered as an illegal move.**

And as there were only 2 arbiters covering 5 blitz games, therefore the rules of Appendix A apply: an arbiter observing an illegal move SHALL declare the game lost by the player (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).

## **Case B – Promotion to Inverted Rook**

This occurred during a Sambuev-Noritsyn blitz game from Canadian Zonal 2017.

Sometimes players will unintentionally hold one or more captured pieces in their free hand. Bator Sambuev did so in this game, including holding the Black Queen after capturing it in the middlegame, until this endgame position:



Note that Bator Sambuev is probably unintentionally holding multiple captured Black pieces at this point. Also note in the above position, that there are THREE pawns (a7 for White, d2 & h2 for Black) that could be promoted on their next move. However, neither the arbiters nor the organizers had provided extra queens for this board. Whereas doing so is not mandatory, it is a good practice, in order to avoid problems like what happened.

Noritsyn now wanted to play 50. ... d1=Q, but he was running very low in time, and couldn't readily find a Black Queen. Therefore Noritsyn "promoted" his pawn on d2 to an inverted (upside down) Rook on d1, announcing it as a Queen.



The arbiter correctly stopped the clock, and declared the inverted rook to be a rook. This is consistent with Laws of Chess 4.4 (and with the Arbiters' Manual):

**If a player having the move ... promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.**

Inverted rook does not exist as a separated piece and therefore it is a rook!

It seemed unfortunate that Noritsyn was under such tremendous pressure, but his solution in that situation would have been to stop the clock immediately and ask the arbiter for a Black Queen. This is allowed within Article 6.11.2 of the Laws of Chess:

**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.**

**Nevertheless, in case of upcoming promotions in the game and especially if there is a time trouble, it is better for the Arbiters to take care and bring in advance on the table additional pieces, in order to be available for the players.**



**World Chess Federation  
FIDE Arbiters' Commission**

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