

# FIDE ONLINE CHESS REGULATIONS

## **Introduction**

The FIDE Online Chess Regulations are intended to cover all competitions where players play on the virtual chessboard and transmit moves via the internet.

Wherever possible, these Regulations are intended to be identical to the FIDE Laws of Chess and related FIDE competition regulations. They are intended for use by players and arbiters in official FIDE online competitions, and as a technical specification for online chess platforms hosting these competitions.

These Regulations cannot cover all possible situations that may arise during a competition, but it should be possible for an arbiter with the necessary competence, sound judgment, and objectivity, to arrive at the correct decision based on his/her understanding of these Regulations.

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# Part I: Basic Rules of Play

## Article 1: Application of the FIDE Laws of Chess

- 1.1 Articles 1 – 3 of the Basic rules of play from the FIDE Laws of Chess are fully applied, except Article 2.1.
- 1.2 Article 2.1 of the Basic rules of play from the FIDE Laws of Chess is superseded by Article 3.1 of these Regulations.
- 1.3 Articles 4 and 5 of the Basic rules of play from the FIDE Laws of Chess are superseded by Articles 3 and 5 of these Regulations respectively.

# Part II: Online Chess Rules

## Article 2: Playing Zone

- 2.1 Online chess games are played on a virtual chessboard.
- 2.2 The virtual chessboard shall be hosted by an online playing zone, usually an application or a website.
- 2.3 The list of moves shall be visible on the screen to the arbiter and both players throughout the game.
- 2.4 Each player is responsible for familiarising themselves with the playing zone's features and functionality.

## Article 3: Moving the Pieces on the Virtual Chessboard

- 3.1 The virtual chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard's right lower corner square is white.
- 3.2 Moves are made on the virtual chessboard, using a playing device, e.g. a computer with a mouse or a tablet.
- 3.3 The playing zone shall only accept legal moves.
- 3.4 The player having the move shall be allowed to use any technical means available on the playing zone to make his/her moves.
- 3.5 As a minimum, the playing zone must offer the possibility to select the source and target squares to make his/her move.
- 3.6 The following additional options may be activated and used by the player:
  - a) Smart move: the player may play his/her move by selecting a single square when a unique move can be done involving that square.
  - b) Pre-move: the player enters his/her move before his/her opponent made his/her own move. The move is automatically executed on the board as an immediate response to the opponent's move.

- c) Auto promotion to Queen: the player may set up the playing zone to force the promotion to a queen without being offered to choose the promoted piece.
- 3.7 All moves and clock times after each move are automatically recorded by the playing zone and visible for both players.
- 3.8 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

## Article 4: Virtual Chessclock

- 4.1 'Virtual chessclock' means the individual time displays of both players displayed by the playing zone.
- 4.2 When a player has made his/her move on the chessboard, his/her clock will automatically stop, and the opponent's clock will start.
- 4.3 If a player disconnects from the playing zone during the game, then his/her clock shall continue running.
- 4.4 Each player must complete a minimum number of moves or all moves in an allotted period of time, including any additional amount of time with each move. The competition regulations will specify these in advance.
- 4.5 If a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is automatically drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

## Article 5: Completing the Game

- 5.1 The game is won by the player who has checkmated his/her opponent's king.
- 5.2 The game is won by the player whose opponent declares he/she resigns by pressing button "resign" or by another method available on the playing zone.
- 5.3 The player can offer a draw in accordance with any method provided by the playing zone. The offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it by playing a move or the game is concluded in some other way.
- 5.4 The game is automatically drawn when:
  - 5.4.1 the same position appeared for the third time (as described in Article 9.2.2 of the FIDE Laws of Chess);
  - 5.4.2 the player to move has no legal move and his/her king is not in check. The game is said to end in 'stalemate';
  - 5.4.3 a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves;
  - 5.4.4 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

## Part III: Regulations for Online Competitions

## Article 6: Competition Types

- 6.1 Online competitions may be played under the following formats:
  - 6.1.1 An “Online chess competition” event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter. “Online chess” is the most generic term for Internet chess games. The regulations of this kind of events are specified by the playing zones.
  - 6.1.2 “Online Chess with supervision” competition is an event where players are remotely supervised by an arbiter. (see Part III a).
  - 6.1.3 “Hybrid chess” competition is an event where all players are physically supervised by an arbiter, while they play online (see Part III b)
- 6.2 The competition regulations shall specify the kind of competition listed in Article 6.1.

## Article 7: Scoring System

- 7.1 Unless the regulations of an event specify otherwise, a player who wins his/her game, or wins by forfeit, scores one point (1), a player who loses his/her game, or forfeits, scores no points (0), and a player who draws his/her game scores a half point ( $\frac{1}{2}$ ).
- 7.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of  $\frac{3}{4}$  -  $\frac{1}{4}$  is not allowed.

## Part III a: Regulations for Online Competitions with Supervision

### Article 8: General Provisions

- 8.1 The ‘playing venue’ is defined as the ‘playing area’, and toilets or restrooms. The playing area is defined as the room where the player plays his/her moves. The regulations of a competition may require the playing area should be monitored by cameras.
- 8.2 No one except the player are allowed to be in the playing area without the permission of the Arbiter.
- 8.3 The time control and method of implementation shall be specified in competition regulations.
- 8.4 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.
- 8.5 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he/she arrives, unless the competition regulations specify or the arbiter decides otherwise.
- 8.6 The playing zone must record the offer of a draw next to the player’s move when the draw is offered.

## Article 9: Players' Conduct

- 9.1 The players shall take no action that will bring the game of chess into disrepute including the way that a player behaves in front of the cameras.
- 9.2 Each player shall connect to the playing zone with an authorised device, to access their games.
- 9.3 Each player shall use his/her personal account when playing competition games on the playing zone.
- 9.4 Players must wear appropriate clothing when visible on camera and follow the dress code of the competition, if any.
- 9.5 During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.
- 9.6 During play the players are forbidden from using any electronic device, notes, sources of information or advice, or to analyse any game on another chessboard.
- 9.7 Players are not allowed to have headphones in or over their ears during play.
- 9.8.1 During a game, a player is forbidden from having in the playing venue any electronic device which is not specifically approved by the arbiter. However, the regulations of an event may allow such devices to be stored very near to the playing area only as a help to provide backup internet.
- 9.8.2 If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.
- 9.8.3 The arbiter may require the player to show his/her clothes, bags, contents of drawers/cupboards, or other items. A player's body, including ears, may also be inspected. These inspections will be by camera. Where the player's body is searched, other than just the ears, then it must be done in private by a person of the same gender. This search must not be recorded.
- 9.9 Smoking, including e-cigarettes, is not permitted when visible on camera.
- 9.10 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw, sending inappropriate messages or the introduction of a source of noise into the playing area.
- 9.11 Infraction of any part of Articles 9.1 – 9.10 shall lead to penalties in accordance with Article 10.9.
- 9.12 Players who have finished their games shall be considered to be spectators and must comply with the instructions of the Arbiter and the competition regulations. For example: mute their microphones, switch off their cameras and/or stop screen sharing.
- 9.13 A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.
- 9.14 Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter.
- 9.15 Players may observe other games from their current competition, provided they respect instructions on allowed behavior during a game and only display the current position, time and/or result. Players are forbidden from accessing any kind of game analysis during play.

## Article 10: The Arbiter's Role

- 10.1 The arbiter shall see that the FIDE Online Chess Regulations are observed.
- 10.2 The arbiter shall:
  - 10.2.1 ensure fair play,
  - 10.2.2 act in the best interest of the competition,
  - 10.2.3 ensure that a good playing environment is maintained,

- 10.2.4 ensure that the players are not disturbed,
- 10.2.5 supervise the progress of the competition,
- 10.2.6 take special measures in the interests of disabled players and those who need medical attention,
- 10.2.7 follow the Anti-Cheating Rules or Guidelines for FIDE Online Chess Competitions
- 10.3 The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.
- 10.3.1 The arbiter may appoint assistants to observe games and players.
- 10.4 The arbiter shall inspect the playing area as appropriate before the start of a game.
- 10.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 10.6 The arbiter must not intervene in a game except in cases described by the FIDE Online Chess Regulations.
- 10.7 Players in other games must not speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 10.8 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 or any contiguous area designated by the arbiter.
- 10.9 Options available to the arbiter concerning penalties:
  - 10.9.1 warning,
  - 10.9.2 increasing the remaining time of the opponent,
  - 10.9.3 reducing the remaining time of the offending player,
  - 10.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
  - 10.9.5 reducing the points scored in the game by the offending person,
  - 10.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
  - 10.9.7 a fine announced in advance,
  - 10.9.8 exclusion from one or more rounds,
  - 10.9.9 expulsion from the competition.

## Article 11: Disconnections

- 11.1 It is the player's responsibility to be connected to the playing zone. This includes providing a stable internet connection and a working playing device.
  - 11.1.1 The player may maintain his/her connection via a mobile device, only with the prior permission of the Arbiter.
- 11.2 The player shall follow the instructions given by the arbiter concerning his/her presence in the playing zone.
- 11.3 The competition regulations shall state the consequences and potential sanctions in the case of a disconnection from the playing zone during a playing session.
- 11.4 During a game, if a player disconnects from the playing zone, his/her clock shall continue running.
  - 11.4.1 If the player can reconnect to the game before his/her remaining thinking time elapsed, he/she shall continue playing with the thinking time remaining on his/her clock. The arbiter shall decide whether further sanctions are appropriate.
  - 11.4.2 If the player cannot reconnect to the game before his/her remaining thinking time is over, then that player shall lose the game unless the competition regulations specify otherwise (including the amount of time that a disconnected player must reconnect within). However, the game is drawn in the situation described in Article 4.5.
- 11.5 During a disconnection both players must not leave their places without the permission of the Arbiter.

## Article 12: Playing Device

- 12.1 During a game the player shall play with a single screen and share it with the Arbiter, unless specified otherwise in the competition regulations.
- 12.2 During a playing session, the arbiter shall have access upon request to the open applications on the player's device.
- 12.3 No application other than the one used to play, and a Video Conferencing System must be open on the player's device during the session, unless allowed by the arbiter.

## Article 13: Video Conferencing System

- 13.1 When played under video supervision, a competition shall provide a Video Conferencing System (VCS) for use by the players and arbiters. The system shall have the following features:
  - 13.1.1 A full view of the player displaying at least their face, and if required, their playing area;
  - 13.1.2 Audio of the player and surrounding area (via a microphone);
  - 13.1.3 Support for screen sharing by the player (under the control of the player and the arbiter).
- 13.2 Each player is required to connect to the VCS at a time specified by the arbiter and remain connected during the entire session.
- 13.3 If a player disconnects from the VCS, but is still connected to the playing zone, then the player is forbidden from moving a piece on the chess board, until he reconnects to the VCS.
- 13.4 The competition regulations may specify that a system of yellow (warning) and red (loss) cards is implemented to support the handling of sanctions due to disconnections from the VCS.

## Article 14: Cameras and Microphones

- 14.1 When playing under video supervision, the player shall use a webcam that shows his/her complete face during the game. The picture displayed shall not hide the surroundings of the player i.e. no virtual background shall be allowed.
- 14.2 The room lighting must be sufficient to allow broadcasting and movement of a player's eyes to be monitored by the Arbiter and broadcasting.
- 14.3 A player's microphone must always transmit any sounds audible near the player to the Arbiter.
- 14.4 The regulations of the competition may specify that extra monitoring devices (e.g. cameras) are required.

## Article 15: Irregularities

- 15.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If the player has no valid reason for doing so, he may be penalised in accordance with Article 10.9.
- 15.2 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.

- 15.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.
- 15.4 If a playing zone automatically declares a draw in contradiction with Article 4.5 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.
- 15.5 If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. He shall use his/her best judgement when determining the clock settings.
- 15.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

## **Part III b: Regulations for Hybrid Chess Competitions**

### **Article 16: General Provisions**

- 16.1. The Chief Organiser designates the playing venues for the competition. Each playing venue is under the control of a Local Organiser.
- 16.2 Each Local Organiser is required to provide a playing venue suitable to host a hybrid chess competition. The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only players and arbiter are allowed access to the playing area.
- 16.3 Each playing venue must be monitored by cameras.
- 16.4 In each playing venue, the fair play measures should be applied in accordance with the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures. 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 or any contiguous area designated by the arbiter.
- 16.5 Each Local Organiser is responsible for providing an Internet connection in the playing venue. Players are not responsible for their connections to HIP and to a communication system (if required by the competition regulations), unless the competition regulations say otherwise.
- 16.6 In each venue, electronic devices used for conducting online games (playing devices) are provided by the Local Organiser, unless the competition regulations say otherwise.
- 16.7 During the game, each player shall have access on his/her playing device to a virtual chessboard and any software required for this purpose. No other website, application or software can be open on the playing device. The only exception may be a (video-) communication system, if required by competition regulations.
- 16.8 At least two arbiters will be appointed for each playing venue: a Local Chief Arbiter (LCA) and a Local Technical Arbiter (LTA).
- 16.9 The total number of arbiters required in each playing venue will vary depending on the kind of event, on the system of the games, on the number of participants and on the importance of the event.
- 16.10 If the playing zone allows players to move pieces in contradiction with Article 3.3 (illegal moves), the competition regulations must specify how to deal with such irregularities.
- 16.11 The competition regulations shall specify a default time in advance. If the default time is not specified, then it is zero. If the competition regulations specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he/she arrives, unless the competition regulations specify or the arbiter decides otherwise.
- 16.12 The playing zone must record the offer of a draw next to the player's move when the draw is offered.

## Article 17: Players' Conduct

- 17.1. The players shall take no action that will bring the game of chess into disrepute.
- 17.2. The players are not allowed to use their own playing devices in the playing venue, unless the competition regulations say otherwise.
- 17.3. During the game, the players are forbidden to have any electronic device not specifically approved by the arbiter. The arbiter may require the player to allow his/her clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If it becomes evident that a player has a forbidden device in the playing venue, the player shall lose the game. The opponent shall win. The competition regulations may specify a different, less severe, penalty. The Chief Arbiter can also decide to exclude the player from the competition.
- 17.4. The competition regulations may allow personal electronic devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with LCA.
- 17.5. During the game, the players are forbidden to use any notes, sources of information or receive advice.
- 17.6. It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw, sending inappropriate messages or the introduction of a source of noise into the playing area.
- 17.7. During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.
- 17.8. The players shall follow the dress code of the competition, if any.
- 17.9. Infraction of any part of Articles 17.1 – 17.8 shall lead to penalties in accordance with Article 18.4.
- 17.10. A player shall have the right to request from the arbiter an explanation of particular points in the FIDE Online Chess Regulations.
- 17.11. Unless the competition regulations specify otherwise, a player may appeal against the decision of the arbiter. This includes appeals against the result of a game, even if the result was set by the playing zone and approved by the arbiter.

## Article 18: The Arbiter's Role

- 18.1. The arbiters shall see that these Regulations are observed.
- 18.2. The arbiter shall:
  - 18.2.1 ensure fair play,
  - 18.2.2 act in the best interest of the competition,
  - 18.2.3 ensure that a good playing environment is maintained,
  - 18.2.4 ensure that the players are not disturbed,
  - 18.2.5 supervise the progress of the competition,
  - 18.2.6 take special measures in the interests of disabled players and those who need medical attention,
  - 18.2.7 follow the FIDE Anti-Cheating Regulations and FIDE Anti-Cheating Protection Measures (see Article 16.4).
- 18.3. The arbiters shall observe the games, especially when the players are short of time, enforce decisions they have made, and impose penalties on players where appropriate.
- 18.4. Options available to the arbiter concerning penalties:
  - 18.4.1 warning,
  - 18.4.2 increasing the remaining time of the opponent,

- 18.4.3 reducing the remaining time of the offending player,
- 18.4.4 increasing the points scored in the game by the opponent to the maximum available for that game,
- 18.4.5 reducing the points scored in the game by the offending person,
- 18.4.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
- 18.4.7 a fine announced in advance,
- 18.4.8 exclusion from one or more rounds,
- 18.4.9 expulsion from the competition.
- 18.5 Before the beginning of each game, each LCA is responsible for checking that all the playing devices are in compliance with the requirement of Article 16.7.
- 18.6 Before the beginning of each game, each LCA is responsible for conducting the fair-play check of all the players.
- 18.7 Each LCA is responsible for monitoring the venue's camera recordings.
- 18.8 Each LTA is responsible for monitoring each player's connection to HIP and to a communication system (if required by the competition regulations) before and during each game.
- 18.9 Each LTA shall immediately report to the Chief Arbiter about each disconnection case. Once the connection is reset, relying on specific circumstances, the Chief Arbiter takes a decision including but not limited to:
  - a) resumption of the game from the adjourned position,
  - b) reducing remaining time of the disconnected player,
  - c) restarting the game from the initial position with the same time limit,
  - d) restarting the game from the initial position with a shorter time control.

## Article 19: Irregularities

- 19.1 Each player is entitled to ask for an arbiter's assistance. If a player calls the Arbiter in order to seek the arbiter's assistance, the arbiter shall determine whether the player has a valid reason for doing so. If the player has no valid reason for doing so, he may be penalised in accordance with Article 18.4.
- 19.2 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.
- 19.3 If a game is not drawn automatically when one of the situations described in Article 5.4 (automatically drawn situations) has occurred, the arbiter will declare the game drawn.
- 19.4 If a playing zone automatically declares a draw in contradiction with Article 4.5 (mate possibilities still exist), the arbiter is entitled to modify the automatic result.
- 19.5 If during a game it is found that the setting of either or both clocks is incorrect, the arbiter shall adjust the chessclock immediately. The arbiter shall install the correct setting and adjust the times, if necessary. He shall use his/her best judgement when determining the clock settings.
- 19.6 If the game needs to be interrupted for any reason, the arbiter shall pause the chessclock if possible. If it is not possible, the arbiter may add additional time to either or both players.

## Article 20: Use of Traditional Chess Sets at Hybrid Competitions

*If the time control used for the competition has an increment of at least 30 seconds per move starting from move 1, the competition regulations may specify that players are allowed to use traditional chess*

*sets (boards and pieces) for their convenience during the games. In this case, the following provisions apply:*

- 20.1. The virtual chessboard and virtual chessclock remain the definitive record of the game.
- 20.2. The specific competition regulations must specify the necessary number of arbiters.
- 20.3. Moves played on the virtual chessboard may be accompanied by a clearly audible sound signal (click) so that each player could be aware, without any delay, of the last move played by their opponent. This shall be implemented in a way which doesn't disturb other games.
- 20.4. Each player is responsible for moving pieces on his/her traditional board. The only allowed action on the traditional board is reproducing the moves played on the virtual board made by each side.
- 20.5. No player is allowed to make his/her move on the virtual board (except the first White's move) before they have reproduced their own previous move on the traditional board. The position on the traditional chessboard must always remain the same as on the virtual one; the only allowed difference is the last move's delay.
- 20.6. In case of violation of Articles 20.4-20.5, the arbiter is entitled to intervene and the penalties described in Article 18.4 applies.
- 20.7. The specific competition regulations may impose mandatory use of scoresheets by the players.

# APPENDIX I. FIDE Fair Play Rules for Online Competitions with Supervision

The following rules deal with Online Chess. They shall apply to all official FIDE competitions. For national competitions and private competitions, it is strongly recommended to adopt these rules, amended where appropriate.

## A. General Provisions

1. All games of a competition must be supervised by a monitoring software (Fair Play software) during and/or after the games are played.
2. The only Fair Play software authorised by FIDE is the FIDE Game Screening Tool. Other software requires explicit approval by the FIDE Fair Play Commission (FPL).
3. Most platforms will automatically process the games of a competition through their own anti-cheating procedures. These procedures in FIDE competitions are not official. They only give an indication that requires further investigation.
4. Players must play with their real names.
5. Players may be required to be visible on camera, using a video conferencing platform (between rounds players may be allowed to turn the camera off). The images of the video conferencing platform may be recorded by the organiser. It must be ensured that only the Chief Arbiter, the panel of experts, if any, and the members of EDC and FPL may access it if necessary and that the recording is deleted one year after the official announcement of the results, unless proceedings against participants of the namely competition have been opened before by FPL or EDC
6. Players may be required to show their surroundings and their computer Task Manager, and this can be requested at any time. Players may be instructed by the arbiter to share their screen and to turn off the chat function during play. The organiser must ensure that appropriate legal advice on privacy and child safeguarding has been taken before requiring this in the competition regulations.
7. Other competitions must be conducted in accordance with the principles above and/or with the Online Fair Play policies of National Federations. When in such a case a competition is conducted on a platform which applies its own Fair Play policies, players must be made aware that arbiters cannot intervene in decisions made by the platform.
8. Arbiters must be familiar with the platform's procedures:
  - i) For dealing with cheating allegations,
  - ii) For the flagging or closure of accounts,
  - iii) For handling appeals.
9. In cases where the official results are determined by the Chief Arbiter rather than by the platform, the competition regulations should specify whether or not points won by players subsequently barred or disqualified are awarded to their opponents.
10. Prizes should not be awarded to players until the Fair Play checks undertaken by the platform and with the FIDE Game Screening Tool have been completed.
11. In some competitions, particularly official FIDE competitions, the competition regulations may specify disqualification and other penalties being imposed without any determination that cheating has been proved. In such a case sanctions would not be extended to OTB play in the absence of more evidence.
12. The competition regulations can provide that the decision of the Chief Arbiter or of a panel of experts, designated for that purpose, on loss of the game or exclusion from the competition on suspicion of cheating is final. However, this is without prejudice to the right of the person concerned to appeal if more extensive sanctions are imposed on him.
13. FPL may create a sub-commission or task force dedicated only to online chess.
14. The competition regulations cannot provide that all fair play matters for the competition are the sole responsibility of the platform.

## B. Online Cheating Offences

1. Conceptually, cheating in online chess is defined as any behaviour that a player uses to gain an advantage over his/her peer player or achieve a target in an online game if, according to the game rules, the advantage or the target is one that he is not supposed to have achieved.
2. Specifically, 'Cheating' means:
  - i) the deliberate use of electronic devices or other sources of information or advice during a game; or
  - ii) the manipulation of chess competitions which means an intentional arrangement, act or omission aimed at an improper alteration of the result or the course of a chess competition in order to remove all or part of the unpredictable nature of the aforementioned chess competition with a view to obtaining an undue advantage for oneself or for others.The manipulation of chess competitions includes but is not limited to result manipulation, sandbagging, match fixing, rating fraud, and deliberate participation in fictitious competitions or games.
3. The cheating-related offences specific to online chess are hacking and identity theft – i.e. when somebody else is playing for the player. The ways in which offences of this type are dealt with are analogous to the treatment of cheating offences, including application of FIDE's internal disciplinary measures.
4. Statistical evidence may lead to the assumption that a cheating offence has been committed unless a player can prove on the balance of probabilities that he/she was playing honestly.

## C. Burdens and Standards of Proof

1. FPL shall have the burden of establishing that an online cheating offence has occurred. The standard of proof shall be whether FPL has established an online cheating offence to the comfortable satisfaction of the hearing panel bearing in mind the seriousness of the allegation which is made. This standard of proof in all cases is greater than a mere balance of probability but less than proof beyond a reasonable doubt. Article B.4 remains unaffected.
2. Where these Fair Play Rules place the burden of proof upon the Player or other Person alleged to have committed an assumed online cheating offence to rebut a presumption or establish specified facts or circumstances, the standard of proof shall be by a balance of probability.

## D. False Accusation

1. False accusation is an abuse of freedom of expression. False accusation in chess as in any other area might damage reputation. The right to protection of reputation is protected as a part of the right to respect for private life. While deciding whether accusation is manifestly unfounded and thus it can be considered as the abuse of the freedom of expression, the following criteria are taken into account: a) the sufficiency of the factual basis of the accusation; b) the level of the competition; c) the title and rating of the player who is alleged of online cheating; d) the final result of the player in the competition in question; e) the way and the scale of spreading the accusation (social media, public interview, blogpost, etc.) The list of the criteria is not exhaustive.
2. False accusation in online chess is dealt *mutatis mutandis* as in over the board chess.

## E. Sanctions

1. Sanctions imposed for an online cheating offence may be extended to OTB chess. A sanction specified in the FIDE Code of Ethics as a one year-ban may be reduced to 6 months for OTB chess.
2. Other aspects of sanctioning are *mutatis mutandis* applied to online chess as they are applied in over the board chess: the age of the player, the frequency and nature of the offence, the nature of the competition and other circumstances are comprehensively taken into account.

## F. Jurisdiction

The Fair Play Commission (FPL) has jurisdiction in all cheating-related matters, including false accusations in all FIDE official events. People subject to FPL jurisdiction include players, supporting persons and team captains. Supporting persons include, but are not limited to, heads of delegations, seconds, trainers, managers, psychologists, organisers, spectators, relatives, journalists, chess officials, arbiters when involved in cheating incidents.

## **G. Complaints and Investigations**

1. TRIGGERING AN INVESTIGATION
  - 1.1 Investigations can be initiated based on a Post-Competition complaint.
  - 1.2 Investigations can also be triggered by:
    - i) a report of the chief arbiter of a competition;
    - ii) FPL initiative;
    - iii) a request by the Ethics and Disciplinary Commission (EDC) or any other body of Fide authorised by Statute.
2. COMPLAINTS
  - 2.1. The right to complain belongs to the participants (players, captains and officials) with FIDE ID Number of the competition concerned. Protest deadline is 24 hours after the end of the last round.
  - 2.2. All Complaints must be submitted in writing and addressed to the FPL through Fide Office. The complainant shall provide all the information required in the Complaint Form and must detail the reasons why the Complaint is being made, listing all basis available at the time of filing.
  - 2.3. Oral or informal Complaints are not accepted.
  - 2.4. All Complaints shall list all basis available at the time of filing.
  - 2.5. All Complaints based solely on the assumption that a person is playing stronger than expected due to his/her rating will be not be considered.
  - 2.6. FPL may initiate an investigation based on any piece of information that may come into its knowledge regarding a possible cheating incident, including false accusation.
  - 2.7. All information about complaints and investigations shall remain confidential until an investigation is completed by the FPL. In case of breach of confidentiality requirements by complainants or the Chief Arbiter or any other person with knowledge of the complaint or the investigation before the investigation is completed, the FPL can refer all offenders to the EDC.

## **H. Investigation Procedure**

1. FPL has the right to perform preliminary investigations with respect to an alleged or possible case of online cheating-related violation.
2. If a complaint is inadmissible or manifestly unfounded, the FPL may reject it by a majority vote.
3. One member of the FPL (Investigating Person – IP), nominated by the FPL Chairperson, based on rotation system will be appointed to investigate the complaint. He or she is an independent body and is not subject to directions from any other party.
4. The IP shall consider the presented statistical evidence. It will also consider physical and observational gathered as part of the investigation, if there are any. It can also gather additional evidence in the course of its investigation.
5. Players, organisers, arbiters, national federations, host of the online platform where the games are played, and other parties are all required to cooperate with the IP. Failure to do so may result in referral to EDC.
6. The IP will investigate each case within a reasonable time, usually not longer than two weeks.
7. At the end of the investigation the IP shall prepare a report to FPL for consideration indicating: the action that triggered the investigation, the factual circumstances of the incident, the findings of the investigation and a proposed sanction. The report may cover any other breach of FIDE regulations found by the IP. FPL may ask the IP to consider additional facts and/or carry out further investigations.
8. Once a report is deemed final by the IP, FPL decides by a majority vote if the case is to be forwarded to EDC for judgement. If the case is not forwarded to EDC, it is considered to be dismissed. The FPL

shall forward its findings to the complainant and the accused person. If the National Federation of the accused person was involved, it will be informed as well.

## **I. Procedural Rules**

1. The statute of limitation is one year after the last round of the online competition in question.
2. The working language of the IP is English. The IP may, at the request of any party, authorise a language other than English to be used by the parties involved. In that occurrence, the IP may order any or all of the parties to bear all or part of the translation and interpreting costs. The IP may order that all documents submitted in languages other than English shall be filed together with a certified translation in the language of the procedure.
3. When the IP does not dismiss a case, the accused person must have been informed in writing (whether by letter, e-mail or otherwise) of the pending case and given the right to present to the IP any statements and documents in support of his/her position.
4. The complainant and the accused person have the right to be represented or assisted by persons of their choice.
5. Documents pertaining to the proceedings must be submitted in writing, preferably by e-mail.
6. Each party involved in an investigation is responsible for its own costs directly or indirectly associated with the case.
7. When a person subject to the disciplinary jurisdiction of another FIDE Commission is a party to an investigation, FPL may provide the relevant information to that FIDE Commission.

## **J. Condition of Entry in an Online Sports Event**

By entering the competition each player accepts the above-mentioned measures as a condition of entry and agrees that his/her participation is subject to these measures. Specifically, a player agrees to be screened by an online screening tool and agrees that he/she might face disciplinary sanctions.

## APPENDIX II. Rules for Significantly/Totally Blind and Unable to Move Disabled Chess Players for Online Competitions with Supervision

1. All online platforms organising chess competitions must provide full accessibility to significantly/totally blind and unable to move chess players.  
If this is not possible, the organisers must provide online assistants, one per player, trained and approved by FIDE DIS commission.
2. At least five (5) days before the start of the competition, significantly/totally blind and unable to move disabled chess players must send their medical documents to the organisers for approval and must be registered at the time of the start of the competition to the FIDE disabled chess players list: <https://dis.fide.com/wr0>  
According to the provided documents, organisers will decide if the player belongs to the category “Significantly/totally blind and unable to move disabled chess players” and he/she needs an assistant.
3. Online assistants are responsible to invite and connect in Zoom with their players 15 min. before the start of the game.
4. Players that using assistants must have their own chessboard fully visible to their assistant.
5. When the game start and during the full period of the game, only the assistant is responsible to connect in the platform, play the announced moves and announce the opponent’s moves to his/her player.
6. The player must be sure that he can hear the assistant loud and clear.  
The announcement of the moves must be in full spelling (for example: pawn from e2 to e4) and in English, or in any other mutually agreed language between the player and the assistant.
7. The assistant can use either:
  - A new account in the platform specifically for this tournament, or
  - The existing account of the player, with the player’s permission
8. The player has the right to ask for the number of moves played and the remaining time on his/her clock plus the time of his/her opponent at any moment during the game.
9. The player through the assistant has the right to ask for a draw, or accept a draw offer from his/her opponent at any time. No further communication is allowed between the assistant and the player, in any unforeseen situation the assistant receive instructions from the chief arbiter.
10. During a game a player may leave the playing area or the playing venue only with the permission of the arbiter.
11. All articles of FIDE laws of online chess are valid for significantly/totally blind and unable to move players by replacing the word “player” with the word “online assistant”.

### Additions to the Online Laws of Chess:

Article 5.1. Significantly/totally blind and unable to move chess players can use their own chessboard in addition to the virtual chessboard used by the online assistant.

Article 17.1.1 Appointed online assistants must have a full view of the player.

Article 18.1 Appointed online assistants must have a full view of player’s face.

## Appendix III. Regulations for Significantly/Totally Blind and Unable to Move Chess Players for Hybrid Competitions

1. The Local Organiser is advised to provide an assistant to significantly/totally blind players. The assistant's duties are:
  - 1.1 Play online the moves announced by his/her player.
  - 1.2 Announce the moves of the opponent.
  - 1.3 Inform the significantly/totally blind players player only at his/her request of the clock times.
  - 1.4 Inform the player of draw requests from his opponent, and make draw requests. communicated to him by the player.
  - 1.5 No further communication between the assistant and the player is allowed.
  - 1.6 Assistants are supervised by the chief arbiter Local Chief Arbiter and the other arbiters.
2. All other regulations are applying only by changing the word "player" with the word "assistant".

# Glossary of Terms in the FIDE Online Chess Regulations

This glossary provides definitions only for terms that are unique to online chess. The number after each term refers to the place where it first appears in this document.

**Automatic Promotion:** Article 3.6.c. A pawn promotes automatically to a Queen or another piece according to the settings selected by the player in the playing zone software.

**Cheating:** Appendix I, 8.i. The deliberate use of external assistance by one player to gain an advantage over the opponent (such as using a computer or another player). Cheating also refers to the purposeful manipulation of chess competitions such as, but not limited to, sandbagging, match fixing, rating fraud, and participation in fictitious competitions or games.

**Chief Organiser:** Article 16.1. The person responsible for designating and approving all playing venues for an online competition.

**Competitions with Supervision:** Article 6.1.2. An event where players are remotely supervised by one or more arbiters.

**Disconnection:** Article 11: Occurs when the internet connection or electronic signal between a player's authorised playing device and the playing zone is lost for any reason.

**FPL:** Appendix I, A.2. Refers to the FIDE Fair Play Commission.

**Fair Play software:** Appendix I, A.1. Software tools used by game service providers and FIDE to monitor all players' games move-by-move. FIDE's approved Fair Play software is the FIDE Game Screening Tool.

**Hacking:** Appendix I, B.3. Occurs when another person is playing on behalf of the actual player whose name is assumed to be playing a game.

**HIP:** Article 16.5. Hosting internet platform.

**Hybrid chess:** Article 6.1.3. "Hybrid chess" competition is an event where all players are physically supervised by an arbiter, while they play online.

**Investigating Person (IP):** Appendix I, H.3. Refers to the member of the FIDE Fair Play Commission charged with responsibility to investigate a case where cheating is alleged to have occurred.

**LCA:** Article 16.8. Local Chief Arbiter.

**Local Organiser:** Article 16.1. The person responsible for overseeing a single online venue. The Local Organiser reports directly to the Chief Organiser.

**LTA:** Article 18.8. Local Technical Arbiter.

**Match fixing:** Appendix I, B.c. Arranging the results of a competition before the games are played.

**Online chess competition:** Article 6.1.1. An event without specific player supervision, possibly automated by a playing zone without the supervision of an arbiter.

**Playing Device:** Article 12. Refers to the computer, laptop, desktop, or other authorized equipment the player uses to make their moves in the playing zone.

**Playing zone:** Article 2. Refers to the host system or playing environment for an online game of chess.

**Sandbagging:** Appendix I, B.2. Deliberately playing below one's true playing strength.

**VCS:** Article 13. Video Conferencing System.

**Virtual chessboard:** Article 3. Refers to the representation of the chessboard and pieces generated by the playing zone on the player's screen and as customized by the player using the playing zone software.

**Virtual chessclock:** Article 4. Show the game time remaining for each player as generated by the playing zone and shown on each player's computer screen or game display.