

FIDE Arbiters' Magazine



FIDE

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Introduction



Introduction from FIDE Arbiters' Commission Chairman

Dear friends,

The FIDE Arbiters' Commission has the pleasure to publish the 6th 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 with the FIDE Systems of Pairings and Programs Commission. We would like to thank very much for their contributions and inputs:

- IA Ashot Vardapetyan and IA Tomasz Delega, Chairman and Secretary respectively, of the FIDE Rules Commission
- IA Roberto Ricca, Secretary of the FIDE Systems of Pairings and Programs Commission
- IA Stewart Reuben, Councillor of the FIDE Rules Commission

Of course many thanks belong to the Secretary of the FIDE Arbiters' Commission IA Aris Marghetis, who was responsible for this 6th issue of the Arbiters' Magazine, as he was for all the previous issues.

We would like once more 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 February 2018

Takis Nikolopoulos

Chairman, FIDE Arbiters' Commission

Article 1

Amended Laws of Chess – effective from 1 January 2018

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

"2017 Laws of Chess were agreed at the Rules Commission Meeting during the 2016 FIDE Congress in Baku, but then was changed by the 2017 FIDE Presidential Board in Athens. After publication, the Rules Commission (RC) as well as the Arbiters' Commission (ARB) received a lot of questions regarding interpretation of particular articles. RC has decided to propose a small amendments to the 2017 FIDE Laws of Chess, for approval of the 2017 FIDE Executive Board. The draft of the RC proposal was published in the Congress Book and on the RC web-site (see appendix 2 in the Congress Book). After publication RC has received again many question and remarks. That is why during the 2017 RC Councillors' Meeting, held in Antalya just before FIDE Congress, the Chairman proposed to use the same regulation regarding an illegal move for standard, rapid and blitz games. The new proposal for the RC Meeting was prepared. After discussion and wording corrections, the proposal was accepted during RC Meeting and then approved by 2017 FIDE Executive Board in Antalya (decision EB-2017/26 - to approve the proposed changes to the Laws of Chess). It means, that the same regulation regarding an illegal move for standard, rapid and blitz games are valid from 1 January 2018."

- 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 and penalized as if 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 and penalized as if 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 ir-

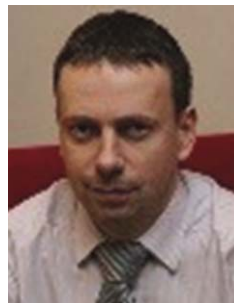
regularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

Deleted Articles: 7.7.1, 7.7.2, 7.8.1, 7.8.2

- A.4.2 If the arbiter observes **an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4**, he shall act according to Article 7.5.5, 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.
- 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.
- A.4.5 The arbiter can **shall** also call a flag fall, if he observes it.



IA Ashot Vardapetyan
Chairman
FIDE Rules Commission



IA Tomasz Delega
Secretary
FIDE Rules Commission



Article 2

Amended Swiss System Rules – effective from 1 January 2018

**Contributed by: IA Roberto Ricca,
Secretary, FIDE Systems of Pairings and Programs Commission**

Section C.04.2.A

1. The pairing system used for a FIDE rated Swiss tournament should be one of the published FIDE Swiss Systems.

Accelerated methods are acceptable if they were announced in advance by the organizer and are published in section C.04.5.

2. In derogation of the previous rule, unpublished pairing systems or accelerated methods may be permitted, provided that a detailed written description of their rules:
 - (a) be submitted in advance to the Qualification Commission (QC) and temporarily authorized by them; and
 - (b) be explicitly presented to the participants before the start of the tournament.
3. While reporting a tournament to FIDE, the Arbiter shall declare which official FIDE Swiss system and acceleration method (if any) were used, or provide the temporary authorization(s) given by the QC as per the previous rule.
4. The Swiss Pairing Systems defined by FIDE and not deprecated (see C.04.4) pair the players in an objective, impartial and reproducible way.

In any tournament where such systems are used, different arbiters, or different endorsed software programs, must be able to arrive at identical pairings.

5. It is not allowed to alter the correct pairings in favour of any player.

Where it can be shown that modifications of the original pairings were made to help a player achieve a norm or a direct title, a report may be submitted to the QC to initiate disciplinary measures through the Ethics Commission.

Article C.04.2.B.3

This ranking is used to determine the pairing numbers; the highest one gets #1 etc.

If, for any reason, the data used to determine the rankings were not correct, they can be adjusted at any time. The pairing numbers may be reassigned accordingly to the corrections.



No modification of a pairing number is allowed after the fourth round has been paired.

IA Roberto Ricca, Secretary,
FIDE Systems of Pairings and Programs Commission

Article 3

Rules Commission – Guidelines for the Organisers

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

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. 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 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.

1.2 Using the Competition Rules in Rapid chess 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.

1.3 Standard chess and Rapid chess 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 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 5.2.3 of the FIDE Laws of Chess, players can offer or agree to a draw when both have made at least one move.

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. 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 Adjourned games – elapsed time before arrival of the players

According to the article I.11 of the Guidelines I 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.

Article 4

Pausing Games – Historical Examples

Contributed by: IA Stewart Reuben, Councillor, FIDE Rules Commission

Of course it used to be standard practice to adjourn chess games. They were then played off at an agreed time, possibly later the same day. But this has fallen into disuse, firstly because of the greater strength of computers, but also because society has become more conscious of getting things done in a limited time. What follows is where games have been discontinued, possibly temporarily.

1970 I was playing in a tournament in Yugoslavia. Suddenly there was a power failure and very little could be seen. The games were stopped and people started milling around. Bernard Cafferty was also playing and he told me several people started discussing the games. Play could not continue that day and we left for our hotels. The sets and boards were left set up and play resumed the following day where hostility had ceased. Of course there was no adjournment protocol. Nobody seemed very surprised and perhaps such power cuts were commonplace in Serbia in those days.

1972 I was the organiser/chief arbiter of the London Evening Standard Chess Congress. This was a weekend tournament where 1200 players competed in various sections. I was walking along a corridor and came on a 12 year old boy, sitting on a chair in obvious discomfort. I asked him what was wrong. He told me he had had an asthma attack and the arbiter had moved him to the corridor to recover. Shortly afterwards the arbiter joined us. Following him was the boy's adult opponent who said, 'I have a lost position and am resigning'. So that was that, and the boy started improving immediately.

1978 I was again the organiser/chief arbiter for the Lloyds Bank Masters. GM Rosendo Balinas was playing and he became ill. We moved him away from the playing area. Dr Karl Burger came over and diagnosed a probable anxiety attack. He gave him a paper bag to breathe into. His opponent Danny Kopec came over to me and said, 'I'm not going to resign just because he's unwell.' I told him nobody expected him to. Danny then offered the Philipino GM a draw which was accepted. Balinas accepted and resumed the tournament the following day.

1981 I was the organiser of the British Championships. I have never been an arbiter at that event. I was in the playing area and Dr John Hennigan said about Peter Wells, who is now a GM 'That boy should not be playing chess at this time.' I obtained an adjournment envelope, a sealed move was made and the game adjourned. Jon Speelman asked me what would happen if Peter could not resume. I told them, Jon would win. Neither player questioned the decisions.

1984 we hosted the USSR v Rest of the World Match in London. I was the technical director, Bob Wade the Chief Arbiter and Sophia Gorman (now Rohde) his assistant. The game started peacefully. Then, unexpectedly, a huge man started banging, with a hammer, piles into the ground. Play couldn't continue, so the clocks were stopped temporarily. Bob and I agreed we weren't about to confront this worker. So we sent Sophia to discuss matters with him. Meanwhile I phoned the main sponsor and explained the situation. Working for the day was stopped and, after about 10 minutes, we got the play back under way. It was very early in the session and, as far as I ever knew, there were no discussions about the games in that interval.

1999 I was Chief Arbiter for the World Girls' Under 20 in Armenia and Ashot Vardapatyan was in

charge of the World U20. A Turkish 19 year old man was clearly distressed and he moved away from his game. Ashot consulted me. We discussed the matter with the youngster who said he wanted to continue. We insisted and the game was adjourned. I had brought with me a couple of adjournment envelopes for just such an emergency. It was agreed that, if he was able, the game would continue after four hours. He was seen by a doctor and immediately hospitalised.

In 2010 IA David Sedgwick was in charge downstairs at the Gibraltar Chess Congress. There was a power outage all over that part of Gibraltar. It became much too dark to continue playing. Indeed wandering around would be dangerous. David stopped the clocks and seized the rare opportunity, telling the players to switch on their mobile phones in order for there to be some light.

I was playing in the 4 Nations Chess League in England in 2014. My team had already lost the 8 game match; but I was still playing. I have a defibrillator fitted and I had been told the battery was running down and the unit would shortly need changing. I sat there placidly waiting for my opponent to play in a position where I was clearly much better. Suddenly it was like a bolt of lightning in my head. I jumped up and asked, 'Did you see that?' 'See what?' was the response. I immediately went to the arbiter, Dave Thomas and told him the situation. We agreed I should go to hospital. Had the machine done its usual action and thumped me in the chest, I would have been disconcerted, but not surprised. That is what normally happens with such equipment. Eventually the game was abandoned as a draw. Apparently the machine had become just as confused as me at my symptoms.

The Latin expression for what the arbiter did in 1981, 1999 and 2014 is: "in loco parentis", which means "in the place of a parent (or of a teacher or other adult responsible adult)".

Very occasionally something will crop up when you are an arbiter which is not covered in the rules. Just remember the Preface to the Laws and you won't go far wrong. Also remember:

12.2.6 take special measures in the interests of disabled players and those who need medical attention,



Case A – Move Counting via Scoresheet

This case arose from the Ivanchuk-Kobo second round game at 2017 Gibraltar Masters Tournament

In the second round at 2017 Gibraltar Masters Tournament, GM Vassily Ivanchuk (UKR) was on his way to winning against GM Ori Kobo (ISR). As the players approached the first time control, GM Ivanchuk comfortably completed and recorded what he apparently thought had been his 40th move. But actually it was only his 39th move!

Refer to the score sheet below:

15	000	Kc6	39	Tf7	T6h6	64
16	ec4	lph6	40	Tf7	T6h6	64
17	hph1	g8	41			65
18	kes	g8	42	O-1		66
19	de	ce6	43			67
20	cd5	g7	44			68
21	g3	h6	45			
22	hph2	g7	46			
23	Td2	Td6	47			
24			48			

Note that even though GM Ivanchuk had recorded the moves in the slots for the 40th move, but earlier in the game for the 24th move, he had left that line blank!

Therefore he lost on time!

This is an interesting case because we could ask ourselves if there was anything that the Arbiters could have done to prevent this unfortunate turn of events?!

Arbiters normally avoid disrupting players in any way. When we perform our “time checks”, usually every 30 minutes, by using the time control sheet, we should confirm the number of the moves from the score sheets of both players. Except perhaps during a couple of moves played rapidly, the score-sheets of both players should always match each other.

If an Arbiter had noticed that GM Ivanchuk had missed recording moves in the slots for the 24th move, the Arbiter could have discreetly advised the player.

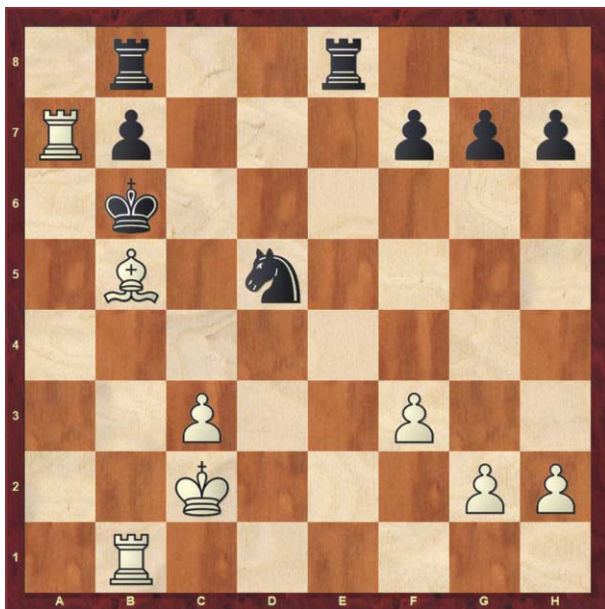
8.1.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the ‘scoresheet’ prescribed for the competition.

Case B – Illegal Move Vice-Versa

This case arose from the Carlsen-Inarkiev first round game at 2017 King Salman World Blitz Chess Championship.

Note that this tournament was played under the previous Laws of Chess (in effect from 1 July 2017 to 31 December 2017).

GM Magnus Carlsen (NOR) was playing White against GM Ernesto Inarkiev (RUS) in the first round of the 2017 King Salman World Blitz Chess Championship, in Riyadh, Saudi Arabia, when the following position arose after move 26 ... Kb6



GM M. Carlsen now played 27. Rxb7+, to which GM E. Inarkiev replied 27 ... Ne3, which is of course an illegal move. However, there was no arbiter present to observe this illegal move, nor did GM M. Carlsen claim it. Instead, GM M. Carlsen made a move: 28. Kd3 and pressed his clock, taking his King out of check. At this point, GM E. Inarkiev stopped the clock, summoned the Match Arbiter, claiming a win, accusing GM M. Carlsen of having made an illegal move!

The Match Arbiter considered his claim as correct and awarded him the point, defining the result as 0-1.

After having signed the match protocol, GM M. Carlsen complained to the Chief Arbiter of the Tournament about the decision of the Match Arbiter.

The Chief Arbiter, after discussions with the Match Arbiter and both players, explained that the move 28. Kd3 was not an illegal move and overruled the decision of the Match Arbiter, deciding that the game shall continue.

GM E. Inarkiev denied to continue the game and resigned, intending to submit an appeal to the Appeals Committee of the Tournament.

Therefore the result of the game was changed to 1-0 for GM M. Carlsen.

What is the correct decision?!

First of all, the illegal move 27 ... Ne3 can no longer be penalized, according to the article A.4.2. of the Appendix A of the Laws of Chess for the Rapid play, because move 28. Kd3 has already since been completed.

Second, and this is the key question in this case, is the move 28. Kd3 actually an illegal move? The answer is no, it is not an illegal move, according to the articles 3.1 to 3.9 of the Laws of Chess, as it takes the White King out of check.

Black's claim should be denied.

The Chief Arbiter eventually declared "the game shall continue", according to A.4.2, but GM E.

Inarkiev refused and resigned, resulting in GM M. Carlsen winning.

Enjoy some photos!



The discussion about the incident.

The Chief Arbiter explaining the decision for the game to be continued to GM E. Inarkiev, who is listening to a translation in to Russian, for better understanding it.

Please note that the Chief Arbiter had the right to overrule the decision of the Match Arbiter even after both players had signed the match protocol indicating the result of the game, according to the article 8.7 of the Laws of Chess, which says:

8.7 At the conclusion of the game both players shall sign both score sheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

For the record, the Appeals Committee of the Tournament rejected GM E. Inarkiev's appeal against the decision of the Chief Arbiter, according to the following part of its decision:

"The Appeals Committee considered GM Inarkiev's claim that GM Carlsen's move 28.Kd3 was illegal.

The Appeals Committee decided that according to A.4.2 above, the illegal move 27...Ne3+ should stand and the game should have continued and that the Chief Arbiter acted correctly.

Effectively what GM Inarkiev's claim is that in the position after 27...Ne3+, GM Carlsen's only legal move is to claim the game. While accepting that the precise sequence of events which occurred (the player claiming the game) is not specifically covered by A.4.2, the committee felt the meaning of: 'the game shall continue' in A.4.2 means exactly that and that Carlsen's move, which was legal under rules 3.1-3.9, was in accordance with the meaning and spirit of A.4.2

Therefore the appeal was rejected. The committee also decided that the appeal fee should be returned as the claim was not frivolous.

Jorge Vega (Acting Chairman), Malcolm Pein, Hisham Al Taher"

Therefore the result of the game remained 1-0 for GM M. Carlsen.

Case C – Player Resigns Then Un-Resigns

This case arose from an Amateur tournament in August 2016 in Kitchener (CAN).

This incident occurred during the third round. At this point, games are still in progress on the first and second boards, which are situated beside each other.

On Board 2, the following position is reached after White plays 26. Bxb4+



Black responds with 26 ... Rxe4, which is of course an illegal move. White stops the clock and advises Black that 26 ... Rxe4 is illegal, and that Black must now play a legal move with his Rook from c4. There is no attending arbiter yet. There should also be a 2 minute penalty added to White's time, for first illegal move.

At this point, Black gets upset and announces "then I resign". All the players in the area, including two arbiters, hear the resignation, and also what follows.

After this resignation, the White player from Board 1 says to the Black player from Board 2: "just capture the bishop", who announces "then I un-resign"!

This interference from Board 1 White upsets Board 1 Black who feels distracted, and upsets Board 2 White who felt he had won when Board 2 Black resigned.

There are now multiple decisions for the Arbiter team to make. First of all, they stop both clocks. Then the most critical question is: can the game on Board 2 continue? The answer is definitely not, as resignation immediately ended it:

5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.

And what do the Laws of Chess say about the interference from Board 1 White?

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

and

12.9 Options available to the arbiter concerning penalties:

12.9.1 warning,

12.9.2 increasing the remaining time of the opponent,

12.9.3 reducing the remaining time of the offending player,

12.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,

12.9.5 reducing the points scored in the game by the offending person,

12.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),

12.9.7 a fine announced in advance,

12.9.8 exclusion from one or more rounds,

12.9.9 expulsion from the competition.

In this particular case, as the interference had no material effect on the resigned game, the Arbiters only delivered a stern warning (12.9.1) to Board 1 White.

However, time option (12.9.2) would also have been possible. In interference situations, it depends on the actual severities and resulting effects.





World Chess Federation
FIDE Arbiters' Commission



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