

HERCA AND FIDE RULES SEMINAR

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AGENDA

1. Recording of the moves
2. Promotion
3. The chess clock
4. Draws/drawn positions
5. Illegal moves
6. Illegal actions
7. Irregularities
8. Players with disabilities
9. Electronic devices
10. Other players and spectators
11. Captain's role and responsibilities
12. Penalties

RECORDING OF THE MOVES

- You must record your and your opponent's moves throughout the game, until you have less than 5 minutes on your clock. Once you're down to your last 5 minutes, you can stop recording, even if later the increments have increased your time to more than 5 minutes.
- You are not allowed to record your move before making it, unless you are claiming a draw.
- You may reply to your opponent's move before writing it down.
- You may not make a move until you have recorded your previous move.
- All draw offers must be recorded by both players with the symbol (=).

PROMOTION

The act of promotion may be performed in 2 ways:

1. Pushing the pawn to the 8th (or 1st) rank, then replacing it with the new piece
2. Removing the pawn from the board and putting the new piece on the square of promotion
 - You may change your mind about which piece will replace the pawn until a piece touches the square of promotion; after this you lose the right to select another piece.
 - If you put on the replacement piece before advancing the pawn then that is the piece it must be promoted to.
 - An upside-down rook placed on the board is still a rook. This applies even if you call it a queen.
 - It is your responsibility to exchange the pawn for a piece when promoting – don't ask your opponent to do it for you! If you push the pawn but restart your opponent's clock before replacing it, then an illegal move has been played (see section on illegal moves).

THE CHESS CLOCK

1. The position of the chess clock is decided upon by the captains/Arbiters, not the player with the black pieces. The chess clocks should be placed to the side of each board in such a way that all chess clocks used in the match can easily be seen from a central position in the room. The home captain should try to set up the boards in such a way that the chess clocks can be placed on White's left.
2. Your move isn't completed until you have pressed your clock (unless your last move checkmates your opponent – checkmate ends the game!).
3. Your opponent is entitled to press their clock after making their move, even if you have already made another move.
4. You must press your clock with the same hand with which you make your move. It is forbidden for you to keep your finger on the clock or to 'hover' over it.

THE CHESS CLOCK (CONTINUED I)

1. You must handle the chess clock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised (see slide on Penalties).
2. You may adjust the pieces while your clock is running only; you are required to say “I adjust” or “j’adoube” before you touch the pieces.
3. ‘Flag-fall’ means the expiration of the allotted time for a player. A flag is considered to have fallen when a captain observes it or when either player has made a valid claim to that effect. If a player’s flag has fallen, they lose the game, unless the opponent has no mating material or the position is blocked. In those cases, the game is a draw.
4. Players and especially captains should know how to set and adjust the time on the clock. E.g. adding 2 minutes to a player’s time when the opponent has made an illegal move. Videos on how to do this can be found on the HERCA website under “Player Resources”.

THE CHESS CLOCK (CONTINUED 2)

- If the game needs to be interrupted, the arbiter or team captain shall stop the clock.
- A player may stop the clock only in order to seek the arbiter's or team captain's assistance, for example when promotion has taken place and the piece required is not available.

Other valid reasons for pausing the clock include being disturbed by spectators (or the opponent) or illness. Without a medical reason, a toilet break would not normally be sufficient reason for a player to stop the clock.

If a fire alarm rings or there is a lighting failure then the captain should announce the suspension of play.
- The arbiter or team captain shall decide when the game restarts.
- If a player stops the clock in order to seek the arbiter's or team captain's assistance, the arbiter or team captain shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the clock, the player shall be penalised (see page on Penalties).

This rule can prevent gamesmanship such as stopping the clocks to seek an arbiter when short of time.

DRAWS/DRAWN POSITIONS

- Insufficient mating material
- Not an automatic draw
- Draw offers
- Draw by repetition
- 50-move rule
- 75-move rule

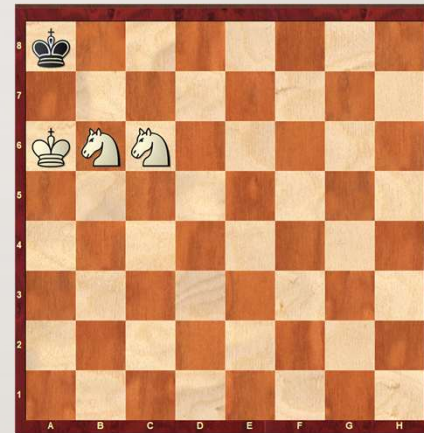
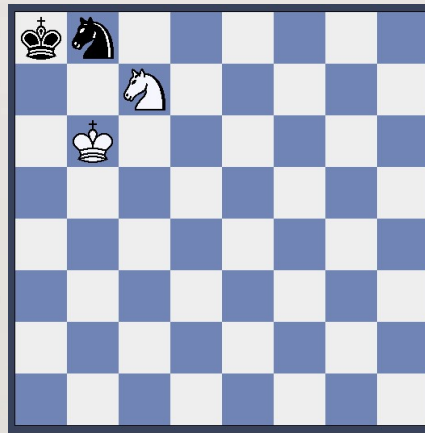
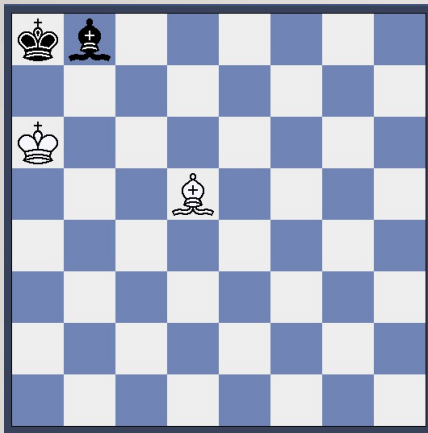
DRAWS/DRAWN POSITIONS - INSUFFICIENT MATERIAL

Insufficient mating material

- The following should be agreed as a draw automatically:
- K v K & B
- K v K & N
- K & B v K & B of same colour

DRAWS/DRAWN POSITIONS - NOT AN AUTOMATIC DRAW

- If a mate can be created, no matter how unlikely, then it is not an automatic draw. E.g.:



DRAWS/DRAWN POSITIONS – DRAW OFFERS

1. If you wish to offer your opponent a draw, you must do so after having made your move on the chessboard and **before** starting their clock.
2. A draw offer at any other time during play is still a valid offer, but could be considered an attempt to distract your opponent.
3. No conditions can be attached to the offer.
4. In both cases above the offer cannot be withdrawn and remains valid until your opponent accepts it, rejects it (verbally or by touching a piece with the intention of moving or capturing it), or the game is concluded in some other way.
5. Both players must note on the scoresheet the draw offer with the symbol (=)

DRAWS/DRAWN POSITIONS – DRAW BY REPETITION

- The same position must occur for a third time with the same person to move. These positions can occur at any time during the game – they do not have to be in sequence.
- The position is not the same if an En Passant capture is possible on the first occasion or the right to castle has been lost between occurrences.
- If you wish to repeat the position and claim a draw you must write down your next move. **You must not play it.**
- A draw claim constitutes a draw offer
- If the claim is incorrect the opponent is given an extra 2 minutes and the player must play the move which is written down
- An arbiter or team captain should declare the game drawn if the same position has occurred 5 times at any point in the game

DRAWS/DRAWN POSITIONS – 50 AND 75-MOVE RULES

50-move rule

- You may claim a draw if the last 50 moves each have been made without a capture or pawn move or if you are about to play a move which reaches 50 moves without a capture or pawn move. In this case the move must be written down **but not played**.
- A draw claim constitutes a draw offer
- If the claim is incorrect the opponent is given an extra 2 minutes and the player must play the move which is written down

75-move rule

- An arbiter or team captain should declare the game drawn if 75 moves have occurred without a pawn move or capture.

ILLEGAL MOVES

1. An illegal move is completed once you have pressed your clock.
2. If you complete an illegal move, the position immediately before the illegal move shall be reinstated.
3. If the position immediately before the illegal move cannot be determined, the game shall continue from the last identifiable position prior to the illegal move.
4. Your opponent shall receive an additional 2 minutes on their clock (players should ensure they know how to do this).
5. If you make a 2nd illegal move, you lose the game.

ILLEGAL MOVES (CONTINUED)

- If a player makes an illegal castling move, then he/she must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move – he does not then have to make a rook move.
- If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.
- If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

ILLEGAL ACTIONS

The following are examples of illegal actions:

- Moving the pieces and pressing the clock with different hands
- Not writing down the moves when the player has more than 5 minutes left on the clock

If a player conducts an illegal action, the opposing player should mention this to the player. The opposing player should also attempt to mention the offence to both captains as soon as reasonably possible. Where both captains agree that a player's actions have been disruptive or allowed them to gain time illegally, the captains should take immediate action (see slide on Penalties).

IRREGULARITIES

- 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 shall be played.

If this is discovered after the game has been concluded then it is too late to restart the game.

- 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.

Restarting the game does not mean resetting the clocks to the initial times. This can be done if time permits but it is also possible to leave the clock with the times shown. Common sense should be used.



PLAYERS WITH DISABILITIES

- All players are encouraged to familiarise themselves with FIDE Laws Appendix D, which contains rules for play with blind and visually disabled players
- These include special clocks, making and announcing moves.
- Players should agree before the start of the game the naming convention for announcing the moves.

ELECTRONIC DEVICES

- During a game, mobile phones or other similar electronic devices that you take into the playing area must be **completely switched off**, i.e. not in silent or airplane mode!
- You may submit a request to both captains to be allowed to keep a mobile phone on, in silent mode, due to exceptional circumstances. If both captains agree that the circumstances justify an exception, you must not use the phone for any purpose other than that cited as the exceptional circumstance. This is an HERCA rule.
- If, during the game, you leave the playing area for any other reason, you must not take the phone with you.
- If it is evident that you have breached any of these rules, you shall lose the game. Your opponent shall win.
- Note: Spectators' phones should be switched off as well!

OTHER PLAYERS AND SPECTATORS

- Other players and spectators are not allowed to interfere with other games. E.g. they are not allowed to mention to the players that a flag has fallen or an illegal has made. However, if they spot an illegal move, an illegal action or the flag falling, or hear a mobile phone go off, they should alert the captain(s).
- Players who have finished their games are spectators
- Players should not distract their opponents; if they do, the captains shall agree to penalise the offending player (see the slide on Penalties)

CAPTAIN'S ROLE AND RESPONSIBILITIES (HERCA RULES)

- Captains must enforce the rules – they are regarded as joint arbiters
- However, players are expected to try to resolve any issue between themselves in the first instance, especially if one or both captains are also playing in the match.
- In the event captains' assistance is required, whilst they are playing a game and if it is their move, then they are entitled to stop their own clock for the duration of dealing with the issue.

PENALTIES

Options available to the captains concerning penalties, in order of increasing level of severity:

1. A warning
2. Increasing the remaining time of the opponent
3. Reducing the remaining time of the offending player
4. Declaring the game to be lost by the offending player.

QUESTIONS

