



CHESS SCOTLAND

www.ChessScotland.com

Chess Scotland Rule Book (Incorporating the 2009 FIDE changes)

Chess Scotland Rules Book

Introduction

Welcome to this rules book. *Chess Scotland* publishes sets of rules to govern the administration of its tournaments and to assist in the conduct of other organised chess events in Scotland.

This book includes the full text of the FIDE Laws of Chess (2009 Revision) and is planned to have a four year life of validity to correspond with the cycle of Laws revision.

Responsibility for development and updating of these rules (including comments to FIDE on the draft of the Laws - and many of our suggestions have been included in the revised version) rests with the Technical Director and the Arbiters' Committee. Any questions or suggestions should be directed to them.

It has unfortunately not been possible to include rules for junior tournaments in this booklet. These will of course be made available directly to the participants. To reduce printing costs, the rules for Telephone matches (rarely needed) and for the Grand Prix (subject to more frequent change) have been omitted from the paper version. Reference to the *Chess Scotland* website www.ChessScotland.com (where a full pdf version is available) should be made to inspect these rules and to check for updates to other rules such as those for the Richardson and Spens Cups.

Throughout these rules (as with the Laws of Chess) the words 'he', 'him' and 'his' are used indiscriminately to include 'she' and 'her'.

Contents

	Page
FIDE Laws of Chess	3
<i>Chess Scotland</i> Advice to Players and Arbiters on Interpretation of Laws	30
Notation of Positions	30
<i>Chess Scotland</i> Guidelines on Quickplay Finishes	31
Scottish Championship Entry Rules	33
<i>Chess Scotland</i> Scheme for Arbiters	35
Richardson and Spens Cup Rules	37
MacIsaac and Nancy Elder Tournament Rules	38
<i>Chess Scotland</i> Swiss Pairing Rules	41
<i>Chess Scotland</i> Rules for Lightning (10 second) Chess	46
<i>Chess Scotland</i> Regulations for play against Computers	47
Tie-breaking Systems	48
All Play All Pairings	49
Jamboree Pairings	51

THE FIDE LAWS OF CHESS

The 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 77th FIDE Congress at Dresden 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
 - b. are limited to the territory of the federation concerned; and
- are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament

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 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.

Chess Scotland Rules Book

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

2.1 The chessboard is composed of an 8x8 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:



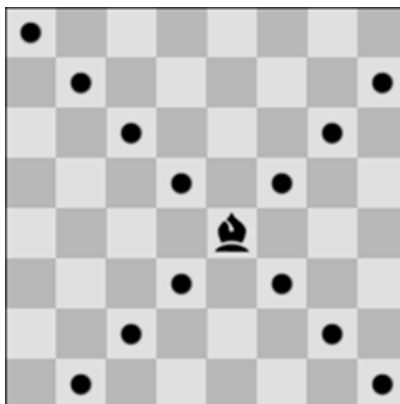
- 2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

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 Articles 3.2 to 3.8.

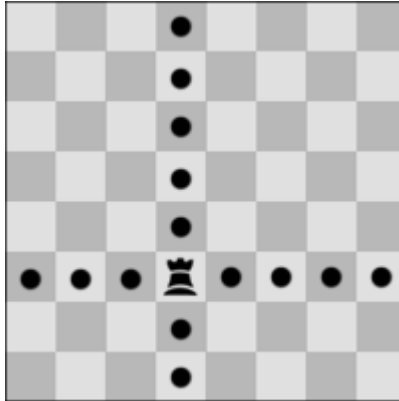
A piece is considered to attack a square even if such piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

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

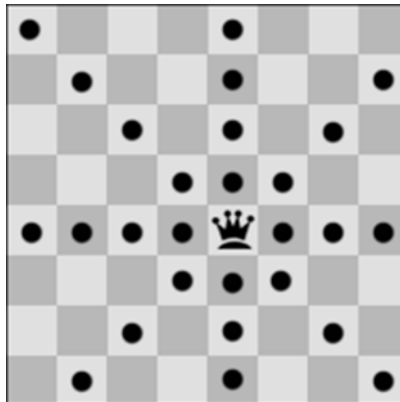


Chess Scotland Rules Book

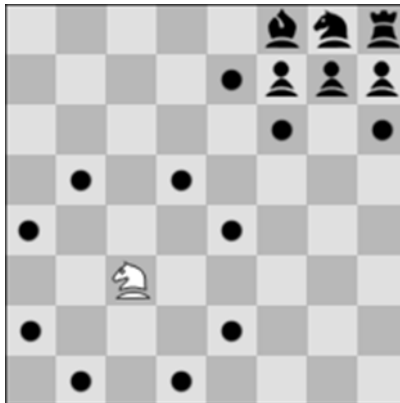
- 3.3 The rook may move to any square along the file or the rank



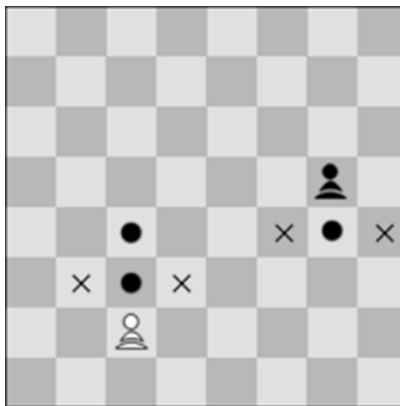
- 3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands



- 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.

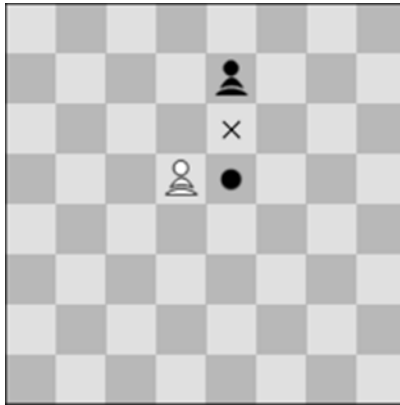


- 3.7a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
- b. on its first move the pawn may move as in (a); alternatively it may advance two squares along the same file provided both squares are unoccupied, or
- c. the pawn may move to a square occupied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

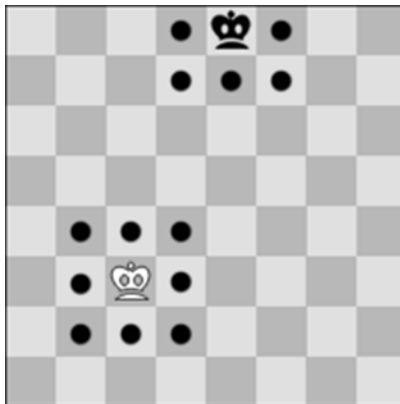
Chess Scotland Rules Book



- 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 pawn's 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:

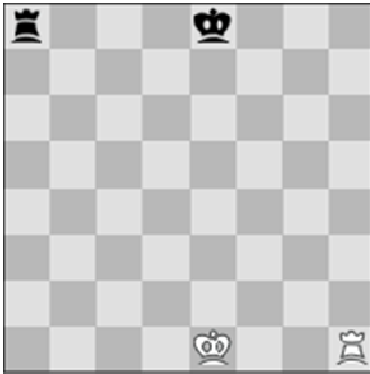
- i moving to any adjoining square not attacked by one or more of the opponent's pieces



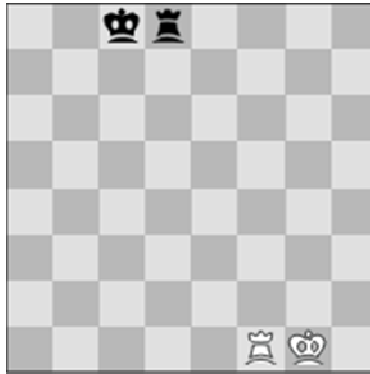
or

- ii. '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.

Chess Scotland Rules Book



Before white kingside castling
Before black queenside castling



After white kingside castling
After black queenside castling



Before white queenside castling
Before black kingside castling



After white queenside castling
After black kingside castling

- (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
 - a. 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.
 - b. 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, or
 - b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured, or
 - 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 new piece is finalised when the new 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 be made. 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.
 - 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;

Chess Scotland Rules Book

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

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.
- 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.
 - 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.

Chess Scotland Rules Book

- 6.2a. 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 factors 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.
- 6.6a 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. In case the rules of a competition specify otherwise, 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.
- 6.7a. 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 ends the game. [See Articles 5.1(a), 5.2 (a), (b), (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.

Chess Scotland Rules Book

- 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), (b), 5.2(a), (b), (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.
- 6.10a. 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 judgement when determining the times to be shown on the replacement chess clock.
- 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 judgment 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 the remaining moves must be completed.
- 6.12a. 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 has 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

- 7.1a. 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.
- b. If during a game it is found that the only error is 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 in 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 has been completed, including capturing the opponent's king or failing to meet the requirements of the promotion, 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 6.14. Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this reinstated 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 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 6.14. The game shall then continue from this reinstated 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 (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, 9.3 or adjourning the 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. (Appendix C13)
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 chess board.
- 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 over stepped 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 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.
 - (2) The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix C13).
 - (3) A claim of a draw under 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. or if the right to castle has been changed temporarily or permanently. 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 will 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.

Chess Scotland Rules Book

- 9.5 If a player claims a draw as in Article 9.2 or 9.3, he may stop both clocks (See Article 6.13.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 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.

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

- 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 6.12b).
- 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 10.2(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.
- 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.
- 12.3a 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, 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 the 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 10.2d 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.

Chess Scotland Rules Book

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.
- 13.7a. 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. Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

APPENDICES.

A. Rapidplay

- A1. 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.
- A2. Players do not need to record the moves.
- A3. Where there is adequate supervision of play, (for example one arbiter for at most three games) the Competition Rules shall apply.
- A4. 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 the 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, the arbiter shall 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

- B1. 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 for each player..
- B2. Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules and Article A2 shall apply.

Chess Scotland Rules Book

- B3 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. A4c does 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.

C. Algebraic notation

FIDE recognizes for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player about of this requirement.

Description of the Algebraic System

- C1. In this description, "piece" means a piece other than a pawn.
- C2. Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)
- C3. For the first letter of the name of the pieces, each player is free to use the first letter of the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- C4. Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: e5, d4, a5.
- C5. The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.
- C6. The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7 and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

Chess Scotland Rules Book

C7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

C8 Each move of a piece is indicated by (a) the first letter 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.

C9 When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival.

Examples: Bxe5, Nxf3, Rxd1.

When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation. Example: exd6 e.p.

C10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

1. If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the file of the square of departure, and (c) the square of arrival.
2. If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival.

If the pieces are on different ranks and files, method (1) is preferred.

In the case of capture, an x must **may** be inserted between (b) and (c).

Examples:

There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.

Chess Scotland Rules Book

There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Nexf3, (2) either N5xf3 or N1xf3, (3) either Nhx3 or Ndx3, as the case may be.

- C11 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x, (c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.
- C12 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.
- C13 The offer of a draw shall be marked as (=).

Essential abbreviations:

0-0 castling with rook h1 or rook h8 (kingside castling)

0-0-0 castling with rook a1 or rook a8 (queenside castling)

x captures

+ check

++ or # checkmate

e.p. captures "en passant"

It is not mandatory to record the check, the checkmate and capturing on the scoresheet.

Sample game: 1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1(=)

D. Quickplay finishes where no arbiter is present in the venue.

- D1. Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.
He may claim on the basis
- that his opponent cannot win by normal means, and/or
 - that his opponent has been making no effort to win by normal means.
- In (a) the player must write down the final position and his opponent verifies it. In (b) the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position. The claim shall be referred to an arbiter whose decision shall be final.

E. Rules for play with Blind and Visually Handicapped Players

E1. Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two chessboards, the sighted players using a normal chessboard, the visually handicapped player using one specially constructed. The specially constructed chessboard must meet the following requirements:

- a. at least 20 by 20 centimetres;
- b. the black squares slightly raised;
- c. a securing aperture in each square;
- d. every piece provided with a peg that fits into the securing aperture;
- e. pieces of Staunton design, the black pieces being specially marked.

E2 The following regulations shall govern play:

The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters, algebraic

- A-Anna
- B-Bella
- C-Cesar
- D-David
- E-Eva or
- F-Felix
- G-Gustav
- H-Hector

Ranks from white to black shall receive the German numbers:

- 1-eins
- 2-zwei
- 3-drei
- 4-vier
- 5-fuenf
- 6-sechs
- 7-sieben
- 8-acht

1. Castling is announced “Lange Rochade” (German for long castling) and “Kurze Rochade” (German for short castling).
The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.
2. On the visually handicapped player’s chessboard a piece shall be considered “touched” when it has been taken out of the securing aperture.

Chess Scotland Rules Book

3. A move shall be considered “executed” when:
 - a. in the case of a capture, the captured piece has been removed from the chessboard of the player whose turn it is to move;
 - b. a piece is placed into a different securing aperture;
 - c. the move has been announced.

Only then the opponent’s clock shall be started.

As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.

4. A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:
 - a. A dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots.
 - b. 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.
5. The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder.
6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started
7. If during a game different positions should arise on the two chessboards, they must be corrected with the assistance of the controller and by consulting both players’ game scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores.
8. If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clock accordingly.
9. The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:
 - a. Make either player’s move on the chessboard of the opponent.
 - b. Announce the moves of both players.
 - c. Keep the game score of the visually handicapped player and start his opponent’s clock, (keeping rule 3.c in mind).
 - d. Inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players.

Chess Scotland Rules Book

- e. Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
- f. Carry out the necessary formalities in cases where the game is adjourned. If the visually handicapped player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under point 9a and b.

F.Chess960 Rules

F1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as standard chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

F2 Starting position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

- a. The king is placed somewhere between the two rooks.
- b. The bishops are placed on opposite-colored squares.
- c. The black pieces are placed equal-and-opposite to the white pieces

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

F3 Chess960 Castling Rules

a. Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess games rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.

b. How to Castle

In Chess960, depending on the pre-castling position on the castling king and rook, the castling maneuver is performed by one of these four methods:

- 1 Double-move castling: By on one turn making a move with the king and a move with the rook.
- 2 Transposition castling: By transposing the position of the king and the rook.
- 3 King-move-only castling: By making only a move with the king.
- 4 Rook-move-only castling: By making only a move with the rook

Recommendation

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting to ending position, and then the king be placed on his final square.
2. After castling, the rook and king's final positions are exactly the same positions as they would be in standard chess.

Clarification

Thus, after c-side castling (notated as O-O-O and known as queen-side castling in orthodox chess), the King is on the c-square (c1 for White and c8 for Black) and the Rook is on the d-square (d1 for White and d8 for Black). After g-side castling (notated as O-O and known as king-side castling in orthodox chess), the King is on the g-square (g1 for White and g8 for Black) and the Rook is on the f-square (f1 for White and f8 for Black).

Notes

- 1.: To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) do not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square), and all of the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and castling rook.
5. In some starting positions, some squares can stay filled during castling that would have to be vacant in standard chess. For example, after c-side castling (O-O-O), it's possible for to have a, b, and/or e still filled, and after g-side castling (O-O), it's possible to have e and/or h filled.

Guidelines in case a game needs to be adjourned

- 1.a. If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting the opponent's clock. Until he has stopped the clocks, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard, he must write that same move on his scoresheet as his sealed move.
- b. A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.
2. The following shall be indicated upon the envelope:
 - a. the names of the players
 - b. the position immediately before the sealed move
 - c. the time used by each player
 - d. the name of the player who has sealed the move
 - e. the number of the sealed move
 - f. the offer of a draw, if the proposal is current.
 - g. the date, time and venue of resumption of play.
3. The arbiter shall check the accuracy of the information on the envelope and is responsible for the safekeeping of it.
4. If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.
5. Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.
6. If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.
7. The envelope shall be opened only when the player who must reply to the sealed move is present.
8. Except in the cases mentioned in Articles 5, 6.10 and 9.6, the game is lost by a player whose recording of his sealed move
 - a. is ambiguous, or
 - b. is recorded such that its true significance is impossible to establish, or
 - c. is illegal.

Chess Scotland Rules Book

9. If, at the agreed resumption time
 - a. the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
 - b. the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
 - c. the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.

10. The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition or the arbiter decides otherwise).
However, if the player who made the sealed move is the late player, the game is decided otherwise, if:
 - a. the absent player has won the game by virtue of the fact that the sealed move is checkmate, or
 - b. the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard, or
 - c. the player present at the chessboard has lost the game according to Article 6.10.

11.
 - a. If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move makes the move he states he sealed on the chessboard.
 - b. If it is impossible to re-establish the position, the game is annulled and a new game must be played.

12. If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.

13. The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time and finishing time shall be announced in advance.

Chess Scotland advice to Arbiters and Players regarding interpretation of Laws

Start of Play

Regarding Law 6.6, *Chess Scotland* adopts the position that the default time should be 30 minutes (10 minutes in Rapid games) and that the words “unless the arbiter decides otherwise” should be added. This should apply by default to all games in Scotland unless varied in advance by the tournament organiser.

Notation

The preface to Appendix C states "Scoresheets using a notation other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose."

Chess Scotland endorses this statement but arbiters may apply a more lenient interpretation in the cases of more elderly players and of tournaments of lesser importance. Any action by the arbiter should be early in the game.

Rapidplay and Blitz Rules

Appendices A and B of the FIDE Laws of Chess give rules for these types of game. In addition to these rules, if there is interference, such as by calling attention to a flag fall or an illegal move, the arbiter may annul the game and rule that a new game be played in its stead, with a possible reduced time allowance (but not less than 5 minutes) for both players.

Recording of Result

Article 8.7 requires the scoresheets to be signed at the end of the game and this should be insisted on in any FIDE rated event. In other events, especially where the players are not required to submit scoresheets to the arbiter, the arbiter should make clear to the players what is the approved method of recording the result.

Deaf-Blind Players

For games with Deaf-Blind players, the regulations in Appendix E apply, except for 1, 6 and 9b - moves are not announced. An assistant must transmit the moves between the two boards and carry out the other duties in (9) as required. . If the assistant is not a communicator, then a communicator should be present to convey any messages

Methods of recording a position:

If no diagram blank is available, a position may be recorded by one of two main methods. In both cases it is also necessary to record which player is to move and whether castling and en passant moves are possible.

Chess Scotland Rules Book

Algebraic:

This is simply a list of the pieces in order, each type of piece followed by the square(s) occupied.

eg White: Kg1; Qc2; Rf1; Bb2; Nf3,g3; Pb6,e3,f2,g2,h4.

Black: Kg8; Qc8; Rd8; Bg4,g7; Nf6; Pb7,c6,f7,g6,h7.

Forsyth notation:

The occupancy of each square is recorded in sequence starting from a8 and then rank by rank (separated by a semicolon or /) to h1. White pieces are denoted by capital letters and Black pieces by small letters or by circling the letters. A single empty square is denoted by the number '1'. A sequence of empty squares (within a rank) is denoted by the number of empty squares.

The above position would be recorded as: 2qr2k1; 1p3pbp; 1Pp2np1; 8; 6bP; 4PNN1; 1BQ2PP1; 5RK1.

Chess Scotland Notes for the Guidance of Arbiters and Players on Quickplay Finishes

The rules for Quickplay finishes are included in Article 10 and Appendix D of the Laws of Chess. Players are advised to make themselves aware of these Laws. In summary, a claim of a draw **MUST** be made by the player whose move it is and before a flag falls. Following the claim of the draw the opponent *may* be awarded an additional two minutes by the Arbiter.

- 1 The recommended time-controls for games completed under quickplay finish rules, and which are to be sent for grading are: An initial period of at least 1 hour per player, with a clock rate not faster than 2 minutes per move (eg 40 moves in at least 80 minutes or 30 moves in 1 hour), followed by at least an extra 15 minutes per player
These requirements must have been clearly stated before the tournament starts.
Organisers planning a faster time-control should consult the grader.
- 2 The guidance given here is an attempt to ensure that the player does not lose who, from the position on the board and his demonstrated standard of play, would be able to gain at least a draw had time considerations not played a critical role. Before claiming a draw from the Arbiter the player is recommended to first offer his opponent a draw and the following time restraints apply. If the time control is one of those described in 1(a) the draw should be offered with less than two minutes remaining on the player's clock. If the time control is one of those described in 1(b) the total time elapsed should be a minimum of 25 minutes beyond the main playing session (this figure may be increased if specified before the first round starts), before the draw is offered. If this is declined the player should stop the clocks and summon the Arbiter.

Chess Scotland Rules Book

- 3 The Arbiter will consider the player's claim. In these circumstances the Arbiter may:
- Reject the draw claim and if appropriate award the opponent an additional two minutes;
 - Award the draw immediately;
 - Order play to continue and if appropriate award the opponent additional time of two minutes.
- 4 If the time control is as allowed in 1(a) and the Arbiter has postponed his decision (3(c)), the player should attempt to demonstrate the draw in the time remaining. It is advisable that the player allows himself as much time as possible to demonstrate the draw **by his play** to the Arbiter. If a player continues to play for a win then he risks losing.
- 5 If 3(c) applies the Arbiter should try to watch the remainder of the game, though there may be other similar situations occurring. In that case the Arbiter should use discretion as to his most appropriate positioning. It may be appropriate to note the position and number of moves played.
- 6 If 3(c) applies the Arbiter may award the draw during further play or after a flag fall. The reasons for awarding the draw include:
- the player's material and/or positional advantage is clear, and that the opponent has no reasonable way to create counterplay that would give him winning chances. The more material on the board, the greater the advantage must be;
 - that the position is clearly drawn, eg the player is controlling the queening square with his king against a or h pawn and wrong coloured bishop;
 - the opponent has not been trying to win on the board, but has been trying to win on time by making passive moves.
 - that the player's offer of a draw was declined when the opponent had an inferior position and the opponent has not since then created any counterplay.
 - that the play of the player has fully demonstrated that he knows how to draw the position which is materially even or disadvantageous to him, eg K+N vs K+R with no pawns.
- 7 In exceptional circumstances the Arbiter, before making a decision, may allow each player to make a brief statement of his view on the position.

Chess Scotland Rules Book

- 8 The Arbiter's decision is *not* an adjudication, but an ad hoc decision based on the position on the board, the play after he has been summoned and the claims of the players. The game is still in progress until the decision has been reached. Pieces must not be moved on the board, and only the players concerned and the Arbiter must be involved in the decision. It is acceptable for the Arbiter to consult another Arbiter.
9. The onus of proof is on the player who has made the claim. If there is reasonable doubt, the claim must fail.
- 10 In matches where no official Arbiter is present and if item 2 has been satisfied then:
 - (a) If a draw claim is being made because the opponent cannot win by normal means a copy of the final position should be noted and verified by the opponent.
 - (b) If a draw claim is being made because the opponent is making no effort to win then a copy of the final position and a copy of both players' scoresheets should be submitted.These actions permanently halt the game with immediate effect.

In a match between two teams the respective captains should attempt to reach a decision; otherwise the evidence should be submitted to the person designated in the tournament rules.

Scottish Championship Entry Rules

A Eligibility:

Players are eligible to become Scottish Champion as follows:

1. Those with Scottish nationality regardless of residence.
2. Those permanently resident in Scotland for two years immediately preceding the date of the Championship.
3. Those who have competed in the Championship (with eligibility to become Scottish Champion) within the previous five years.

The term “permanently resident” does not include university students or other such residence of a transitory nature

Chess Scotland Rules Book

B Qualification Rules:

If the format of the Championship is such that qualification is required, qualification shall be open to those satisfying the rules on eligibility.

Automatic Qualification shall be given to those who:

1. Have been Scottish Champion in any of the preceding 5 years.
2. Scored 60% or better in the previous year's Scottish Championship.
3. Have an active rating of 2300 or above on the most recent FIDE list.
4. Were outright winners of the previous year's Open Tournament or Women's, Boys' or Girls' Championship subject to an active rating of at least 2150 on the FIDE list.
5. Were outright winners of the current year's East or West of Scotland Championship or MacIsaac subject to an active rating of at least 2150 on the FIDE list.
6. Have a Scottish rating of 2300 or above *on inclusion of "junior addition"*.

Conditional qualification shall be given to those who:

7. Were outright winners of the previous year's Open Tournament or Women's, Boys' or Girls' Championship subject to an active rating of 2000 on the FIDE list
8. Have a playing FIDE title
9. Have a FIDE rating of 2150 or above
10. Were outright winners of the current year's East or West of Scotland Championship or MacIsaac subject to an active rating of 2000 on the FIDE list
11. Have an active Scottish rating of 2150 or above *on inclusion of "junior addition"*
12. Have an average FIDE and Scottish rating *on inclusion of "junior addition"* of 2000 or above.
13. Others at the discretion of the Congress Director.

The Congress Director shall have the right to invite players from another Federation to play in the Championship to make it possible for the tournament to provide title norms. Such ineligible players will not be entitled to become Scottish Champion.

C Selection

Normally in a closed event, there will be 16 places in the Championship. Where considering the above rules or in special circumstances, the Congress Director may increase the number of places providing that the tournament's eligibility for FIDE title norms is not thereby jeopardised.

Chess Scotland Rules Book

After accounting for the automatic qualifiers and invited players, places will be allocated to eligible entrants who qualify under rules 7 through 13, applying each rule in numerical and rating order until all the places have been filled. If it is necessary to differentiate between players on the same average rating, the higher FIDE rating will have preference.

If the application of any rule is not clear, the Congress Director is empowered to interpret it

An entrant may be refused a place if, since the start of the previous Championship, the player has committed a misdemeanour in a *Chess Scotland* event or qualifying competition which has been reported by the Arbiter to the Congress Director before the selection of players has been made

Chess Scotland Scheme for Arbiters

Chess Scotland operates a scheme for the examination and recognition of Arbiters. Three grades are awarded, Principal Arbiter, Senior Arbiter and Arbiter. All Arbiters are required to undergo appropriate disclosure checks in respect of contact with young people and vulnerable adults. It is a condition of taking the course and/or examination for arbiters that candidates should agree to undertake such a check.

Qualification as Arbiter

a. **Arbiter.**

Required qualifications are: membership of *Chess Scotland*; a pass of 80% or higher in a written examination or equivalent arranged by the Arbiters' Committee; and at least two satisfactory reports on the candidate's performance at two *Chess Scotland*-registered events, made by different qualified Arbiters who officiated at the events. (Arrangements currently under review)

b. **Senior Arbiter.**

Candidates must be active *Chess Scotland* Arbiters; have at least three satisfactory reports on their performance at *Chess Scotland*-registered congresses (all of which are eligible for grading), made by at least two Senior or Principal Arbiters officiating; and a pass in an oral examination conducted by two or more Senior or Principal Arbiters.

c. **Principal Arbiter.**

This title is awarded by the *Chess Scotland* Council on the recommendation of at least 75% of the members of the Arbiters Committee. The title is intended only for those individuals who have exhibited a high degree of competence as Arbiters, who have a wide knowledge of congresses in general, and who have made a significant contribution as Arbiters to chess in Scotland.

Continuation as Arbiter

Title holders must continue to be *Chess Scotland* members. They are expected to complete a form each year giving details of events where they have acted as Arbiters.

a. Senior Arbiter. *Chess Scotland* Senior Arbiters should act as:

- (a) Chief Arbiter at a *Chess Scotland*-graded tournament;
- (b) an Arbiter at more than one type of tournament (eg Swiss, All-Play-All, Rapid, etc);
- (c) an Arbiter at more than one location;
- (d) an Arbiter on at least four days.

b. Arbiter. *Chess Scotland* Arbiters should have the same level of activity, but not necessarily as Chief Arbiter.

After two consecutive years in which no activity has been reported, Arbiters' names will be removed from the list. Reinstatement is controlled by the Arbiters' Committee, who may require examinations to be retaken.

FIDE updates on Laws and Interpretations, plus other relevant information, will be available to Arbiters via the *Chess Scotland* website.

Arbiters' Committee

The Arbiters' Committee is appointed by the Technical Director. The primary objectives of the Committee are to be responsible for the administration of a scheme for the examination and continuing recognition of Arbiters; to promote high standards of practice by Arbiters, and to promote a sound knowledge of the laws of chess among players. To this end, the Arbiters' Committee has a duty to:

- a. Recruit candidates and conduct training events for potential Arbiters regarding the laws and other aspects of tournament practice.
- b. Conduct assessment of applicants for the Arbiter title by written examination and practical performance.
- c. Maintain a register of qualified Arbiters and, where possible, monitor their activities.
- d. Keep qualified Arbiters informed of current:
 - I FIDE rules, etc.
 - II *Chess Scotland* rules and practices.
 - III Issues of interest to Arbiters.
- e. Arrange for the publication from time to time of a Rules Book.
- f. Receive and consider the views of Arbiters.
- g. Offer advice and support to Arbiters and, in particular, offer to report on the accuracy of Swiss pairings carried out in any tournament.
- h. Encourage suitable candidates to apply for the Senior Arbiter and Arbiter titles and to carry out appropriate assessments.

Chess Scotland Rules Book

- i. Nominate candidates for the titles of Principal Arbiter, International Arbiter and FIDE Arbiter. A candidate for IA should already be a CS Senior Arbiter; a candidate for FA should already be a CS Arbiter.
- j. Consider and take decisions on appeals arising from an Arbiter's decision in a *Chess Scotland* or other event where the rules permit such an appeal.
- k. Recommend Arbiters for tournaments when required.

Chess Scotland Tournament Rules

Richardson Cup Rules

1. The competition for the Scottish Club Championship shall be limited to ten* clubs in membership of *Chess Scotland*. The winner shall hold the Richardson Cup for one year.
2. The competition shall be conducted in two sections, each of five* teams. The winners of each section shall contest the final. The bottom team in each section shall be relegated. Their places in the next season's competition shall be taken by the Spens Cup finalists.
3. The method for resolving ties on Match Points shall be as follows:
(a) Game points, (b) Individual result(s), (c) Board count, (d) Board elimination.
4. Each club shall be represented by eight players who shall be *bona fide* members of the club they represent. They must be normally resident in Scotland or within 50 miles of the normal meeting place of the club. They need not be the same throughout the competition, but no player shall represent more than one club in the Richardson and Spens Cups or Campbell Rosebowl in any one season. For every infringement of this rule, one point shall be deducted from the score of the offending club and added to the score of the opposing club.
5. To be *bona fide* a player should have:-
 - a) Paid the required membership fee for the current season
 - b) Satisfied at least one of the following:
 - * Represented the club in other events in the current or preceding season
 - * Represented that club previously for an extended period
 - * Represented that club previously and no other Scottish club between times
 - * Had no affiliation to a Scottish club for at least 5 years and the chosen club is geographically acceptable (ie not necessarily the closest but either near to being the closest suitable club or one more easily reached by road or rail)

It would be desirable for the player to be participating in other activities of the club.

Any club in doubt about the *bona fide* status of a proposed player must contact the Arbiter as early as possible and no later than seven days before the match.

Chess Scotland Rules Book

6. The order of players in each team shall be that of current playing strength. After team lists are exchanged, the captains shall toss for choice of colour at board one. The move at the remaining boards shall alternate accordingly.
 7. Failing agreement, clubs more than 80 map miles apart shall play at an intermediate venue to be fixed by the Arbiter. Detailed arrangements shall be made by the away team and expenses shared. A match may be played by telephone, but this is advisable only in exceptional circumstances.
 8. The Arbiter shall fix a date for each round. Each match shall commence at 2.00 pm. If mutually agreed in writing by the clubs concerned, or if so determined by the Arbiter, a match may take place at an earlier date or commence at another time. (A central venue final is an exception).
 9. All games shall be played in accordance with the Laws of Chess, as laid down by the Federation Internationale des Echecs (FIDE).
 10. It is the responsibility of the home team to provide sufficient clocks and suitable sets, boards, etc. When play takes place at an intermediate venue, each team shall provide half the equipment required (plus one additional clock). The time limit shall be 40 moves in 2 hours. In telephone matches, the rate of play shall be 40 moves in 105 minutes.
 11. Games unfinished at the time check (as defined in rule 10) must be (except in telephone matches) completed by a quickplay finish (see FIDE Law 10), each player having an additional 30 minutes for all moves.
In telephone matches such games must be sent to the Arbiter for adjudication. Each position so sent shall be accompanied by a claim for a win or a draw, attested by the team captains. Each club shall also forward to the Arbiter the adjudication fee of £6, all to reach him within 7 days of the match. The fee shall be returned to the club whose claim is upheld by the adjudicator.
 12. In the event of an appeal against a decision by the Arbiter, the case shall be referred to the Arbiters' Committee whose decision shall be final. The club's claim must be accompanied by a £20 fee, refundable at the discretion of the committee. The Director of Home Chess shall have the power to alter or modify the foregoing rules in such manner as he may think necessary.
 13. Smoking in the playing room is not permitted. The smoking rules of the venue must be observed.
 14. It is strongly recommended that the home team supply refreshments to the visiting team during the playing session.
 15. Either side involved may appeal against adjudication decisions in accordance with the procedure specified below.
- * Number subject to alteration.

Spens Cup Rules

1. These rules are the same as the Richardson Cup, except for:
2. The Spens Cup shall be open for competition to clubs in membership of *Chess Scotland* not in the Richardson Cup for that season. The competition shall be conducted on the knock-out principle. The finalists shall be promoted to the following season's Richardson Cup competition.

Chess Scotland Rules Book

3. The pairings shall be determined by ballot. In the first round, the lower numbered club in each pairing shall have the home draw. In subsequent rounds, home and away draws for each club shall be balanced in accordance with the principles of colour determination in Swiss pairings. When both clubs have had the same home/away sequence, the lower numbered club shall receive the draw which better fits its sequence. If a replay is required, the venue shall be reversed.
4. In Richardson rule 4, substitute 'six' for 'eight'.
5. Byes arising in the preliminary round shall be awarded as far as possible to the preceding season's Campbell Rosebowl finalists, Spens Cup semi-finalists, and teams relegated from the Richardson Cup, in that order.
6. A competition for the Jack Campbell Rosebowl shall be held for all clubs which are eliminated in the preliminary or first round, other than those which choose (on the entry form) not to be considered as eligible. A club which is eliminated without playing a match shall not be eligible unless the Arbiter decides otherwise. For the purposes of Richardson rule 4, this competition shall count as part of the Spens Cup.

Appeals Against Adjudication

(Applicable only to telephone matches)

1. These must be submitted by one of the two sides who submitted the original position for adjudication. No third party may appeal.
2. The appeal must reach the Arbiter within four days of the original decision being received by the side or player appealing, and be supported by a reasoned line or lines of analysis, in **triplicate**, opposing the original decision, together with the original position.
3. At the same time, the appellant must notify the opposing match captain that an appeal has been made, giving details of the decision(s) in question.
4. Appeals must be accompanied by a fee of £10, which is returnable if the appeal is upheld.
5. **If two or more games in a match have been adjudicated, and an appeal is made against one or more of the decisions**, the opposing side may counter-appeal, within 3 days of receipt of the notice of appeal, in any of the other adjudicated games of the same match. Such counter-appeals must comply with rules 1-4, reading 'notice of appeal' for the first mention of 'original decision' in rule 2. **The decision of the Appeal Judge shall be final and binding.**
6. Any notification of adjudication results by the Arbiter may be given by telephone and confirmed by letter, and shall be deemed to have been given at the time of the telephone call.
7. Any claim which does not comply with the rules will be invalid.

Revised Sept 2008 and May 2009

Chess Scotland Rules Book

MacIsaac Tournament Rules

1. Each club in membership of *Chess Scotland* shall be entitled to enter one player who shall be the club champion for the previous season, failing whom another bona fide member with a current grading of not less than 1850 may be substituted. The winner of the MacIsaac Tournament in the previous season also has the right of entry to the competition. If he/she exercises this right, then the club of which he/she is a member may nominate a second player if and only if the second player is the reigning club champion.
2. The winner shall receive 30% of the total entry fees and the losing finalist 15%. In addition, the winner shall be entitled to a place in the next Scottish Championship as laid down in the rules for that championship.
3. The competition shall be run on the knock-out principle with one game determining the result unless it is drawn, when a second game will be played. If this is also drawn, then the players will play a game in which each has 15 minutes on the clock to make all the moves. The colours in this 15-minute game will be determined by lot. In the event of a further draw, another 15-minute game shall be played with the colours reversed, and so on until a result is obtained.
4. The pairings shall be determined by ballot and shall be on a zonal basis as far as possible until the semi-finals. In round 1 the lower numbered player shall be at home, and thereafter, home and away draws shall be determined according to the principles of Swiss pairings. The visiting player shall have white. If a replay is required, the colour shall be reversed.
5. Failing agreement, players who live more than 60 miles apart shall play at an intermediate venue fixed by the Arbiter.
6. The Arbiter shall fix a date for each round. Each round shall commence at 2pm. If mutually agreed by the players concerned, the game may take place at an earlier date or commence at another time. If a game is drawn, the Arbiter shall fix a time and date for the replay.
7. All games shall be played in accordance with the current Laws of Chess as laid down by FIDE.
8. The use of clocks shall be compulsory and the clock shall be provided by the home player. The rate of play shall be not less than 40 moves in the first two hours. Unless there is prior agreement between the players play shall be continuous. After black's 40th move has been made, each clock shall be set back by 30 minutes and the game completed under Quickplay finish rules in the time remaining to each player.
9. In the event of the two players becoming involved in a dispute which cannot be resolved by the Arbiter, then the case will be referred to the Arbiters' Committee whose decision will be final. The Director of Tournaments shall have the power to alter or modify the foregoing rules in such manner as he may think necessary.
10. Any player who withdraws or defaults a game without giving an acceptable explanation to the Arbiter will not be permitted to play in the MacIsaac or Nancy Elder Tournaments in the following year.

Chess Scotland Rules Book

Nancy Elder Memorial Tournament Rules

1. These rules are the same as for the MacIsaac Tournament, except for:
2. Each member club of *Chess Scotland* may enter one player, who must have a current grading below 1850 (juniors 1775). In addition, the current holder may enter, if qualified on grading.
3. Qualification for the Scottish Championship (MacIsaac Rule 2) does not apply.

Rules for Seeded Swiss Pairings

BASIC PRINCIPLE

1. No player shall play the same opponent twice.

PRIORITIES

2. When making pairings, the priorities are:-
 - a) score
 - b) colour
 - i) equalise numbers of whites and blacks
 - ii) avoid runs of the same colour
 - c) grade order
 - d) float history
 - e) Where alterations from the perfect application of these rules must be made, the principle of minimum disturbance is applied.

PREPARATION

3. Ungraded players are allocated an estimated grade using the best information available. This can be amended for particular players in the light of experience during the tournament. Pairing cards are arranged in descending order of grade.
4. Players with the same grade are placed in order of FIDE title status (GM, WGM, IM, WIM, FM, WFM, no title) and then alphabetically. Pairings for a particular round can sometimes be improved by changing the order of players having the same grade.

MID-LINE

5. When the players on a score level have been ranked according to rule 4, the cards are divided in to two groups. The higher graded players will be expected either to upfloat to a higher score level or play a lower graded player on the same score level. The lower graded players will be expected either to downfloat or to be awarded a bye or to play a higher graded player on the same score level. The position of the mid-line is chosen so that after any floaters or byes are removed, the number of players above the line equals the number of players below the line. Example: for 61 players in round 1, the mid-line is set below player 30. When the bye has been selected there will be 30 games between top-half and bottom-half players.

Chess Scotland Rules Book

BYES

6. If a bye is required in round 1, it is given to a player just below the mid-line who is not due to receive a pre-arranged bye. For subsequent rounds the bye is chosen, if possible, from the lowest score level, looking first at the larger colour group, working from the mid-line downwards, seeking a player who has not hitherto had a bye or default and who is not due to receive a pre-arranged bye. If this fails, the bye is chosen using the same criteria but working upwards from the mid-line.
7. The chosen player receives the points given for a win, without colour.

PAIRINGS FOR ROUND 1

8. Players are paired top half v bottom half in descending grade order with the colour on board 1 being decided by lot, e.g. with 64 players:- 1v33, 34v2, 3v35, or 33v1, 2v34, 35v3.

PAIRINGS FOR OTHER ROUNDS

SCORE

9. As far as possible players are paired within their own score level.
10. Where this is not possible, the minimum number of players are floated by the minimum score difference (see rules 19-24).
11. The highest score level is considered first, then the next highest and so on.
12. On each score level, the top half is paired against the bottom half, keeping as close as possible to grade order. Where this is not possible, the players on either side of the mid-line are exchanged by the minimum extent necessary.
13. This policy is only broken to avoid a blockage near the bottom of the pairings, when as few score levels as possible, working upwards, are disturbed.

COLOUR

14. Within each score level, pairing cards are sorted into white seekers and black seekers, each group then being arranged in descending order (see rule 4). A white seeker is a player who has had more blacks than whites, or has had equal numbers of each colour, but played last with black. A black seeker is a player who has had more whites than black, or has had equal numbers of each colour, but played last with white.
15. As far as possible, white seekers play black seekers.
16. Where there is an excess of one colour group, transfers are made which involve those players with the weakest claim for the original colour. Colour difference is more important than colour alternation.

Chess Scotland Rules Book

- (i) The greater the difference between the number of whites and blacks, the greater is his claim to be given the correct colour, e.g. WWBW has a colour difference of 2 and would be given black in preference to byeBWW, which has a colour difference of 1.
 - (ii) A player who has just had one colour should be given the other colour. A player who has just had two of the same colour has a stronger claim to the other colour than a player who has not just had a run of the same colour. Even longer runs of a colour give a stronger claim to alternate in the next round, e.g. (1) WWBB deserves white more than WBWB, e.g. (2) BWWB and WBWB equally deserve white.
 - (iii) Rule (ii) is used to distinguish between players who have the same colour difference, e.g. (i) WBWW is more strongly due for black than WWBW, e.g. (2) WWBW is more strongly due for black than WWWB.
 - (iv) Byes are ignored for the purpose of (ii) e.g. WBBbye and WbyeBB are equally deserving of white in the next round.
 - (v) A player who has played fewer games has greater priority for the correct colour e.g. bye bye W deserves black more than WBW, but less than BWW.
17. If the score level requires a float (or floats) and has an excess of one colour and the linked score level(s) below has (have) an excess of the same colour, they are treated as one score level for the purpose of colour transfers, care being taken not to infringe rule 10.
18. Where colour transfers must be made which involve players having identical colour requirements, players should be chosen who best satisfy Rule 12.

FLOATERS

- 19 When there is an odd number of players on the score level being considered, a player must be floated down to the next score level.
- 20 The downfloater is chosen from the larger colour group. Work from the mid-line of the score group downwards to the bottom, seeking a player who:-
- a) did not downfloat in the previous round
 - b) has no worse a downfloat history than any other player below the mid-line in the colour group of the score level being considered.
- If this fails to produce the downfloater, work from the mid-line to the top, using criteria a) and b).
21. The opponent for the downfloater is chosen from the opposite colour group. Work from the top downwards towards the med-line, seeking a player who:-
- a) did not upfloat in the previous round
 - b) has no worse an upfloat history than any other player above the mid-line in the colour group of the score level being considered.
- If this fails to produce the upfloater, work from the mid-line down to the bottom, using criteria a) and b).

Chess Scotland Rules Book

22. If the chosen upfloater has already played the chosen downfloater, the alternative pairing which best satisfies both rule 20 and rule 21 is chosen.
23. When the floaters have been selected the players on each score level are paired according to rule 12.
24. Selected floaters are not altered unless a change reduces the number of a) further floaters, b) colour transfers, or c) exchanges of players across the mid-line.

FINAL COLOUR CHECK

25. Where two players with identical colour requirements are paired together, the correct colour is given to the higher ranking player. Where two players have the same score, this is the higher-graded player. Where two players have different scores, it is the player with the higher score.

GENERAL

26. In a long tournament, care must be taken that the priorities are not violated for players on the lowest score levels.
27. Once a draw has been published, if adjustments or alterations are necessary, they are made so as to produce the least disturbance to the draw.

OTHER FORMS OF SWISS DRAW

SWISS DRAW FOR LONG EVENTS:

28. In Long tournaments, including the British Championship, in Rule 21, the search for the upfloater is made from mid-line to top. The reason for this is to avoid giving a lone leader the strongest available opponent for round after round.
29. SWISS DRAWS FOR LARGE NUMBERS OF PLAYERS: In short tournaments with large numbers of players, in Rule 20, the search for the downfloater is made from the bottom to the mid-line. This acts as a mild form of acceleration.
30. RANDOM PAIRINGS: When there are many ungraded players, or when the range of gradings is very small or when pairings have to be made rapidly, random pairings may be used. These use the same principles as above, but without any reference to gradings or the mid-line.

SPECIAL RULES FOR THE BRITISH CHAMPIONSHIP AND OTHER FIDE-RATED EVENTS

31. The British Championship will not normally start with a bye.
32. In the British Championship, the highest FIDE-rated player takes white in odd-numbered years.
33. In FIDE-rated tournaments, the grades of non FIDE-rated players should be used to rank those players. Depending on the nature of the tournament, the rated and non-rated pools of players may be placed in a single rank order, or the unrated players may all be placed below the rated ones.

Chess Scotland Rules Book

34. For FIDE-rated tournaments, the words 'FIDE rating' should be substituted for 'grade' in rules 1-27.

DISCRETIONARY RULES

35. In round 1, pairings between relatives, players from the same club, distant local area or foreign country are best avoided. The extent to which such pairings are avoided in later rounds is at the discretion of the arbiter.
36. Full point byes can sometimes be avoided by the use of 'fillers' or cross-pairings between sections. These options may not be appropriate for championship events.
37. In round 2, pairings between players who received half-point byes in round 1 should be avoided if possible.
38. In an event where there are grades or FIDE ratings from more than one source, a recognised conversion formula may be used to derive the best ranking of the players.
39. If two players are paired together but one or both defaults, although the two players are still eligible to be paired together subsequently, this should be avoided, providing priorities (a) score, and (b) colour balance, are not violated.
40. In the last rounds, for players not in contention for a prize, rule 9 may be relaxed to avoid a colour difference of 3 (e.g. 4 whites, 7 blacks).

FINAL NOTE

These rules are approved by the Chief Arbiters of England and Wales, and the Arbiters' Committee of Scotland. A fuller set of regulations is being produced, which may be more useful to some arbiters. Both sets of rules are designed to produce the same result and are equally valid.

Chess Scotland Rules Book

Rules for Lightning (10 second) chess

Preamble: Lightning chess can be a game between two players where the thinking time is regulated either by a buzzer sounding every ten seconds or by using digital clocks set in 'Bronstein' mode.

- 1 The time limit between moves shall be ten seconds.
- 2 Where a buzzer is used, each player on his turn to move, shall move immediately the buzzer sounds - not before or after.
- 3 A move must be completed before the buzzer ceases to sound or the time on the clock expires. Any player exceeding this time limit is likely to be defaulted. An Arbiter should only give one warning of this, and thereafter enforce the Rule.
- 4 If a player completes an illegal move, his opponent can immediately claim the game. If he does not do so, but instead replies to the illegal move with a move of his own, the illegal move stands and the game must continue.
- 5 A player may not claim a draw on grounds which normally require the existence of a game score (eg repetition or the "50-move" circumstance).
- 6 Except insofar as they conflict with the Rules given above, the normal Laws of Chess (including the touch move Rule) shall apply.
- 7 If the Arbiter considers:
 - (a) that neither player is trying to win;
 - (b) that one player is unnecessarily prolonging the game;
 - (c) or that irregularity or malpractice has occurred

then, notwithstanding anything stated above, he may:

- (1) award a win to one player and a loss to the other
 - (2) award a loss to both players
 - (3) declare the game a draw
 - (4) order the game to be replayed with or without colours reversed.
- 8 In the event of any dispute arising over the interpretation of these Rules, the Arbiter's decision shall be final.

Chess Scotland Rules Book

Regulations for Play with Computers

1 General

- 1.1 The game shall be played according to FIDE Laws on a tournament chess board and using a tournament clock. The official clock takes over from the built in computer clock.
- 1.2 The operator is regarded as "the computer's player" except that Article 4 as relating to touched pieces does not apply to the operator.
- 1.3 After the player has made a move, the operator will key it into the computer and record it on the tournament scoresheet.
- 1.4 After the computer has indicated a move, the operator will play it on the tournament board, start the player's clock and record the move on the tournament scoresheet.
- 1.5 Computers may not take part in FIDE rated events.

2 Time Limits

- 2.1 The move rate set on the computer should allow for the time which will be taken by the operator in transferring moves from and to the tournament board.
- 2.2 If the computer is becoming short of time, the operator may select a faster move rate which must be kept until the time control has been passed. The operator may then return the computer to the move rate required to reach the next time control. Other variations from the preset parameters are not permitted.
- 2.3 The operator may not force the computer to move.

3 Rights and Duties of the Operator

- 3.1 The operator must obey each instruction of the computer.
- 3.2 The operator may accept or refuse the player's offer of a draw as provided in the FIDE laws. The player may suggest that the computer should resign, and the operator may resign on behalf of the computer. In each case, before deciding, the operator may consult, in the presence of the arbiter, a previously nominated person accepted by the arbiter.
- 3.3 Only if the computer itself so instructs him may the operator offer a draw, or claim a draw by repetition.
- 3.4 The operator may change cartridges or other memory only on instructions from the computer.
- 3.5 If the computer is sealing a move, the arbiter may ask the player to withdraw temporarily to a position from which he cannot see the computer's display of the move to be sealed. The arbiter must check that the instructed move has been recorded on the score sheet. The operator is responsible for maintaining the security of the move indicated on the computer display. At the time of the resumption of the game it is the responsibility of the operator to ensure that the position has been entered correctly on the computer.

4 Prizes

Computers taking part in human tournaments can only receive special computer prizes, if any.

Chess Scotland Rules Book

Tie-breaking Systems

The following are ways of breaking ties. They should not be regarded as being in any particular order. The system to be used should be decided *before* the event starts.

A. Individual Events

For Swiss Tournaments

1. Modified Sum of Opponents' Grades System
Where the players involved have **all played only against graded opponents**, after eliminating the lowest graded opponent, find the sum of opponents' gradings. The highest total wins. If still tied, eliminate the next lowest graded opponent until a decision is reached.
2. Sum of Progressive Scores System
For other Swiss tournaments, add for each player his cumulative scores at the end of each round. The player with the highest total wins. If still tied, deduct the first round score and recount, then the second round, and so on.
3. Sum of Opponents Scores System (Buchholz)
Add for each player the scores of his opponents (Bye counts as zero). The highest total wins. This may be modified by deleting the lowest contribution to each total.

For Other Tournaments (Including All-Play-Alls)

4. Results of games between all tied players
5. Number of won games.
6. Wallace (Elimination of Scores) System
Eliminate the scores obtained against opponents in the lowest final score group. The highest total wins. If still tied, eliminate scores from the next lowest final score group, and so on.
7. Sonneborn-Berger
For each player, multiply the score of each opponent by the score (1, 2, 0) obtained against that opponent. Add the resulting numbers. The highest total wins. (Can also be used in a Swiss)

B. Team Events

8. Game Points/Match Points System
Where a multiple round team event takes place with the order based on the total of game (or match) points, comparison of match (or game) points will be the first tie-break system applied.
9. Hooper (Board Count) System
Where only two teams have played, the numbers of the boards at which each team won are added, and the team with the lower total wins.
10. Bottom Board Elimination System
The score obtained by each team on the lowest board is cancelled and so on upwards until the tie is broken.
11. If the tie remains unbroken, decide by lot.

Chess Scotland Rules Book

All-play all Pairings

Each player is given a number by lot before play commences. In the pairings below, the first number has White. If the number of competitors is odd, the player whose code number is asterisked has the bye.

3/4 Players

Round 1 1-2 4-3*
Round 2 3-1 2*-4
Round 3 2-3 1*-4

5/6 Players

Round 1 1-2 5-3 6-4*
Round 2 3-1 4-5 2*-6
Round 3 1-4 2-3 6-5*
Round 4 5-1 4-2 3*-6
Round 5 2-5 3-4 1*-6

7/8 Players

Round 1 1-2 7-3 6-4 8-5*
Round 2 3-1 4-7 5-6 2*-8
Round 3 1-4 2-3 7-5 8-6*
Round 4 5-1 4-2 6-7 3*-8
Round 5 1-6 2-5 3-4 8-7*
Round 6 7-1 6-2 5-3 4*-8
Round 7 2-7 3-6 4-5 1*-8

9/10 Players

Round 1 1-2 9-3 8-4 7-5 10-6*
Round 2 3-1 4-9 5-8 6-7 2*-10
Round 3 1-4 2-3 9-5 8-6 10-7*
Round 4 5-1 4-2 6-9 7-8 3*-10
Round 5 1-6 2-5 3-4 9-7 10-8*
Round 6 7-1 6-2 5-3 8-9 4*-10
Round 7 1-8 2-7 3-6 4-5 10-9*
Round 8 9-1 8-2 7-3 6-4 5*-10
Round 9 2-9 3-8 4-7 5-6 1*-10

11/12 Players

Round 1 1-2 11-3 10-4 9-5 8-6 12-7*
Round 2 3-1 4-11 5-10 6-9 7-8 2*-12
Round 3 1-4 2-3 11-5 10-6 9-7 12-8*
Round 4 5-1 4-2 6-11 7-10 8-9 3*-12
Round 5 1-6 2-5 3-4 11-7 10-8 12-9*
Round 6 7-1 6-2 5-3 8-11 9-10 4*-12
Round 7 1-8 2-7 3-6 4-5 11-9 12-10*
Round 8 9-1 8-2 7-3 6-4 10-11 5*-12
Round 9 1-10 2-9 3-8 4-7 5-6 12-11*
Round 10 11-1 10-2 9-3 8-4 7-5 6*-12
Round 11 2-11 3-10 4-9 5-8 6-7 1*-12

Chess Scotland Rules Book

13/14 Players

Round 1 1-2 13-3 12-4 11-5 10-6 9-7 14-8*
Round 2 3-1 4-13 5-12 6-11 7-10 8-9 2*-14
Round 3 1-4 2-3 13-5 12-6 11-7 10-8 14-9*
Round 4 5-1 4-2 6-13 7-12 8-11 9-10 3*-14
Round 5 1-6 2-5 3-4 13-7 12-8 11-9 14-10*
Round 6 7-1 6-2 5-3 8-13 9-12 10-11 4*-14
Round 7 1-8 2-7 3-6 4-5 13-9 12-10 14-11*
Round 8 9-1 8-2 7-3 6-4 10-13 11-12 5*-14
Round 9 1-10 2-9 3-8 4-7 5-6 13-11 14-12*
Round 10 11-1 10-2 9-3 8-4 7-5 12-13 6*-14
Round 11 1-12 2-11 3-10 4-9 5-8 6-7 14-13*
Round 12 13-1 12-2 11-3 10-4 9-5 8-6 7*-14
Round 13 2-13 3-12 4-11 5-10 6-9 7-8 1*-14

15/16 Players

Round 1 1-2 15-3 14-4 13-5 12-6 11-7 10-8 16-9*
Round 2 3-1 4-15 5-14 6-13 7-12 8-11 9-10 2*-16
Round 3 1-4 2-3 15-5 14-6 13-7 12-8 11-9 16-10*
Round 4 5-1 4-2 6-15 7-14 8-13 9-12 10-11 3*-16
Round 5 1-6 2-5 3-4 15-7 14-8 13-9 12-10 16-11*
Round 6 7-1 6-2 5-3 8-15 9-14 10-13 11-12 4*-16
Round 7 1-8 2-7 3-6 4-5 15-9 14-10 13-11 16-12*
Round 8 9-1 8-2 7-3 6-4 10-15 11-14 12-13 5*-16
Round 9 1-10 2-9 3-8 4-7 5-6 15-11 14-12 16-13*
Round 10 11-1 10-2 9-3 8-4 7-5 13-14 12-15 6*-16
Round 11 1-12 2-11 3-10 4-9 5-8 6-7 15-13 16-14*
Round 12 13-1 12-2 11-3 10-4 9-5 8-6 14-15 7*-16
Round 13 1-14 2-13 3-12 4-11 5-10 6-9 7-8 16-15*
Round 14 15-1 14-2 13-3 12-4 11-5 10-6 9-7 8*-16
Round 15 2-15 3-14 4-13 5-12 6-11 7-10 8-9 1*-16

Jamboree Pairings

Chess Scotland recommends the Hutton Pairing system.

Each team is given a code letter by lot before play commences.

The pairings below give the board number where the player should sit, followed by the white player's code and team board number, followed by the same information for black.

3 Teams

1 B1-C1 2 C2-A1 3 A2-B2 4 B3-A3 5 A4-C3 6 C4-B4

4 Teams

1 A1-B1 2 C1-D1 3 B2-C2 4 D2-A2 5 A3-C3 6 B3-D3 7 D4-B4
8 C4-A4 9 C5-B5 10 A5-D5 11 B6-A6 12 D6-C6

Chess Scotland Rules Book

5 Teams

1 B1-E1 2 D1-C1 3 E2-A1 4 A2-D2 5 C2-B2 6 A3-C3 7 E3-D3 8 D4-B3
9 B4-A4 10 C4-E4 11 B5-C5 12 D5-A5 13 A6-E5 14 C6-D6 15 E6-B6 16 A7-B7
17 E7-C7 18 B8-D7 19 C8-A8 20 D8-E8

6 Teams

1 A1-E1 2 B1-D1 3 F1-C1 4 C2-B2 5 D2-A2 6 E2-F2 7 A3-C3 8 E3-D3
9 F3-B3 10 B4-A4 11 C4-E4 12 D4-F4 13 A5-F5 14 B5-E5 15 C5-D5 16 D6-C6
17 E6-B6 18 F6-A6 19 C7-F7 20 D7-B7 21 E7-A7 22 A8-D8 23 B8-C8 24 F8-E8
25 B9-F9 26 C9-A9 27 D9-E9 28 A10-B10 29 E10-C10 30 F10-D10

7 Teams

1 B1-G1 2 D1-E1 3 F1-C1 4 G2-A1 5 A2-F2 6 C2-D2 7 E2-B2 8 C3-A3
9 D3-G3 10 E3-F3 11 F4-B3 12 A4-D4 13 B4-C4 14 G4-E4 15 A5-E5 16 D5-B5
17 G5-F5 18 E6-C5 19 B6-A6 20 C6-G6 21 F6-D6 22 B7-E7 23 D7-C7 24 F7-A7
25 A8-G7 26 C8-F8 27 E8-D8 28 G8-B8 29 C9-B9 30 D9-A9 31 E9-G9 32 B10-F9
33 A10-C10 34 F10-E10 35 G10-D10 36 A11-B11 37 D11-F11 38 G11-C11 39 C12-E11
40 B12-D12 41 E12-A12 42 F12-G12

8 Teams

1 A1-H1 2 B1-G1 3 C1-F1 4 D1-E1 5 E2-C2 6 F2-B2 7 G2-A2 8 H2-D2
9 A3-F3 10 B3-E3 11 C3-D3 12 G3-H3 13 D4-B4 14 E4-A4 15 F4-G4 16 H4-C4
17 A5-D5 18 B5-C5 19 F5-H5 20 G5-E5 21 C6-A6 22 D6-G6 23 E6-F6 24 H6-B6
25 A7-B7 26 E7-H7 27 F7-D7 28 G7-C7 29 B8-A8 30 C8-G8 31 D8-F8 32 H8-E8
33 E9-D9 34 F9-C9 35 G9-B9 36 H9-A9 37 A10-C10 38 B10-F10 39 C10-E10
40 D10-H10 41 D11-C11 42 E11-B11 43 F11-A11 44 H11-G11 45 A12-E12 46 B12-D12
47 C12-H12 48 G12-F12

9 Teams

1 B1-I1 2 D1-G1 3 F1-E1 4 H1-C1 5 I2-A1 6 A2-H2 7 C2-F2 8 E2-D2 9 G2-B2
10 C3-A3 11 E3-H3 12 F3-G3 13 I3-D3 14 H4-B3 15 A4-F4 16 B4-E4 17 D4-C4
18 G4-I4 19 A5-E5 20 B5-D5 21 H5-G5 22 I5-F5 23 G6-C5 24 C6-B6 25 D6-A6
26 E6-I6 27 F6-H6 28 B7-F7 29 C7-E7 30 G7-A7 31 H7-I7 32 F8-D7 33 A8-B8
34 D8-H8 35 E8-G8 36 I8-C8 37 B9-G9 38 D9-E9 39 F9-C9 40 H9-A9 41 A10-I9
42 C10-H10 43 E10-F10 44 G10-D10 45 I10-B10 46 C11-D11 47 E11-B11 48 F11-A11
49 I11-G11 50 B12-H11 51 A12-C12 52 D12-I12 53 G12-F12 54 H12-E12

10 Teams

1 A1-J1 2 B1-I1 3 C1-H1 4 D1-G1 5 E1-F1 6 F2-D2 7 G2-C2 8 H2-B2 9 I2-A2
10 J2-E2 11 A3-H3 12 B3-G3 13 C3-F3 14 D3-E3 15 I3-J3 16 E4-C4 17 F4-B4
18 G4-A4 19 H4-I4 20 J4-D4 21 A5-F5 22 B5-E5 23 C5-D5 24 H5-J5 25 I5-G5
26 D6-B6 27 E6-A6 28 F6-I6 29 G6-H6 30 J6-C6 31 A7-D7 32 B7-C7 33 G7-J7
34 H7-F7 35 I7-E7 36 C8-E8 37 D8-I8 38 E8-H8 39 F8-G8 40 J8-B8 41 A9-B9
42 F9-J9 43 G9-E9 44 H9-D9 45 I9-C9 46 B10-A10 47 C10-I10 48 D10-H10 49 E10-G10
50 J10-F10 51 F11-E11 52 G11-D11 53 H11-C11 54 I11-B11 55 J11-A11 56 A12-I12
57 B12-H12 58 C12-G12 59 D12-F12 60 E12-J12

Chess Scotland Rules Book

11 Teams

1 B1-K1 2 D1-I1 3 F1-G1 4 H1-E1 5 J1-C1 6 K2-A1 7 A2-J2 8 C2-H2 9 E2-F2 10 G2-D2
11 I2-B2 12 A3-C3 13 E3-J3 14 F3-I3 15 G3-H3 16 K3-D3 17 J4-B3 18 B4-G4 19 C4-F4
20 D4-E4 21 H4-A4 22 I4-K4 23 D5-B5 24 E5-A5 25 F5-K5 26 G5-J5 27 H5-I5 28 I6-C5
29 A6-F6 30 B6-E6 31 C6-D6 32 J6-H6 33 K6-G6 34 A7-G7 35 C7-E7 36 F7-B7 37 I7-J7
38 K7-H7 39 H8-D7 40 B8-C8 41 D8-A8 42 E8-K8 43 G8-I8 44 J8-F8 45 B9-H9 46 C9-G9
47 F9-D9 48 I9-A9 49 J9-K9 50 G10-E9 51 A10-B10 52 D10-J10 53 E10-I10 54 H10-F10
55 K10-C10 56 B11-I11 57 D11-G11 58 F11-E11 59 H11-C11 60 J11-A11 61 A12-K11
62 C12-J12 63 E12-H12 64 G12-F12 65 I12-D12 66 K12-B12

12 Teams

1 A1-K1 2 B1-J1 3 C1-I1 4 D1-H1 5 E1-G1 6 I1-F1 7 F2-E2 8 G2-D2 9 H2-C2 10 I2-B2
11 J2-A2 12 K2-L2 13 A3-I3 14 B3-H3 15 C3-G3 16 D3-F3 17 K3-J3 18 L3-E3 19 E4-D4
20 F4-C4 21 G4-B4 22 H4-A4 23 I4-K4 24 J4-L4 25 A5-G5 26 B5-F5 27 C5-E5 28 J5-I5
29 K5-H5 30 L5-D5 31 D6-C6 32 E6-B6 33 F6-A6 34 G6-K6 35 H6-J6 36 I6-L6 37 A7-E7
38 B7-D7 39 I7-H7 40 J7-G7 41 K7-F7 42 L7-C7 43 C8-B8 44 D8-A8 45 E8-K8 46 F8-J8
47 G8-I8 48 H8-L8 49 A9-C9 50 H9-G9 51 I9-F9 52 J9-E9 53 K9-D9 54 L9-B9 55 B10-A10
56 C10-K10 57 D10-J10 58 E10-I10 59 F10-H10 60 G10-L10 61 G11-F11 62 H11-E11
63 I11-D11 64 J11-C11 65 K11-B11 66 L11-A11 67 A12-L12 68 B12-K12 69 C12-J12
70 D12-I12 71 E12-H12 72 F12-G12

13 Teams

1 B1-M1 2 D1-K1 3 F1-I1 4 H1-G1 5 J1-E1 6 L1-C1 7 M2-A1 8 A2-L2 9 C2-J2 10 E2-H2
11 G2-F2 12 I2-D2 13 K2-B2 14 C3-A3 15 D3-M3 16 E3-L3 17 I3-H3 18 J3-G3 19 K3-F3
20 L4-B3 21 A4-J4 22 B4-I4 23 F4-E4 24 G4-D4 25 H4-C4 26 M4-K4 27 B5-D5 28 E5-A5
29 F5-M5 30 H5-K5 31 I5-J5 32 L5-G5 33 K6-C5 34 A6-H6 35 C6-F6 36 D6-E6 37 G6-B6
38 J6-L6 39 M6-I6 40 A7-G7 41 B7-F7 42 C7-E7 43 K7-J7 44 L7-I7 45 M7-H7 46 J8-D7
47 D8-C8 48 E8-B8 49 F8-A8 50 G8-M8 51 H8-L8 52 I8-K8 53 A9-I9 54 C9-G9 55 F9-D9
56 H9-B9 57 K9-L9 58 M9-J9 59 I10-E9 60 B10-C10 61 D10-A10 62 E10-M10
63 G10-K10 64 J10-H10 65 L10-F10 66 A11-K11 67 D11-H11 68 E11-G11 69 I11-C11
70 J11-B11 71 M11-L11 72 H12-F11 73 B12-A12 74 C12-M12 75 F12-J12 76 G12-I12
77 K12-E12 78 L12-D12

14 Teams

1 A1-M1 2 B1-L1 3 C1-K1 4 D1-J1 5 E1-I1 6 F1-H1 7 N1-G1 8 G2-F2 9 H2-E2 10 I2-D2
11 J2-C2 12 K2-B2 13 L2-A2 14 M2-N2 15 A3-K3 16 B3-J3 17 C3-I3 18 D3-H3 19 E3-G3
20 M3-L3 21 N3-F3 22 F4-E4 23 G4-D4 24 H4-C4 25 I4-B4 26 J4-A4 27 K4-M4 28 L4-N4
29 A5-I5 30 B5-H5 31 C5-G5 32 D5-F5 33 L5-K5 34 M5-J5 35 N5-E5 36 E6-D6 37 F6-C6
38 G6-B6 39 H6-A6 40 I6-M6 41 J6-L6 42 K6-N6 43 A7-G7 44 B7-F7 45 C7-E7 46 K7-J7
47 L7-I7 48 M7-H7 49 N7-D7 50 D8-C8 51 E8-B8 52 F8-A8 53 G8-M8 54 H8-L8 55 I8-K8
56 J8-N8 57 A9-E9 58 B9-D9 59 J9-I9 60 K9-H9 61 L9-G9 62 M9-F9 63 N9-C9 64 C10-B10
65 D10-A10 66 E10-M10 67 F10-L10 68 G10-K10 69 H10-J10 70 I10-N10 71 A11-C11
72 I11-H11 73 J11-G11 74 K11-F11 75 L11-E11 76 M11-D11 77 N11-B11 78 B12-A12
79 C12-M12 80 D12-L12 81 E12-K12 82 F12-J12 83 G12-I12 84 H12-N12 85 H13-G13
86 I13-F13 87 J13-E13 88 K13-D13 89 L13-C13 90 M13-B13 91 N13-A13