

Comments for Arbiters on 2014 Laws.

If an event is to be FIDE rated then the FIDE Laws must apply.

The following default situations will apply to all British events which do not state otherwise on their entry forms.

- The default time is 30 minutes for standard games and 10 minutes for rapidplay.
- For Rapidplay and Blitz events the normal Laws will be amended as in Appendix A4 (B4)
- Appendix G (Quickplay Finishes) will apply to events without incremental time controls. Draw claims in the last two minutes (G6) will not apply where 5 second increments (G4) is possible. (Even though no arbiter may be present, leagues should consider adopting this option.)
- A total ban on mobile phones would be unacceptable at British events. Therefore the penalty of a loss should be amended to a fine or warning (but see below).

Illegal Moves (7.5b & Appendix A4b)

For inexperienced players (indicated by age and/or grade) it is advisable not to enforce this Article with its full vigour. Each illegal move should be penalised by giving the opponent additional time until the arbiter decides it is too distracting. The opponent will be given an additional 2 minutes in standard play and 1 minute in Rapidplay. (The tournament entry form should state if this exemption applies. An error could still be punished to the full extent of the Laws.)

Arbiter Declaring Game Drawn (9.6b)

5 fold position occurrences require observation of the game. The 5 repetitions should occur within 8 moves to be valid. As always it is the position which is important not the moves.

The 75 move rule is interpreted as - The Arbiter may use the evidence of a clear scoresheet in which captures and pawn moves are easily distinguishable to add to the number of moves counted by him or his assistant that were observed but not recorded. It is best that there is no gap between the end of recording and the beginning of counting. This rule does not require the arbiter to attempt to record the game.

Players are advised that although indicating captures is no longer necessary it would be useful in these circumstances.

11.3 Mobile Phones Ban

It may be that some organisers will wish to ban mobile phones etc. from their event. That is acceptable. The entry form should state this.

It is acknowledged that for some people having a mobile phone with them at a chess event is a necessity. Therefore the default situation should be:

Where there is no safe keeping place for mobiles etc. the following will apply:

If anyone intends to bring a phone with them to a chess event they should register that position and their phone number with the organiser. Such phones should be switched off completely (there may be exceptions for doctors on call etc).

If such a switched off phone makes a sound, e.g. low battery beep, then Law 11.5 applies.

If the phone is found to be switched on then the player should be defaulted.

In the application of these guidelines the entire tournament shall count as one instance.

The entry form should provide space to register the phone and number. The penalty could be a fine of £1 used for a good cause.

Some organisers may wish players to register at the event. Another penalty which may be issued would be a warning.

For games not under the supervision of arbiters (e.g. some league games) it is recognised that mobile phone use may be needed. This should be done with the knowledge of both captains. When this is done a more lax approach can be used. It is inappropriate to impose a penalty when any noise emitted is less than the ambient noise in the room.

If dealing with a blind player and an illegality occurs as in D8. The clock should be treated as in Article 7.1

Players should be made aware that it is in their own interests to record captures with x as in Article C9.

Neither Rapidplay nor Blitz states that the arbiter cannot call flag-fall. Therefore the arbiter should call flag-fall as detailed in Article 6.