

Tournament Director Manual

Developed by: IA Vlad Rekhson

- 1. TD Procedures**
- 2. Laws of chess**
- 3. Appendix to the laws (active and blitz rules).**
- 4. Tournament Systems**
- 5. Swiss Pairings Rules.**
- 6. Prize-fund allocation.**

1. TD Procedures

Pre Event

- Ensure that all the playing equipment is available and in proper condition(boards, clocks, pens scoresheets, etc...)
- Make sure that the playing conditions are right (table setting, lighting, etc...)
- Collect entries from all players.
- Make sure that everyone's CFC membership is up to date.
- Check for byes.
- Conduct a coin toss for round 1.
- Make coffee.

During the event

- Observe the games when necessary (especially during time pressure).
- Provide players with extra scoresheets.
- Post prizes in a timely fashion
- Ensure that proper playing environment is maintained.

Post Event

- Check and recheck the results and award the prizes. (It is a good idea to receive signatures from the prize winners).
- Create rating reports for CFC/FIDE or anyone else that the tournament is rated with.
- Submit results to CFC by emailing them to info@chess.ca
- If the event is ACA sponsored, you can write that ACA will cover the rating costs. It is your responsibility to collect and submit all memberships.
- Write report for the newsgroup or the ACR.

2. E.I.01A. FIDE Laws of Chess

<http://www.fide.com/fide/handbook.html?id=124&view=article>

FIDE Laws of Chess cover over-the-board play.

The English text is the authentic version of the Laws of Chess, which was adopted at the 79th FIDE Congress at Dresden (Germany), November 2008, coming into force on 1 July 2009.

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

Preface

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

FIDE appeals to all chess players and federations to accept this view.

A member federation is free to introduce more detailed rules provided they:

- a. do not conflict in any way with the official FIDE Laws of Chess, and
- b. are limited to the territory of the federation concerned, and
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

CFC used to have its own rules of chess. Currently it has fully adopted FIDE laws of chess. (VR)

BASIC RULES OF PLAY

Article 1: The nature and objectives of the game of chess

- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the

opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.

1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

Article 2: The initial position of the pieces on the chessboard

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).
The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king, usually indicated by the symbol 

A white queen, usually indicated by the symbol 

Two white rooks, usually indicated by the symbol 

Two white bishops, usually indicated by the symbol 

Two white knights, usually indicated by the symbol 

Eight white pawns, usually indicated by the symbol 

A black king, usually indicated by the symbol 

A black queen, usually indicated by the symbol 

Two black rooks, usually indicated by the symbol 

Two black bishops, usually indicated by the symbol 

Two black knights, usually indicated by the symbol 

Eight black pawns, usually indicated by the symbol 

2.3 The initial position of the pieces on the chessboard is as follows:

2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8.

A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

3.2 The bishop may move to any square along a diagonal on which it stands.

3.3 The rook may move to any square along the file or the rank on which it stands.

3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

- 3.7
- a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
 - b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or

- c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.
- d. A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.
- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the **same colour**. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.

3.8

- a. There are two different ways of moving the king:
by moving to any adjoining square not attacked by one or more of the opponent's pieces

or by 'castling'. This is a move of the king and either rook of the same colour along the player's **first rank**, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.

- b. (1) The right to castle has been lost:
 - a. if the king has already moved, or
 - b. with a rook that has already moved.

(2) Castling is prevented temporarily:

- c. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
- d. if there is any piece between the king and the rook with which castling is to be effected.

3.9

The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such

pieces are constrained from moving to that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

Article 4: The act of moving the pieces

- 4.1 Each move must be made with **one hand** only.
- 4.2 Provided that he first expresses his intention (for example by saying „j’adoube“ or “I adjust”), **the player having the move** may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:
 - a. one or more of his own pieces, he must move the first piece touched which can be moved
 - b. one or more of his opponent’s pieces, he must capture the first piece touched which can be captured
 - c. one piece 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 which 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.
- 4.4 If a player having the move:
 - a. deliberately touches his king and rook he must castle on that side if it is legal to do so
 - b. deliberately touches a rook and then his king he is **not allowed** to castle on that side on that move and the situation shall be governed by Article 4.3.a
 - c. intending to castle, touches the king or **king and rook** at the same time, but castling on that side is illegal, the player must make another legal move with his **king** (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
 - d. promotes a pawn, the choice of the piece is finalised, when the piece has **touched the square of promotion**.
- 4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.
- 4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:

- a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand
- b. in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal
- c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.

- 4.7 **A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.**

Question: Player A leaves the board, player B touches a piece clearly with the intention to move it. He then decides to play a move with a different piece. Player A didn't notice this infraction. Should the Arbiter intervene?

Article 5: The completion of the game

- 5.1
 - a. The game is won by the player who has checkmated his opponent's king. This **immediately** ends the game, provided that the move producing the checkmate position was a legal move.
 - b. The game is won by the player whose opponent declares he resigns. This **immediately** ends the game.
- 5.2
 - a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This **immediately** ends the game, provided that the move producing the stalemate position was legal.

Question:What if there is stalemate on the board but one of the players resigned?

- b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
- d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)
- e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

COMPETITION RULES

Article 6: The chess clock

- 6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.
'Clock' in the Laws of Chess, means one of the two time displays.
Each time display has a 'flag'.
'Flag fall' means the expiration of the allotted time for a player.
- 6.2
 - a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
 - b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode.
In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.
- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.
- 6.4 Before the start of the game the **arbiter** decides where the chess clock is placed.

- 6.5 **At the time determined for the start of the game the clock of the player who has the white pieces is started.**
- 6.6 a. Any player who arrives at the chessboard after the start of the **session** shall lose the game. Thus the **default time is 0 minutes. The rules of a competition may specify otherwise.**
- b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the **arbiter decides otherwise.**
- 6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. **His move is not considered to have been completed until he has done so**, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
- b. **A player must stop his clock with the same hand as that with which he made his move.** It is forbidden for a player to keep his finger on the button or to 'hover' over it.
- c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
- d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.
- 6.8 A flag is considered to have fallen when the **arbiter observes the fact** or when either player has made a valid claim to that effect.
- 6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the 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.**
- 6.10 a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
- b. If during a game it is found that the setting of either or both clocks was incorrect, either player or

the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. **He shall use his best judgement when determining the correct settings.**

- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
- a. **the game shall continue** if it happens in any period of the game except the last period
 - b. **the game is drawn** if it happens in the period of a game, in which all remaining moves must be completed.
- 6.12
- a. **If the game needs to be interrupted, the arbiter shall stop the clocks.**
 - b. **A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.**
 - c. The arbiter shall decide when the game is to be restarted in either case.
 - d. **If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.**
- 6.13 **If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.**
- 6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim **relying solely** on information shown in this manner.

Article 7: Irregularities

- 7.1
- a. **If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.**

Question: What if the king and queen that are reversed and the game went on for an hour?

- b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

- 7.2 If a game has begun with colours reversed **then it shall continue, unless the arbiter rules otherwise.**
- 7.3 If a player displaces one or more pieces, he shall **re-establish the correct position on his own time.** If **necessary**, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.
- 7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this re-instated position.
- b. After the action taken under Article 7.4.a, for the **first two** illegal moves by a player the arbiter shall give **two minutes** extra time to his opponent in each instance; for a **third 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.**
- 7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

Article 8: The recording of the moves

- 8.1 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** (See Appendix C), on the scoresheet prescribed for the competition.
- It is forbidden to write the moves in advance**, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.
- A player may reply to his opponent's move before recording it, if he so wishes. **He must record his previous move before making another.**
- Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)
- If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by

the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

- 8.2 The scoresheet shall be **visible to the arbiter** throughout the game.
- 8.3 The scoresheets are the **property of the organisers** of the event.
- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.
- 8.5
- a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
 - b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.
 - c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.
- 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.
- 8.7 **At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.**

Article 9: The drawn game

- 9.1
- a. **The rules of a competition 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.**
 - b. If the rules of a competition allow a draw agreement the following apply:

- 1. A player wishing to offer a draw shall do so after having made a move on the**

chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

Question: Is it ethically acceptable to simply touch a piece as a means of rejecting a draw offer?

2. The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)
3. **A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.**

9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):

- a. **is about to appear**, if he first **writes his move on his scoresheet** and declares to the arbiter his **intention to make this move**, or
- b. **has just appeared, and the player claiming the draw has the move.**

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.

Positions are **not the same** if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

9.3 The game is drawn, upon a correct claim by the player having the move, if:

- a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
- b. the last 50 consecutive moves have been made by each player without the movement of any pawn

and without any capture.

- 9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he **loses the right to claim**, as in Article 9.2 or 9.3, on that move.
- 9.5 If a player claims a draw as in Article 9.2 or 9.3 **he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.**
- a. If the claim is found to be correct, the game is immediately drawn.
 - b. If the claim is found to be incorrect, **the arbiter shall add three minutes to the opponent's remaining thinking time.** Then the game shall continue. **If the claim was based on an intended move, this move must be made as according to Article 4.**
- 9.6 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 legal.

Article 10: Quickplay Finish

Article 10 is only important if you are going to run (or play in) a non-blitz event which has no increment or delay. If that is the case, make sure that you familiarize yourself with this article very well. (VR)

- 10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.
- 10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)
- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
 - b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.

- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.
- d. The decision of the arbiter shall be final relating to (a), (b) and (c).

Article 11: Points

- 11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point ($\frac{1}{2}$).

Article 12: The conduct of the players

- 12.1 **The players shall take no action that will bring the game of chess into disrepute.**

Question: Do pre-arranged draws fall under this category?

- 12.2 Players are not allowed to leave the **'playing venue' without permission from the arbiter.** The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.

The player having the move is not allowed to leave the **playing area** without permission of the arbiter.

- 12.3 a. During play the players are forbidden to make use of any **notes, sources of information or advice,** or analyse on another chessboard
- b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device **produces a sound, the player shall lose the game.** The opponent shall win. **However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.**
- c. Smoking is permitted only in the section of the venue designated by the arbiter
- 12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.
- 12.5 Players who have finished their games shall be considered to be spectators.
- 12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable

claims, **unreasonable offers of a draw** or the introduction of a source of noise into the playing area.

- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.
- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.
- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter. Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

Article 13: The role of the Arbiter (See Preface)

- 13.1 The arbiter shall see that the Laws of Chess are **strictly observed**.
- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- 13.4 The arbiter can apply one or more of the following penalties:
 - a. warning
 - b. increasing the remaining time of the opponent
 - c. reducing the remaining time of the offending player
 - d. declaring the game to be lost
 - e. reducing the points scored in the game by the offending party
 - f. increasing the points scored in the game by the opponent to the maximum available for that game
 - g. expulsion from the event.
- 13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. **He shall not indicate the number of moves made**, except in applying Article 8.5, when at least one flag has fallen. **The arbiter shall refrain from informing a player that his opponent has completed a move or that**

the player has not pressed his clock.

- 13.7 a. **Spectators and players in other games are not to speak about or otherwise interfere in a game.** If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.
- b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.

Article 14: FIDE

- 14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

3. Appendices

APPENDICES

A. Rapidplay

- A.1 A 'Rapidplay' game is one where either all the moves must be made in a fixed time of at least 15 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is at least 15 minutes, but less than 60 minutes for each player.
- A.2 **Players do not need to record the moves.**
- A.3 Where there is adequate supervision of play, (for example one arbiter for at most three games) the Competition Rules shall apply.
- A.4 Where supervision is inadequate the Competition Rules shall apply, except where they are overridden by the following Laws of Rapidplay:
- a. **Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.**
- In case of reverse king and queen placement castling with this king is not allowed.**
- b. The arbiter shall make a ruling according to Article 4 (The act of moving the pieces), only if requested to do so by one or both players.
- c. **An illegal move is completed once the opponent's clock has been started.** The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.

d.

1. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall, but he may do so if both flags have fallen.
2. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.
3. **If both flags have fallen as described in (1) and (2), the arbiter shall declare the game drawn.**

B. Blitz

- B.1 A 'blitz' game' is one where all the moves must be made in a fixed time of less than 15 minutes for each player; or the allotted time + 60 times any increment is less than 15 minutes.
- B.2 Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules and Appendix A.2 shall apply.
- B.3 Where supervision is inadequate the following shall apply:
- a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.
 - b. Article 10.2 and Appendix A.4.c do not apply.
 - c. **An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move.** However, if the opponent cannot checkmate the player's king by any possible series of legal moves, then the claimant is entitled to claim a draw before he has made his own move. **Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.**

FIDE Tournament Rules: <http://www.fide.com/fide/handbook.html?id=20&view=category>

You can visit the webpage for some useful information about tournament guidelines and regulations.

4. Tournament systems

Round-Robin

Advantages:

- All players have to face the same opponents.
- Most accurate in determining placements.
- No arguments when pairing players.

Disadvantages:

- Cannot be used for large events.
- The tournament winner can be decided by who beats the outsiders more.
- Byes and withdrawals create inequalities.

Swiss

Advantages:

- Good at determining the champion of a large field in relatively few rounds.
- Players usually play opponents in their score-group and Leaders play opponents that are most challenging to stay on the top.
- Allows for byes and withdrawals if necessary.

Disadvantages:

- Not very good in determining the second place.
- Allows for 'Swiss Gambits,' everyone plays different opponents, so its sometimes uncertain who is really the best.
- Quite difficult to create pairings and they are often disputed.

Knock-Out

Advantages:

- Good at determining the champion of a large field in relatively few rounds.
- The winners are determined by beating opponents who play for the same prize (unlike round-robins).
- Always creates exciting finishes.

Disadvantages:

- Each opponent should be faced at least twice.
- Too few opponents are faced (only 4 in a field of 16 for example).
- The field must be pre-determined and should be of 2-4-8-16-32... players in order to be fair.

Other systems and hybrids are also possible.

5. Swiss System

Rules that cannot be broken:

- 1) Never pair a player against the same opponent twice.
- 2) Never give a player the same colour more than twice in a row.
- 3) No player's colour difference will become $>+2$ or <-2 .
- 4) A player who has received a point without playing, either through a bye or due to an opponent not appearing in time, shall not receive a bye.

Rules that should be applied whenever possible:

- 1) The difference of the scores of two players paired against each other should be as small as possible and ideally zero.
- 2) As many players as possible receive the colour that they are due.
- 3) No player shall receive an identical float in two consecutive rounds.

Manual pairings procedure:

- 1) Rank players according to their rating from top to bottom. In case of equal ratings use FIDE titles and then go alphabetically by last names. You may estimate the strength of unrated players. According to CFC rules you can also rank them in the middle of the field, or fifth way from the bottom. Other possibilities include pairing them as if they were 1500s or at the bottom of the table. In the first round all the players will have identical scores and they will constitute one "bracket."
- 2) Divide the bracket into two "subgroups" of equal number of players. Pair the highest rated player of subgroup 1 against the highest rated of subgroup 2. Repeat the procedure. For example: If there are 20 players in a tournament, 1st ranked will play 11th ranked, 2 against 12 and finally 10 against 20. The colours will be alternating, so if the first ranked player had white, the second will have black, etc...
- 3) In case of an uneven number of players, the lowest ranked will receive a "Bye" and a full point. The bye will not be given to unrated players, or players who previously received them.
- 4) In round two you will have more than one bracket (unless all the games were drawn). Continue dividing the brackets into subgroups. If an uneven number of players exists in a bracket, one player will become a "floater." This player will be moved down to the lower bracket and will be paired against the highest rated player of that bracket. It is preferable not to have the same player floating up or down twice in a row.
- 5) It is best to alternate the colours of players. In manual pairings we often don't try to change the pairings too much to allow for colour equalization, instead we assume that towards the end of the event things will more or less work out. In other words, in a typical 5 round event virtually everyone will end up with either 3 whites and 2 blacks or vice versa. When determining which player has the colour the following will apply:
- 6) Always try to equalize blacks and whites for players whenever possible, thus if one player had 2 blacks and 1 white and the other had the opposite that pairing will be the easiest as it will equalize colours for both.
- 7) If two players had the same number of blacks and whites the following should be applied: Look at what each player had in the previous round. If one had black and the other white, simply reverse it. If both had the same and none of the players had the same colour twice in a row, you should look which player has more points and give him his due colour. If the amount of points is equal than the higher rated player will receive his due colour.
- 8) You can read more on Swiss pairing rules at the FIDE website: <http://www.fide.com/fide/handbook.html?id=18&view=category>

Swiss Pairing Program

It is highly advisable for Arbiters to use a computer pairing program for the following reasons:

- 1) The system is constant and it will not be changed based on human error.
- 2) It is the simplest and fastest way of doing pairings.
- 3) Reports after the tournament are very easy to do.
- 4) It allows you to do many different tasks during the event very efficiently. This includes: Printing standings and pairings, checking whether players memberships are up to date, etc...

Currently CFC has agreements with three pairing programs. Swiss Manager, Swissys and Swiss Assistant. Information on them can be attained by going to: <http://chess.ca/pairing-software>

6. Prize Allocation

From: http://chess.ca/section_16.shtml

Alberta Swiss system tie-breaking rules (can only be applied to non-monetary awards):

- 1) Head to head (only if two players are tied).
- 2) Cumulative scores (add up the scores of players round by round).
- 3) Bucholz (or Solkoff). Add the points of player's opponents.
- 4) Sonnenborn-Berger. Add the points of player's opponents that he beat plus half the points of those he drew.
- 5) Total wins.
- 6) Total blacks.

Awarding cash prizes:

Typical tournaments have prizes for open sections as well as category prizes, like: "under" categories, where only players below certain ratings are eligible, or "best junior," "best female," etc...

Here are some guidelines at how prizes should be awarded:

- 1) **No one should receive more than one cash prize.** (Exceptions can be biggest upset or best game prizes).
- 2) **A winner of more than one prize should be awarded the highest.** For example: if a player wins \$80 in best under 1800 and \$60 for best junior, he automatically receives \$80. For that reason it is often best to make category prizes different from each other. This will avoid an unpleasant situation where for instance; a junior may be eligible for \$80 in best junior and under 1800 category. You can only award him one of those prizes but that may affect other players in the same category.
- 3) **There can never be more prizes than winners. It is possible to have more winners than announced prizes (in case of ties).** It is important to keep in mind when dividing different section prizes. For example if you have 4 players tied for first place you can also add prizes like best junior, best female, best under 1800, etc... but you should always remember that the prizes that you shouldn't give out more prizes than there are eligible players that can receive them.
- 4) **If there is a tie between players who are not eligible for category prizes and those that are, the prizes may be divided.**
- 5) **Unrated players can only win "open" prizes or "unrated" category prizes, if such a category exists.** If as a TD you assign an unrated player a rating for pairing purposes, it is important to remember to take them out of category prize eligibility.
- 6) **Player from a lower category who receives the same score as player from a higher category should never receive less money.** For example: A 1700 player should never receive less than a 2000 player if their score is the same.
- 7) **Remember to add up the prizes at the end.** The amount you are awarding should not be different from the amount of announced prizes.

Example: Prizes: 1st \$400 2nd \$200 1st Under 2000 \$100 1st Under 1800 \$50 Total: \$750

Scores: 5.0, 5.0, 5.0, 4.5, 4.5(Under 2000) 4.5 (Under 1800)

Result: \$200 \$200 \$200 \$0 \$75 \$75 Total: \$750

Exercises:

- 1) Prizes: \$250, \$200, \$150, \$100, 1st Under 2000 \$75 2nd 2000 \$50 1st Under 1800 \$75 Total: \$900
Scores: 5.0, 5.0, 4.0, 4.0(Under 2000) 4.0 (Under 2000) 4.0 (Under 1800) 3.0(Under 2000)
- 2) Prizes: \$300, \$150, \$100, 1st Under 2000 \$70 2nd 2000 \$40 Best junior \$60 Total: \$720
Scores: 5.0, 4.0, 4.0 (junior) 4.0 (Under 2000) 3.0 (junior) 3.0 (Under 2000)
- 3) Prizes: \$500, \$300, \$200, \$100, 1st Under 2000 \$150 2nd Under 2000 \$80 1st Under 1800 \$150 2nd Under 1800 \$80 1st Under 1600 \$150 2nd Under 1600 \$80 Total \$1790
Scores: 4.5, 4.5, 4.0, 4.0, 4.0(Under 2000) 4.0 (Under 1600) 3.5, 3.5 (under 2000) 3.5 (under 1800) 3.0 (under 1800) 3.0 (under 2000) 3.0 (under 1800) 3.0 (under 1600) 2.0 (under 1600)