

Competition Rules and Regulations

Introduction:

Evolution of the FIDE Laws of Chess has 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 regulate many of the specific rules, but not always. For example, in Rapid chess 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. A part 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, ChessEntriesforAll.com has decided to take the FIDE Rules Commission advice to prepare Guidelines for our competitions. 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. Default Time

A player will default the game if their clock runs out of time. This is in accordance with article 6.7.1 of the FIDE Laws of Chess.

If a player's opponent does not turn up, they must either:

- i. If the player is white, start the clock, make their move, and press their clock.
- ii. If the player is black, start the clock.

Then the player must wait at their board, in their seat for their opponent's time to run out. Once the opponent's time has run out the player should raise their hand to call the arbiter/section controller to inform them of their win by default.

Please note, nobody will be repaired.

1.2. Competition Rules

We will follow the FIDE Laws of Chess for Rapid play games (all articles from 6 to the 12 of the FIDE Laws of Chess) with one exception regarding illegal moves found in part 3 lower down this document:

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

2.1. Draw Condition

Players cannot offer a draw until at least 25 moves have been made. If players have not been recording their moves on the supplied scoresheets and therefore cannot prove they have made 25 moves, then they must seek an arbiter/ controller's agreement first. This is in accordance with article 9.1.1 of the FIDE Laws of Chess.

2.2. 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. Our scoring system is:

- a. A player who wins their game, has a bye or wins by default scores 1 point.
- b. A player who draws their game scores half a point.
- c. A player who loses their game, misses a round by absence, resigns, knocks the pieces over in a deliberate act so much that they cannot be reset or loses by default scores zero points.

3.2. Leaving the Playing Area

We will operate this 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. Therefore, any player that wishes to leave the playing hall must report this to the arbiter/ section controller first. Please note that when the game has either ended whether it be a draw, win, loss, default win all players must do the following:

- i. Report the result of the game to their arbiter/ section controller.
- ii. Check the result has been recorded correctly on the pairing sheet.
- iii. Reset the pieces for the next round.
- iv. Reset the clock (if they know how to and not worry if they do not).
- v. Leave the playing hall and find their parent/ guardian.

3.3. Appeal Procedure

If a player wishes to appeal the arbiter/ section controllers' decision, they must do so immediately without playing any more moves. They may ask to speak to the Chief Arbiter whose decision will be final.

3.4. Illegal Moves

According to Article 4.2 of the FIDE Laws of Chess, if the arbiter/ section controller observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, they shall act according to Article 7.5.5 with the exception of declaring the game lost by the player that completed their second illegal move when the arbiter/ section controller shall give another two minutes of extra time to their opponent and declare the game lost by the player when they complete a third illegal move, provided the opponent has not made their next move. If the arbiter/ controller does not intervene, the opponent is entitled to claim, provided the opponent has not made their next move in which case they should pause the clocks, raise their hand, and wait for the arbiter/ section controller. If the opponent does not claim and the arbiter/ section controller does not intervene, the illegal move shall stand, and the game shall continue. Once the opponent has made their next move, an illegal move cannot be corrected unless this is agreed by both the players without intervention of the arbiter/ section controller.

3.5. Clocks

Digital clocks will be used on all boards in all sections with increments (the amount of time added after each move made) at a time control rate of: All moves in 25 minutes plus 10 second increments per move per player.