

Rules & regulations for the Candidates Matches of the FIDE World Championship cycle 2009-2011

1. Organisation

1.1 The Candidates Matches to determine the challenger for the 2011 World Chess Championship Match shall be organised in the last quarter of 2010 and represent an integral part of the World Chess Championship regulations for the cycle 2009-2011. Eight (8) players will participate in the Candidates Matches and the winner will qualify for the World Chess Championship Match in September 2011.

1.2 Governing Body: the World Chess Federation (FIDE). For the purpose of creating the regulations, communicating with the players and negotiating with the organisers, the FIDE President has nominated a committee, hereby called the FIDE Commission for World Championships and Olympiads (hereinafter referred to as WCOC)

1.3 FIDE, or its appointed commercial agency, retains all commercial and media rights of the Candidates Matches, including internet rights. These rights can be transferred to the organiser upon agreement.

2. Qualification for the 2010 Candidates Matches

The players who qualify for the Candidates Matches are determined according to the following, in order of priority:

2.1 Challengers Match 2009 - The player who lost the 2009 Challengers Match (G. Kamsky) qualifies.

2.2 World Cup 2009 - The winner of the World Cup 2009 qualifies.

2.3 World Championship Match 2010 - The player who lost the 2010 WCC Match (V. Anand or V. Topalov) qualifies.

2.4 FIDE Grand-Prix 2008/2009 - The two (2) top players from the FIDE Grand-Prix 2008/2009 qualify to participate.

2.5 Average FIDE Rating List of July 2009 & January 2010 - Two (2) players qualify to participate by rating (excluding the players who qualify from articles 2.1, 2.2, 2.3 and 2.4 above). For the purpose of deciding the 2 rated player qualifiers, the average from the following lists will be used: rating of July 2009 plus rating of January 2010 divided by 2. In case of equality two decimals will be taken into consideration. If the numbers are still equal then the number of games from the twelve months covering the whole year 2009 shall be decisive. That means the player with the greater number of games shall qualify. If the numbers are still equal then the list of March 2010 shall be decisive. If the rating in the March 2010 list is still the same, the player with the greater number of games in this list will qualify. Players who appear in the inactive list in both July 2009 and January 2010 will not be able to qualify as a rated player. If the player is inactive in one list but appears in the other, then the single rating that is published shall be taken as the average.

2.6 One nominated player by the Organiser - A player, nominated by the organiser, with a rating of at least 2700 in the FIDE rating list of January 2010.

2.7 Replacements - Any replacements necessary will be fulfilled from the final standings of the FIDE Grand-Prix 2008/2009.

3. Candidates Matches Regulations

3.1 Matches Format & System

A First Round of Matches (8 players)

a1 Matches System: The player who lost the World Championship Match 2010 (V. Anand or V. Topalov) is ranked No.1, the rest are ranked in rating order using the FIDE Rating List of January 2010. The players are paired the following way: 1 vs 8 (match 1), 2 vs 7 (match 2), 3 vs 6 (match 3), 4 vs 5 (match 4). Each match will consist of 4 games.

a2 The four (4) winners will qualify for the second round of the Candidate Matches.

B Second Round of Matches (4 players)

b1 The Second Round of Matches will start 2 days after the end of the First Round. Any qualified player for the second round of the Candidates Matches can only be replaced by the player he defeated in the first round of the Candidate Matches.

b2 Matches System: The players are ranked according to the results of the first round of the Candidates Matches: winner of match 1 is No.1, winner of match 2 is No.2, winner of match 3 is No.3 and winner of match 4 is No.4. The players are paired the following way: 1 vs 4 and 2 vs 3. Each match will consist of 4 games.

b3 The two (2) winners will qualify for the third round of the Candidate Matches.

C Third Round of Matches (2 players)

c1 The Third Round of Matches will start 2 days after the end of the Second Round. Any qualified player for the third round of the Candidates Matches can only be replaced by the player he defeated in the second round of the Candidates Matches.

c2 Matches System: The match between the two players will consist of 6 games.

c3 The winner will qualify for the World Championship Match 2011.

3.2 Schedule of the Candidates Matches

Round 1

Players meeting / Opening Ceremony	1 day
Game 1:	1 day
Game 2:	1 day
Game 3:	1 day
Game 4:	1 day
Tiebreaks:	1 day
Free day:	1 day
Free day:	1 day

Round 2

Game 1:	1 day
Game 2:	1 day
Game 3:	1 day
Game 4:	1 day
Tiebreaks:	1 day
Free day:	1 day
Free day:	1 day

Round 3

Game 1:	1 day
Game 2:	1 day
Game 3:	1 day
Free day:	1 day
Game 4:	1 day
Game 5:	1 day
Game 6:	1 day
Tiebreaks / Closing ceremony:	1 day

TOTAL: 23 days

The playing schedule can be changed only upon the approval of the FIDE President.

3.3 Confirmation of Participation / Conduct of Players

3.3.1 The list of qualified players and the reserves will be published on the FIDE website together with the player's contract. All qualified players should sign their respective contract and send it to the FIDE Secretariat by 29 January 2010. It is each player's responsibility to get a copy and send it signed to the FIDE Secretariat by fax and registered mail. Especially for the loser of the World Championship Match in April 2010 (Anand or Topalov), the deadline for signing the player's contract is extended to 10 days after the match has ended. A player who does not submit his contract within the deadline will be replaced according to article 2.7. FIDE may

accept late contracts received after the deadline, within a period of 10 days and only for serious reasons. Players not previously qualified but who have the right to participate as replacements shall be notified through the FIDE website and will have one further week to send their signed contracts.

3.3.2 A player who returns his signed contract but withdraws before 15 May 2010 shall be replaced by a player as described in article 2.7.

3.3.3 Any player who withdraws after the 15th of May 2010 shall not be replaced and his opponent in the first round is declared as winner.

3.3.4 Players that fail to provide a satisfactory reason for withdrawal, after they have signed the player's contract, will be excluded from the next World Championship cycle.

3.3.5 For security and administrative reasons, all participants are expected to stay in the officially designated hotel(s).

3.3.6 Each player will receive two free single rooms for their hotel accommodation, including full board, for the whole duration of their matches.

3.3.7 No postponement of any game shall be allowed.

3.3.8 Separate contracts between the organiser(s) and the players may also be signed.

3.4 Drawing of colours

3.4.1 The draw for colours will be conducted during the opening ceremony.

3.4.2 For tie-break games, there shall be a separate drawing of lots conducted by the Chief Arbiter of each match.

3.5 Time control.

3.5.1 The time control for each game shall be: 120 minutes for the first 40 moves, 60 minutes for the next 20 moves and then 15 minutes for the rest of the game plus an additional 30 seconds per move starting from move 61.

3.5.2 The games shall be played using the electronic clocks and boards approved by FIDE.

3.6 Conditions of victory

3.6.1 Each match of the first and second round shall consist of four (4) games and the winner of a match shall be the first player to score 2.5 points or more. The final match of the third round shall consist of six (6) games and the winner of the match shall be the first player to score 3.5 points or more. A tie shall be broken according to article 3.7 below.

3.7 Tie-breaks

3.7.1.a If the scores are level after the regular games, after a new drawing of colors, four (4) tie-break games shall be played. The games shall be played using the electronic clock starting with 25 minutes for each player with an increment of 10 seconds after each move.

3.7.1.b All tie-break games shall be played according to the following:

1. Play is governed by the World Championship Technical Regulations (annex 1), which apply with the exceptions mentioned below in (2), (3) and (4).

2. The players do not need to record the moves. An arbiter shall record the moves.

3. The player who has the move may stop the clocks and consult the Arbiter's score sheet and if his next move will produce a threefold repetition of position (according to Article 9.2a of the Technical Regulations), or the 50 moves rule (according to Article 9.3a of the Technical Regulations), he himself must write the intended move on the score sheet and claim the draw if he wants. A player can also claim a draw according to Articles 9.2b and 9.3b of the Technical Regulations. If the claim is found to be correct, the game is immediately ended as a draw. If the claim is found to be incorrect, the Arbiter shall add three (3) minutes to the opponent's remaining time and the game continues with the intended move in accordance with Article 4 of the Technical Regulations. A maximum of two (2) incorrect claims for a draw can be made by each player. If a player makes a third (3rd) incorrect claim, the arbiter shall declare the game lost for this player.

4. If a game has ended by resignation, checkmate, time loss, stalemate, triple repetition or any other of the ways described in Article 5 of the Technical Regulations, no claim for irregularities shall be accepted (irregularities include clock settings and all other described in Article 7 of the Technical Regulations).

3.7.2 If the scores are level after the games in Article 3.7.1a, then, after a new drawing of colors, a match of 2 games shall be played with a time control of 5 minutes plus 3 seconds increment after each move. In case of a level score, another 2-game match will be played to determine a winner. If still there is no winner after 5 such matches (total 10 games), one sudden-death game will be played as described below in Article 3.7.3.

3.7.3 If the score is still level after five matches as described in Article 3.7.2, the players shall play a one sudden death game. The player who wins the drawing of lots may choose the color. The player with the white pieces shall receive 5 minutes, the player with the black pieces shall receive 4 minutes whereupon, after the 60th move, both players shall receive an increment of 3 seconds from move 61. In case of a draw the player with the black pieces is declared the winner.

3.7.4 There shall be a pause of 10 minutes between all tie-break games, unless the Chief Arbiter decides otherwise.

3.8 Prizes for the Candidates Matches

3.8.1 The 4 losers of the first round matches will each receive a (minimum) amount of 30,000 euros. The 2 losers of the second round matches will each receive a (minimum) amount of 60,000 euros. The minimum prize fund for the final match of the 3rd round is 180,000 euros which will be divided 50%-50% between the two players (90,000 euros each). The total minimum prize fund of the Candidates Matches amounts to 420,000 euros. The amount is net and cleared of any local taxes.

3.8.2 If a player withdraws after he has signed his contract or after the start of a match he shall receive no prize money and the said amount remains with FIDE.

3.9 Playing Conditions.

3.9.1 Only the players, principals and steward (-ess)s shall be allowed in the actual playing area except with the permission of the Chief Arbiter.

3.9.2 During the playing session the following additional regulations shall be in force:

- a) The players are not permitted to bring into the playing area telephone, technical and other equipment extraneous to play, which may in any way disturb or upset the opponent. The Chief Arbiter shall decide what constitutes extraneous equipment liable to offend the opponent.
- b) A player may communicate with an arbiter or a steward. In the case of a draw offer, he may also communicate with his opponent as permitted by article 9.1.b of the World Championship Technical Regulations (annex 1).
- c) During the playing session, a player may leave the playing area only with the permission of the Chief Arbiter and only if he is accompanied by one of the arbiters.

3.10 Score sheets.

3.10.1 The Organisers shall provide score sheets according to the specifications provided by FIDE.

- a) At the end of each game the players' original score sheets shall be given to the Chief Arbiter, who shall hand them to FIDE.
- b) Refusal of either player to sign the score sheets shall be penalised according to Article 13.4 of the Laws of Chess. After the players have signed the score sheets, the Arbiter shall countersign to confirm the results.
- c) In tie-break games, the players and the Arbiter shall sign a result sheet.

3.11 Players' Meeting.

3.11.1 Players are required to attend the Players' Meeting on the day of the Opening Ceremony at a time to be decided by the Chief Arbiter and the Organisers. If necessary, the Chief Arbiter may call other Players' Meetings.

3.11.2 If a player fails to appear at the Players' Meeting, the Opening or Closing Ceremony or any approved function of the Championship such as official receptions and press conferences, or conducts himself in a manner contrary to the spirit of sportsmanship or the FIDE Code of Ethics, then he shall suffer the following penalty: 5% of his prize money shall be forfeited to the Organisers and a further 5% to FIDE for each breach. In cases of serious misconduct the player may be disqualified from the match and the World Chess Championship cycle.

3.12 Interviews, functions and mode of dressing.

3.12.1 The players are expected to co-operate reasonably with the media. General interviews with them can be arranged through the

Press Officer.

3.12.2 All players are required to make themselves available for post game press conferences, of not more than 20 minutes duration, immediately after the game.

3.12.3 Players are required to be present at all official functions approved by the FIDE President or his Deputy during a match including official receptions, the opening ceremony and the closing ceremony.

3.12.4 Players are requested to note the requirements of FIDE Regulations C.01 (Article 8.1) in respect of their dignified appearance at all times during the matches.

3.13 Payment of Prize Money

3.13.1 The prize fund shall be paid by direct banker's order drawn in euros.

3.13.2 Upon completion of a match, FIDE shall pay these sums collectible in the player's home country where requested by him within 10 days.

3.14 Local Tax

3.14.1 Although FIDE will endeavour to sign an agreement with the organiser stating that the prize funds are net and free of all tax, FIDE will not be responsible for any national or local tax deducted from the prize money. FIDE will give all necessary assistance to the players if the organiser acts to the contrary.

3.15 Principals

3.15.1 The Principals are:

- a) President and Deputy President, one of them being the Chairman of the Appeals Committee;
- b) Treasurer, Elected Vice President, General Secretary
- c) Members of the Appeals Committee;
- d) Arbiters;
- e) Press Officer;
- f) Chairman of FIDE Medical Commission;
- g) WCOG members;

3.16 Arbiters

3.16.1 The arbiters of the Candidates Matches will be nominated by FIDE after consultation with the players. In each match, no arbiter may belong to the same federation as either of the players. Exception: if both players are members of the same federation, an arbiter may also belong to this federation.

3.16.2 During play either the Chief Arbiter or his Deputy must be present in the playing area.

3.16.3 Immediately after the end of a match, the Chief Arbiter shall write a report and send it without delay to the FIDE Secretariat.

3.16.4 The report shall be written in one of the official FIDE languages.

3.16.5 The report shall contain the result of each individual game as well as the final result of each match. In addition, the report shall contain a general description of the course of the event. If there were any difficulties, conflicts or incidents, they shall be described together with the measures taken to deal with them.

3.16.6 The report shall be supplemented by adding two copies of the bulletins and the score sheets of the games.

3.16.7 The Chief Arbiter may, in consultation with the WCCC, and with the approval of the FIDE President, issue additional written regulations to inform the exact playing hours and take care of other details not covered by these regulations.

3.17 Appeals Committee.

3.17.1 The FIDE President shall nominate, from within the Presidential Board, three members of the Appeals Committee, one of whom shall be Chairman, all from different Federations. No member of the Appeals Committee shall sit in judgement in a dispute involving a player or party from his Federation except where the dispute is between two players or two parties from his Federation.

All protests must be submitted in writing to the Appeals Committee not more than two (2) hours after the relevant playing session, or

the particular infringement complained against.

The Committee may decide on the following matters:

- a) an appeal against a decision by an arbiter,
- b) a protest against a player's behaviour,
- c) a complaint alleging false interpretation of the regulations,
- d) a request for the interpretation of specific regulations,
- e) a protest or complaint against any participant, or
- f) all other matters which the Committee considers important.

If possible, the Committee shall reach a decision not more than two (2) hours after the submission of a protest. The appeals process shall include written representations and a written decision. The Committee shall endeavour to find binding solutions that are within the true spirit of the FIDE motto, Gens Una Sumus. Each protest must be accompanied by a deposit fee of EUR 500 (five hundred euros) or the equivalent in local currency. If the protest is accepted, the fee shall be returned. If the protest is rejected, the fee may be forfeited to FIDE.

3. 17. 2 The written decision of the Appeals Committee arising from any dispute in respect of these regulations shall be final.

4. Commercial and Financial issues

4. 1 The WCCC shall ensure the playing hall and its environs meet at least the requirements of the FIDE Regulations for the Organisation of Top Level Tournaments (FIDE Handbook C.01).

4. 2 The playing venue shall be decorated with the FIDE flag, IOC flag, the flags of the host nation and the participating countries.

4. 3 After the World Chess Championship Committee agrees with the Organisers on the arrangements in respect of the tournament hall, facilities, accommodation and meals, transportation, telecommunication, ceremonies, etc., no objections from the participants shall be acceptable.

4. 4 Organisers shall provide, free of charge, coffee, tea and soft drinks for the players and principals. It is advisable that the same offer shall apply for press members.

4.5 Photography and Television

4. 5. 1 Only photographers and camera crew expressly authorised by the Press Officer may work in the playing venue.

- a) Flash may be used only during the first five (5) minutes.
- b) In tie-break games, flash may only be used in the first three (3) minutes. In case of 5 minutes + sudden death games, flash is not permitted, the use of cameras without flash may be permitted if the Arbiter in charge deems their use to be unobtrusive.
- c) Television cameras must be unobtrusive and may only be used if the Arbiter in charge deems their use to be unobtrusive.
- d) An official photographer, designated by the Organisers with the approval of the Chief Arbiter shall be allowed to take photos at any time during the round without flash.

4. 6 Ceremonies.

4. 6. 1 The Opening Ceremony shall take place the day prior to the first round and all participants are required to take part. Exception can be made by a written permission of the FIDE President.

4. 6. 2 The program of the Opening Ceremony shall be approved by FIDE. Cultural program and speeches totalling up to 60 minutes are usually welcome. FIDE Anthem and the Anthem of the hosting country shall be played.

4. 6. 3 The Closing Ceremony shall take place not later than one day after the end of the event. The Organisers shall provide a trophy for the winner and a medal for the loser of each match. The FIDE Anthem, the Anthem of the winner's country and the Anthem of the hosting country shall be played.

4. 7 FIDE Rights and Obligations of the Organisers

4. 7. 1 Finance

4. 7. 1. 1 Before the end of the matches, FIDE shall be reimbursed for its direct expenses incurred in the organization of the Candidates Matches. This shall be a fixed sum agreed between the Organiser(s) and the World Chess Championship Committee (WCCC) before the start of each match. This sum shall include stipends, pre-expenses (inspections) and tournament expenses

(travelling and boarding) for the principals. The WCCC shall advise and help the Organiser(s) on protocol, budget, infrastructure, media, commentary, bulletin and other technical problems.

4.7.1.2 FIDE has the exclusive commercial rights of the Candidates Matches and is free to exploit them commercially, including entering into advertisement agreements either with the Organiser(s) or Sponsors of the event requiring players to wear clothes with the branding of sponsors.

4.7.1.3 The income provided by the Candidates Matches through admission charges, concessions and photography shall go to the Organiser(s). The radio and television rights, including video and film rights, shall belong to FIDE. The right as described here and in the previous paragraph can be granted by FIDE to the organizer(s).

4.7.1.4 FIDE shall have the exclusive rights for live games transmission on Internet and shall provide the necessary equipment such as electronic boards and clocks to cover the event. FIDE shall provide to the Organiser(s) the signal for online game display in the different function rooms as agreed between the parties. These rights as described here can be granted by FIDE to the organizer(s).

4.7.1.5 The Organiser(s) shall draw up a budget as detailed as possible, including provision for the anti-doping procedure costs and contingencies. This shall be subject to the approval of WCCC and the FIDE President.

4.7.2 Stipends

4.7.2.1 The stipends to be paid to the Principals of the WCC Candidates Matches are (in EUR):

Chairman of Appeals Committee:	7,000
Two members of Appeals Committee:	10,000
Chief Arbitrator:	6,000
Deputy Chief Arbitrator:	4,500
Arbitrator:	3,000
Press Officer:	3,500
Chairman of FIDE Medical Commission	2,000

4.7.3 Travelling and Accommodation

4.7.3.1 Travel. The FIDE President has the right to first class travel by air, sea or rail, at the Organisers` expense. The FIDE Deputy President has the right to business class travel by air, sea or rail, at the Organisers expense. All other Principals shall be provided with transport by air, sea or rail or, if they prefer, any other mode of transport that is not more costly to the Organisers than air travel. Any Principal making his own travel arrangements without the agreement of the Organisers does so entirely at his own risk.

4.7.3.2 Board and Lodging. For the FIDE President a suite in a first class hotel should be provided and for the Deputy President one junior suite in the same first class hotel. For each Principal or WCCC member - a double room in the same first class hotel. Extra expenses will be covered by the Organisers only for the FIDE President.

4.7.3.3 Food and drinks. Provision for food and drinks shall be provided for all the Principals. This shall be provided by a specified allowance in local currency per day or by the provision of all meals in the restaurant of the hotel. The nature and amount shall be agreed between the Organisers and WCOC.

4.7.3.4 Local transportation. Transfer from and to the airport will be provided by the organisers, if necessary. For FIDE President, a chauffeur-driven car. For the other Principals, a number of cars shall be made available; their use will depend on the position of the hotels, playing hall and media centre, and on the leisure activities of the Principals. Alternatively, a daily allowance in local currency may be provided, the amount to be agreed between the Organisers and WCOC. Local transport shall also be provided for players to official functions if necessary.

4.7.3.5 Personnel – The Organisers should provide sufficient personnel to assist in the playing hall, press room, VIP room, and at ceremonies according to the agreement made with the WCOC.

4.7.3.6 Procedures concerning commercial aspects

4.7.3.6.1 FIDE, or its appointed commercial agency, retains all commercial and media rights of the Candidates Matches 2010, including internet. These rights can be transferred to the organizer upon agreement.

4.7.3.6.2 No proposed sponsor shall be in conflict with the regulations of the International Olympic Committee.

4.7.3.6.3 The FIDE logo and the head of the corporate logo are displayed below:

4.7.3.6.3.1



The FIDE logo is represented above and will be displayed in a dark blue colour on a white background. The text describing any event must not be larger than twice the size of the word FIDE reproduced in the logo.

4.7.3.6.3.2



WORLD CANDIDATE MATCHES 2010

The event title of the match is represented above. The corporate logo should include the above on top and the text in any kind of printed or electronic media must not be larger than twice the size of the word FIDE reproduced in the logo.

4.7.3.6.4 FIDE Press Officer

4.7.3.6.4.1 The organizer will be responsible for managing, updating and reviewing the official web domain which will be used for the event : fcm2010.fide.com All content will be reviewed and approved by the FIDE Press Officer. All live images, live broadcasting (Internet TV) pictures and all the other content for the full event details will be carried on the official domain. The organizer shall not develop any other website.

4.7.3.6.4.2 All activities of both FIDE and the organizer shall identify FIDE being the Governing Body of the World Chess Championship and the organizer being the organizer of the event in close co-operation with FIDE. The organizer shall warrant that the official domain for the event will be managed in a professional way and furthermore that it will be capable of handling the traffic and publicity that is required for such events. Statistics of traffic and full reports on web performance will be provided to both FIDE and the organizer.

4.7.3.6.4.3 The Organizer shall co-operate with the Press Officer concerning the accreditation and hospitality of foreign journalists and the media and the facilities available at the Press Centre. The Press Officer shall be a member of the panel at Press Conferences conducted during the match. In cases of conflicting information and press statements, the views expressed by the Press Officer shall be the authentic version.

4.8 Selection of the Organisers.

4.8.1 Any federation that is a member of FIDE or any sponsor may bid for the right to organize the Candidate Matches. FIDE shall consult the federation where the sponsor proposes to hold the event. In case the federation refuses or is unable to co-operate, FIDE may still accept a proposal from a potential sponsor.

No proposed sponsor for the Candidates Matches shall be in conflict with the regulations of the International Olympic Committee.

4.8.2 FIDE shall open a bidding procedure for the Candidates Matches before 31 December 2008.

4. 8. 3 Each applicant shall pay a non-refundable fee of 1,000 euros to obtain the obligatory bidding form and the necessary information from the FIDE Secretariat.

At any time, where the bidding procedure fails, the Presidential Board shall decide, where, when and how the Candidates Matches will be organised.

4. 8. 4 In the event that FIDE receives a satisfactory open offer that covers all the necessary financial requirements, then FIDE may immediately terminate the bidding procedure.

4. 8. 5 Each proposal shall contain the following particulars:

- a) Proposed exact dates of the event in the last quarter of 2010.
- b) Proposed tournament venue.
- c) Proposed prize fund for the players (minimum 420,000 euros & should be offered net of any applicable taxes).
- d) The contribution to FIDE (net of any applicable taxes and not less than 20% of the prize money).
- e) Commitment to cover all financial obligations to FIDE.
- f) Commitment to cover all organizational costs, in accordance with the regulations of the event.
- g) Category of official hotel (minimum 4 stars), and name if possible, with special room rates including meals.
- h) A statement that the applicant accepts the regulations of the event without any reservations.
- i) An invitation for at least two members of the WCOC to inspect the proposed venue and examine the other conditions, with all travel/hotel expenses paid by the bidder.
- j) Any bank guarantees as described in the bidding procedure.
- k) The applicant's name, signatures and authentication.

An organiser of any specific part of the Candidates Matches has the right to host at least one match of his representative player(s) in the first round.

4. 8. 6 FIDE may exercise the right to reject any bid application if the conditions as stated in 4.8.8 below are not met.

4. 8. 7 FIDE may exercise the right to reject any bid application if the financial standing of the bid is unsatisfactory.

4. 8. 8 The FIDE Presidential Board shall decide which applicant shall be chosen. The decision reached shall be based on the following criteria, which are to be viewed as a whole:

- a) prize fund
- b) covering of organisational costs
- c) playing conditions
- d) providing visas to all players, trainers and officials
- e) security assistance for all players and officials
- f) chess activity both actual and potential in the country hosting the event
- g) media possibilities
- h) potential development of chess worldwide
- i) climate conditions during the period of the tournament
- j) taxation conditions in the hosting country in respect of the prize fund.

If a Presidential Board meeting cannot be held, the FIDE President takes the decision in consultations with the WCOC.

4. 8. 9 After the Presidential Board (or the FIDE President) has decided who shall be selected to organize the event, a contract will be signed between FIDE and the organizer regarding all financial and commercial aspects of the event. Unless the contract states otherwise, the organizer shall deposit, not later than nine months before the start of the event, in escrow, net and free of all taxes, with the FIDE bankers the full sums of money covering the prize fund and all costs related to FIDE as stipends, travel, full board and lodge and other administrative costs for communications etc in accordance with a budget agreed between FIDE and the Organizers.

4. 8. 10 In case of a failure to deposit the sums of money under 4. 8. 9, the guarantees specified in 4. 8. 5 (j) are forfeited in favour of FIDE.

4. 8. 11. At any time, after the sums specified under 4. 8. 9, have been deposited in escrow, if the Organizer fails to organize the event or is in breach of the contract with FIDE, then FIDE may withdraw the right to organize the event and at the same time the Organizers shall forfeit all of the sums of money under 4. 8. 5 (j) and 4. 8. 9.

4. 8. 12. The Organizers shall invite a member of the WCOC to inspect and give consultation on the preparations. The WCOC shall decide on the need for further inspections. Travelling and accommodation costs are to be borne by the Organizers.

4. 9 Other

4. 9. 1. At any time in the course of the application of these regulations, any grounds that are not covered or any unforeseen event shall be referred to the Presidential Board or the President of FIDE, for final decision.

ANNEX 1

WORLD CHAMPIONSHIP TECHNICAL REGULATIONS

BASIC RULES OF PLAY

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

- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- 1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

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

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).

The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

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

These pieces are as follows:

A white king usually indicated by the symbol



A white queen usually indicated by the symbol



Two white rooks usually indicated by the symbol



Two white bishops usually indicated by the symbol



Two white knights usually indicated by the symbol



Eight white pawns usually indicated by the symbol



A black king usually indicated by the symbol



A black queen usually indicated by the symbol



Two black rooks usually indicated by the symbol



Two black bishops usually indicated by the symbol



Two black knights usually indicated by the symbol



Eight black pawns usually indicated by the symbol



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



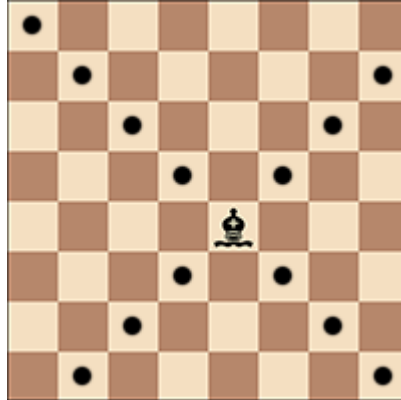
2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

Article 3: The moves of the pieces

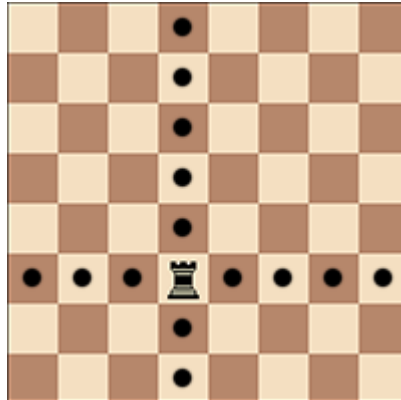
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make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

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

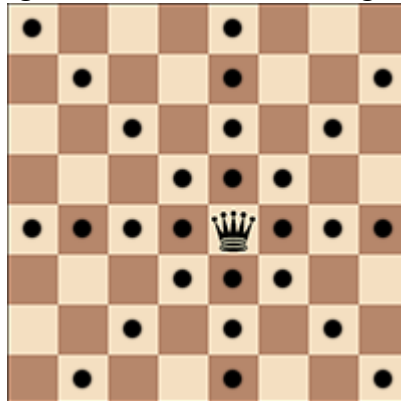
3.2 The bishop may move to any square along a diagonal on which it stands.



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

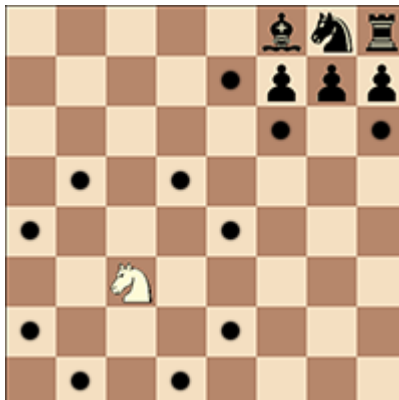


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

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



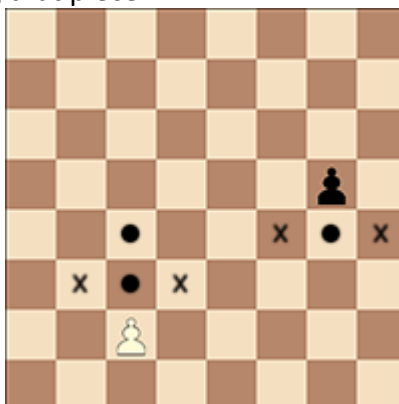
3.7 a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or

b. on its first move the pawn may move as in 3.7.a or alternatively it may

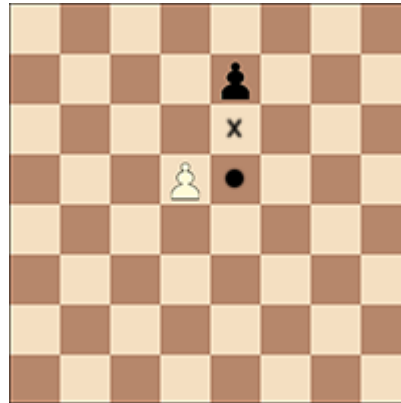
advance two squares

along the same file provided both squares are unoccupied, or

c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.

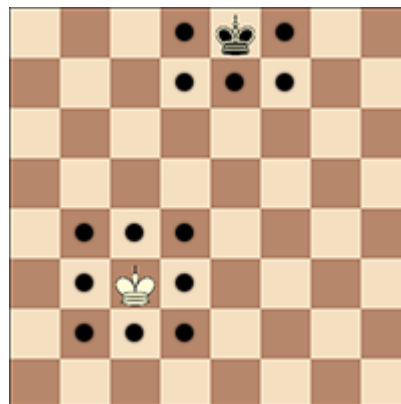


- d. A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.

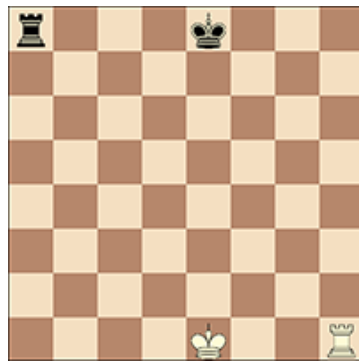


- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.

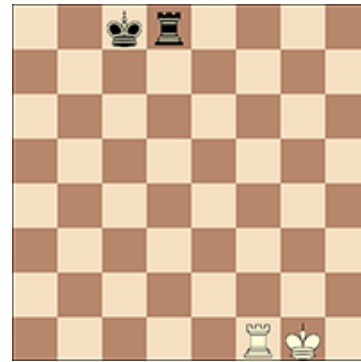
- 3.8 a. There are two different ways of moving the king:
by moving to any adjoining square not attacked by one or more of the opponent's pieces



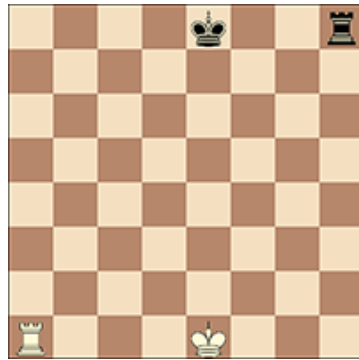
or by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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



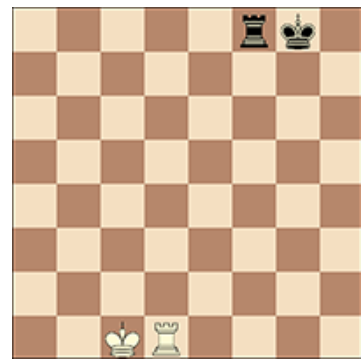
*Before white kingside castling
Before black queenside castling*



*After white kingside castling
After black queenside castling*



*Before white queenside castling
Before black kingside castling*



*After white queenside castling
After black kingside castling*

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

- (2) Castling is prevented temporarily:
 - [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, or
 - [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
- b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured
- c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 If a player having the move:

- a. deliberately touches his king and rook he must castle on that side if it is legal to do so
- b. deliberately touches a rook and then his king he is not allowed to castle on

that side on that move and the situation shall be governed by Article 4.3.a

- c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
- d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:

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

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

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

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. (See Article 9.6)
 - c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
 - d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)
 - e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

COMPETITION RULES

Article 6: The chess clock

- 6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.
'Clock' in the Laws of Chess, means one of the two time displays.
Each time display has a 'flag'.
'Flag fall' means the expiration of the allotted time for a player.
- 6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode.
In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.
- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.
- 6.4 Before the start of the game the arbiter decides where the chess clock is placed.
- 6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.
- 6.6 a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.
b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.
- 6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

- d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.
- 6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.
- 6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 6.10
- a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
 - b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.
- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
- a. the game shall continue if it happens in any period of the game except the last period
 - b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.
- 6.12
- a. If the game needs to be interrupted, the arbiter shall stop the clocks.
 - b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
 - c. The arbiter shall decide when the game is to be restarted in either case.
 - d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.
- 6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.
- 6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

Article 7: Irregularities

- 7.1
- a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
 - b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

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

Article 8: The recording of the moves

- 8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.
It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.
A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.
Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)
If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organisers of the event.

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

Article 9: The drawn game

- 9.1
- a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
 - b. If the rules of a competition allow a draw agreement the following apply:
 - (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
 - (2) The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)
 - (3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.
- 9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):
- a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
 - b. has just appeared, and the player claiming the draw has the move.

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

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

- 9.3 The game is drawn, upon a correct claim by the player having the move, if:
- a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
 - b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.
- 9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.
- 9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.
- a. If the claim is found to be correct, the game is immediately drawn.
 - b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.
- 9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

Article 10: Quickplay Finish

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

Article 11: Points

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

Article 12: The conduct of the players

- 12.1 The players shall take no action that will bring the game of chess into disrepute.
- 12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.
The player having the move is not allowed to leave the playing area without permission of the arbiter.
- 12.3
- a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard.
 - b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.
 - c. Smoking is permitted only in the section of the venue designated by the arbiter .
- 12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.
- 12.5 Players who have finished their games shall be considered to be spectators.
- 12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.
- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.
- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.
- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter. Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

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

- 13.1 The arbiter shall see that the Laws of Chess are strictly observed.
- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- 13.4 The arbiter can apply one or more of the following penalties:
- a. warning
 - b. increasing the remaining time of the opponent
 - c. reducing the remaining time of the offending player
 - d. declaring the game to be lost
 - e. reducing the points scored in the game by the offending party
 - f. increasing the points scored in the game by the opponent to the maximum available for that game
 - g. expulsion from the event.
- 13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.
- 13.7
- a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.
 - b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.
-