

## COMPARISON OF FIDE AND USCF RULES

This table identifies points where the FIDE and USCF rules differ, and indicates in the Rule Applied column the rules that will apply in the Open section of the Cincinnati Open. Page numbers refer to these editions: *FIDE Arbiters' Commission Arbiters' Manual 2014* or *U.S. Chess Federation's Official Rules of Chess, 6th Edition, ©2014*.

<i>Subject</i>	<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule Applied</i>
FIDE/USCF membership	<p>Regulations for Registration &amp; Licensing of Players (<a href="http://www.fide.com/component/handbook/?id=180&amp;view=article">http://www.fide.com/component/handbook/?id=180&amp;view=article</a>)</p> <p>1 Registration: ... 1.5 Each player represents a National Chess Federation (NCF) which is a member of FIDE. ... 1.7 A player may be registered under a Federation if he or she has citizenship, naturalization or residency in the country of that Federation. 1.8 A player may only be registered with and only represent one Federation at any particular time. ... 1.12 All NCFs are required to register their players with FIDE. ... 1.19 A tournament may not be rated if there are players without a valid FIN (FIDE Identification Number). National Rating Officers are required to ensure that all players have a valid FIN before sending the tournament report to FIDE to be rated.</p>	<p>23C. USCF membership requirement (p. 108): For the inclusive dates of the tournament, each player must be a member in good standing of the USCF, unless USCF regulations waive this requirement.</p>	<p>To play in the Open section, players must be members of both the USCF and FIDE.</p> <p>If you are not a FIDE member and you qualify for FIDE membership under the US Federation, the organizer (Cincinnati Scholastic Chess) will forward the information you provide on your entry form to the FIDE Titles and Ratings officer at the USCF, who will obtain a FIDE Identification Number (FIN) for you. You must be assigned a FIN before the section can be rated by FIDE; however, you might not be notified as to what your FIN is until after the tournament is over.</p> <p>If you are not a FIDE member and you do not qualify for FIDE membership under the US Federation, you must obtain your FIN through your proper national federation prior to entering the tournament.</p>
Governing rules	<p>FIDE Rating Regulations, 2.1 (p. 193): Play must take place according to the FIDE Laws of Chess.</p>		<p>USCF Rules do not apply to games that will be FIDE rated except as permitted by the FIDE Laws of Chess and noted below as applicable.</p>

<p>FIDE rating</p>	<p>FIDE Rating Regulations (pp. 193f): 6.1 If an unrated player scores zero in his first tournament, his score and that of his opponents against him are disregarded. Otherwise, if an unrated player has played rated games, then this result is included in computing his overall rating.</p> <p>...</p> <p>6.3 In a Swiss or team event:</p> <p>6.31 For an unrated player's first performance to count, he must score more than 0% against rated opponents. Even one (1) game is counted.</p> <p>6.32 For rated players, only games against rated opponents are counted.</p> <p>...</p> <p>7.14 A rating for a player new to this list [FIDE's list of rated players] shall be published only if it meets the following criteria:</p> <p>7.14a If based on results obtained under 6.3., a minimum of five games.</p> <p>...</p> <p>7.14.c The condition of a minimum of 5 games need not be met in one tournament. Results from other tournaments played within consecutive rating periods totalling not more than 26 month[s], are pooled to obtain the initial rating.</p> <p>7.14d The rating is at least 1000.</p> <p>7.14e The rating is calculated using all his results as if they were played in one tournament (it is not published until he has played at least five games) by using all the rating data available.</p>	<p>USCF Rating Regulations, 1. (p. 282): All games played in USCF-rated events are rated, including games decided by time-forfeit, games decided when a player fails to appear for resumption after an adjournment, and games played by contestants who subsequently withdraw or are not allowed to continue. Games in which one player makes no move are not rated. ...</p> <p>28D3. Director-calculated ratings (p. 122): ...</p> <p>Players with fewer than four career games are unrated.</p>	<p>The Open section will be rated by both FIDE and USCF. FIDE and USCF rules will apply independently to the respective ratings.</p> <p>Under FIDE rules, an unrated player earns a rating after playing five games against FIDE-rated opponents, provided that he or she scores at least a draw in one of those games. The five rated games need not be played in a single event but must be played in events occurring within a 26-month period. Furthermore, a player's FIDE will not be published (listed) unless it is 1000 or more. For rated players, only games against rated opponents are counted.</p> <p>Under USCF rules, an unrated player earns an official rating as soon as he or she has played five rated games, regardless of the results of those games. The five rated games need not be played in a single event. For all players, all games played count for rating.</p>
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<p>Role of arbiter/ director</p>	<p>Competition Rules, 12.1 (p. 34): The arbiter shall see that the laws of Chess are strictly observed. [Comment in <i>Manual</i> (p. 34): The Arbiter must be present and control the games. In case the arbiter observes an infringement, he may interfere. He must not wait for a claim from the opponent. Example: A player touches a piece and makes a move with another one. The arbiter shall force the player to play the touched piece.]</p>	<p>21D. Intervening in games (pp. 95f): The director's intervention in a chess game shall generally be limited to the following:  21D1. Answering rules questions. Answering rules and procedural questions.  21D2. Correcting illegal moves observed. Correcting any illegal moves observed, unless time pressure exists (11D1) or Variation 11H1 is used (the director does not correct illegal moves unless asked by a player).  21D3. Warning players. Warning players about or penalizing players for disruptive, unethical, or unsportsmanlike behavior. ...  21D4. Settling disputes. Settling disputes, including those regarding time forfeits and claims of draws.  21D5. Informing players. Informing players about opponents' late arrival or about opponents' leaving the room for an extended period.  21D6. Fees. Collecting fees.</p>	<p>The FIDE rule applies.  The FIDE rules empower and require the arbiter to intervene in a game to correct rule violations, and to call flagfalls, that he observes without waiting for a player to make a claim. That rule violations and flagfalls might occur that the arbiter does not observe does not abrogate or diminish his obligation and authority to intervene in any game.</p>
<p>Castling</p>	<p>Competition Rules, 4.4 (p. 17): If a player having the move ...  (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 [touch-move], ...</p>	<p>10I2. Rook touched first. (New rule effective 1/1/15): If a player intending to castle touches the rook first, castling is not allowed and the player must move the rook as required by rule 10B. (Variation I): If a player intending to castle touches the rook first, there is no penalty except if castling is illegal, the player must move the rook if legal.</p>	<p>The FIDE rule applies, although the new USCF rule effective 1/1/15 brings the two rules into agreement.  If a player intending to castle touches the rook first, he or she may not castle and must move the rook if legal.</p>
<p>Pawn promotion: when the replacement piece is determined</p>	<p>Competition Rules, 4.4 (p. 17): If a player having the move ...  (d) promotes a pawn, the choice of the piece is finalized, when the piece has touched the square of promotion.</p>	<p>9D. Pawn promotion (p. 22): In the case of the legal promotion of a pawn, the move is determined with no possibility of change when the pawn has been removed from the chessboard and the player's hand has released the new appropriate piece on the promotion square, and completed when that player presses the clock (5H).</p>	<p>The FIDE rule applies.  The promotion move is determined when the new piece touches the promotion square, not when it is released by the player. A player may not maintain contact with the new piece on the promotion square while contemplating promoting to a different piece.</p>

<p>Pawn promotion: using a rook as an additional queen</p>	<p>Competition Rules, 3.7, comment in <i>Manual</i> (p. 15): When a player places an inverted (upside-down) Rook in the promotion square and continues the game, the piece is considered as a Rook, even if he names it as a 'Queen' or any other piece.</p> <p>To put an inverted Rook on the promotion square is not considered an illegal move. The Arbiter has to intervene and put the Rook in its correct position on the square and he may penalize the player according to the Article 12.9 [penalty options].</p>	<p>8F7. Promoted piece not available (pp. 16f): If the desired piece is not available to replace a promoted pawn, the player may stop both clocks in order to locate that piece and place it on the board. ... It is common practice, however, to play using an upside-down rook for a second queen. In the absence of the player's announcement to the contrary, an upside-down rook shall be considered a queen. ...</p>	<p>The FIDE rule applies.</p> <p>An inverted rook may not be used as a queen. The arbiter will make sure that queens are readily available to serve promotion needs.</p>
<p>Clock placement</p>	<p>Competition Rules, 6.5 (p. 22): Before the start of the game the arbiter shall decide where the chess clock is placed.</p>	<p>16L. Possible stipulations (p.72): The director may require that clocks face a certain direction or that black or white sit on a particular side of the table. In the absence of such a requirement, unless black is late arriving for the start of the game (39A1), black determines which side of the board the clock is on, and the player arriving at the chessboard first may choose either side of the table to sit on.</p> <p>39A1. Black player late (p. 235). If black is late for the start of a round, white makes the choice of equipment. Unless announced or posted otherwise, white may also choose which side of the board the clock is on and which side of the board to sit on.</p>	<p>The USCF rule applies.</p> <p>If arriving on time for the start of the game, the player with the black pieces determines which side of the board the clock is on. If the player with the black pieces is late for the start of a round, the player with the white pieces may choose which side of the board the clock is on.</p>
<p>Starting the clock at the beginning of the round</p>	<p>Competition Rules, 6.6 (p. 22): At the time determined for the start of the game the clock of the player who has the white pieces is started.</p>	<p>16I. Starting the clock (p. 71): At the time determined for the start of the game, after the board and pieces are set up, the clock of the player with the white pieces is started. ...</p> <p>16K. Both players late (p. 72): If both players arrive late, the first to arrive must split the elapsed time before starting the opponent's clock. ...</p>	<p>The FIDE rule applies.</p> <p>If white is absent and black is present when the round begins, black will start white's clock. If both players are absent when the round begins, the arbiter will place a clock on the game and start white's clock. The time that elapses before the first player arrives will <i>not</i> be split between the two players. White's clock will run until the player with the white pieces arrives. (See next item.)</p>

<p>Late arrival for start of game</p>	<p>Competition Rules, 6.7 (p. 22): (a) The rules of the competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.</p> <p>(b) If the rules of the competition specify that the default time is not zero and neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.</p>	<p>13D. Late arrival for game (pp. 39f.): The player who arrives at the chessboard more than one hour late for the beginning of the game or arrives after the expiration of the first or only time control period, whichever comes first, loses the game. The absence countdown begins at the actual starting time of the round, which is not always the scheduled starting time. ...</p> <p>13F. Late arrival by both players (p. 41): If both players arrive at the chessboard more than one hour late in a non-sudden death time control period or after the flags have fallen in a single sudden-death time control, whichever comes first, the director may declare the game lost by both players. ...</p>	<p>The USCF rule applies with respect to default time, but the FIDE rule applies with respect to starting white's clock.</p> <p>If the player with the white pieces fails to arrive at the chessboard before one hour has elapsed from the start of the round, he or she will lose the game. This will be determined when his or her clock shows that 60 minutes or more has elapsed from the original time allotment.</p> <p>If the player with the black pieces fails to arrive at the chessboard before one hour elapses from the start of the round, he or she will lose the game. This will be determined when a total of 60 minutes or more has elapsed on both players' clocks combined, regardless of how the total elapsed time is distributed between white's clock and black's clock.</p> <p>Both the FIDE rule and the USCF rule stipulate only that the late arriving player be present at the chessboard before the expiration of the specified period of time (the "default time"). Neither rule stipulates that the late arriving player must make a move on the board before the expiration of the default time.</p>
<p>Flagfall</p>	<p>Competition Rules, 6.8 (p. 23): 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.</p>	<p>13C1. Only players may call flag (p. 34): Only the players in a game may call attention to the fall of a flag (5G); it is considered to have fallen only when either player points this out. A director must never initiate a time-forfeit claim.</p> <p>16E. When flag is considered down (p. 70): The flag is considered to have fallen when either player points this out. ...</p>	<p>The FIDE rule applies.</p> <p>The arbiter will call any flagfall that he witnesses. It is understood that flags can fall without being witnessed by the arbiter. Players retain the right to call flagfall with respect to their own games.</p>

Time forfeit	Competition Rules, 6.9 (p. 23): Except where Article 5.1.a [checkmate], 5.1.b [resignation], 5.2.a [stalemate], 5.2.b [‘dead position’], and 5.2.c [agreed draw] 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.	13C. Time forfeit (p. 34): (a) Non-Sudden Death: The player who properly claims that the opponent has not completed the prescribed number of moves in the allotted time wins the game, provided that the claimant has mating material (14E) and a reasonably complete scoresheet (13C7) when the flag falls (5G). ... (b) The player who properly claims that the opponent has not completed the game in the allotted time, and has mating material (14E), wins the game. A scoresheet is not required to win on time in a sudden death time control (15C).	The FIDE rule applies. Because FIDE rules require players always to be current with recording the moves of the game when the time control includes an increment of 30 seconds or more, the requirement of “a reasonably complete scoresheet” is unnecessary. Moreover, the FIDE requirement for a draw (impossibility of checkmating by any series of legal moves) is more restrictive than the USCF requirement (mating material), because according to the FIDE rule positions where helpmates are possible cannot be declared draws.
Time adjustment when correcting an irregularity	Competition Rules, 7.1 (p. 25): If an irregularity occurs and 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 chess clock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock’s move-counter.	16R. No time adjustment for reinstated position (p. 75): If an illegal move is noticed within ten moves, the position before the illegal move is reinstated. Both clocks should be stopped while the position is being reset; however, the game should then continue with no time adjustment. The players do not recover the time they used after the illegal move. ...	The FIDE rule applies. The FIDE rule gives the arbiter the option of adjusting players’ times when correcting an irregularity. Also, under the FIDE rule there is no ten-move limit during which the irregularity must be noticed.
Incorrect initial position	Competition Rules, 7.2 (p. 25): (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 shall be played.	11F. Incorrect initial position (p. 30): If, before the completion of black’s 10th move, it is found that the initial position of the pieces was incorrect, or that the game began with colors reversed, then the game shall be annulled and a new game played. However, the players shall begin the new game with their clocks still reflecting the elapsed time each player used in the annulled game .... If the error is discovered after the completion of black’s 10th move, the game shall continue.	The FIDE rule applies. Under the FIDE rule there is no ten-move limit during which the irregularity must be noticed.
Playing the wrong color	Competition Rules, 7.3 (p. 25): If the game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.		The FIDE rule applies. The FIDE rule does not require that reversed colors be corrected, but the arbiter has the option to do so.

<p>Illegal moves</p>	<p>Competition Rules, 7.5 (p. 26): (a) If during a game it is found that an illegal move 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. Article 4.3 [touch-move] and 4.7 [release of piece] apply to the move replacing the illegal move. The game shall then continue from this reinstated position.</p> <p>If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.</p> <p>(b) After the action taken under Article 7.5.a, for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for a second completed 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.</p>	<p>16R. No time adjustment for reinstated position (p. 75): If an illegal move is noticed within ten moves, the position before the illegal move is reinstated. Both clocks should be stopped while the position is being reset; however, the game should then continue with no time adjustment. The players do not recover the time they used after the illegal move. ...</p> <p>8F7. Promoted piece not available (p. 21): ... It is improper to press the clock to start the opponent's time with the pawn still on the last rank. If this is done, the opponent may immediately restart the player's clock without moving.</p>	<p>The FIDE rule applies.</p> <p>Under the FIDE rule there is no ten-move limit during which the illegal move must be noticed. Moreover, if a player, after advancing a pawn to the last rank, completes his move by pressing the clock without replacing the pawn with a piece, the pawn will be replaced by a queen. (The player forfeits his right to choose the piece that replaces the pawn.) Finally, the FIDE rule stipulates a two-minute time penalty for the first illegal move infraction (two minutes added to opponent's time), and for the second infraction the loss of the game (or draw if mate is impossible).</p>
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Recording moves	<p>Competition Rules, 8.1 (pp. 26f): (a) 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 ..., on the score sheet prescribed for the competition.</p> <p>It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 [third repetition of position] or 9.3 [50 consecutive moves with no capture or pawn move] or adjourning a game according to Appendix E.1.a.</p> <p>(b) The score sheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.</p> <p>(c) 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.</p> <p>(d) Both players must record the offer of a draw on the scoresheet with a symbol (=). [Comment in <i>Manual</i> (p. 27): It is permitted to record the moves as a pair (his opponent's move and his own move), but the score sheet has to be up to date before making the next move.]</p>	<p>15A. Manner of keeping score (p. 59): In the course of play each player is required to record the game (both the player's and the opponent's moves), move after move, as clearly and legibly as possible, on the scoresheet prescribed for the competition. Algebraic notation is standard, but descriptive or computer notation is permitted. The player must first make the move, and then record it on the scoresheet. ...</p> <p>15A. (Variation I) Paper scoresheet variation (p. 59): The player using a paper scoresheet may first make the move, and then write it on the scoresheet, or vice versa. ...</p>	<p>The FIDE rule applies.</p> <p>Players must use algebraic notation. Players do not have the option of recording the move before making it on the board except in connection with making a draw claim based on repetition of position or the 50-move rule.</p> <p>Players are required to note draw offers on their scoresheets.</p> <p>Each player's scoresheet must be complete with both players' moves and current up to his or her last played move before he or she is permitted to make another move.</p> <p>A player is forbidden to make any other notations on his scoresheet than those specifically permitted; for example, it is forbidden to number the occurrences of a position in anticipation of a possible future draw claim based on repetition of position.</p>
Scoresheet ownership	<p>Competition Rules, 8.3 (p. 27): The score sheets are the property of the organizers of the competition. [Comment in <i>Manual</i> (p. 27): A player is not allowed to keep his original score sheet. He has to deliver it to the arbiter when the game is finished and keep a copy (if any).]</p>	<p>15G. Ownership of scoresheets (pp. 64f.): The scoresheets of all games in a tournament are the property of the sponsoring organization(s). If the organizer requires that a copy of each game score be submitted by the players, duplicate scoresheets must be provided, and players who fail to submit scoresheets may be penalized.</p>	<p>The FIDE rule applies.</p> <p>The rules are effectively the same, but are often disregarded. Cincinnati Scholastic Chess intends to enforce this rule and will provide two-part, carbonless scoresheets for use at the tournament. Players are required to submit the originals of their scoresheets and may keep the copies.</p>

Reporting results	<p>Competition Rules, 8.7 (p. 29): At the conclusion of the game both players shall sign both score sheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise. [Comment in <i>Manual</i> (p. 29): At the moment the arbiter sees that a game has been finished, he should rush to that board and request the players to write the result of the game and to sign the score sheets. The arbiter should immediately check that both score sheets show the identical result.]</p>	<p>15H. Reporting of results (p. 65): When a game is completed, the result must be immediately reported in the manner required by the director. Both players, not just the winner, are responsible for registering the result. If they do not do so, they may each be penalized.</p> <p>See also 29H. Unreported results (pp. 69-72) for options when both players fail to report the result.</p>	<p>The FIDE rule applies.</p> <p>The scoresheets submitted by the players, signed by both players and indicating the result of the game, will be the definitive and only official means of reporting game results. The FIDE rule does not make provision for unreported results, and Cincinnati Scholastic Chess expects that all players will conscientiously comply with this rule. Players may, if they choose, record their game results also on the pairing sheet, but Cincinnati Scholastic Chess will not consider the pairing sheet an authoritative record of the game results. If an instance arises where both players fail to submit, before the time when pairing the next round is necessary, a signed scoresheet indicating the game result, the arbiter will be guided by the USCF rule 29H.</p>
Drawn games: other situations qualifying as a draw	<p>Competition Rules, 9.6 (p. 31): If one or both of the following occur(s) then the game is drawn:</p> <p>(a) the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.</p> <p>(b) any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence. [Comment in <i>Manual</i> (p. 31): In both 9.6 and 9.7 cases the Arbiter has to intervene and stop the game, declaring it as a draw.]</p>	<p>14K. Director declares draw for lack of progress (New rule effective 1/1/15): If one or both of the following occur(s) then the TD may declare the game drawn:</p> <ol style="list-style-type: none"> <li>1. The same position has appeared, as in 14C, for at least five consecutive alternate moves by each player.</li> <li>2. Any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.</li> </ol>	<p>The FIDE rule applies. The new USCF rule is substantially the same except on one point: The FIDE rule requires the arbiter to declare a game drawn in these situations, even without any claim from either player (assuming, of course, that the arbiter is aware of the situation), whereas the USCF makes this discretionary on the TD's part (the TD <i>may</i> declare the game drawn).</p>

<p>Drawn games: clarification of insufficient mating material</p>	<p>Competition Rules, 9.7 (p. 31/amended online): 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 in accordance with Article 3 and Articles 4.2 – 4.7. [Comment in <i>Manual</i> (p. 31): In both 9.6 and 9.7 cases the Arbiter has to intervene and stop the game, declaring it as a draw.]</p>	<p>14E, Insufficient material to win on time (p. 50): The game is drawn even when a player exceeds the time limit if one of the following conditions exists ... :</p> <p>14E1. Lone king. Opponent has only a lone king.</p> <p>14E2. King and bishop or king and knight. Opponent has only king and bishop or king and knight, and does not have a forced win.</p> <p>14E3. King and two knights. Opponent has only king and two knights, the player has no pawns, and opponent does not have a forced win.</p>	<p>The FIDE rule applies.</p> <p>Whereas the USCF rule specifies that the game is drawn when there is no <i>forced</i> mate, the FIDE rule specifies that the game is drawn only when there is no <i>possible</i> mate. Thus, in a game where a player claims a draw based on insufficient material to win on time and where a helpmate is possible, the game would be a draw under the USCF rule but a win for the opponent under the FIDE rule.</p>
<p>Mobile phones or other electronic means of communication</p>	<p>Competition Rules, 11.3 (p. 32): ... (b) During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.</p> <p>The rules of a competition may specify a different, less severe, penalty.</p> <p>The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.</p>	<p>20N. Electronic communication devices. ... Without permission of the arbiter/TD 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.</p>	<p>FIDE and USCF rules are evolving on this issue. For the policy that will be in force at the Cincinnati Open, see the document titled “Cincinnati Open Mobile Phone Policy.”</p>
<p>Violation of rules</p>	<p>Competition Rules, 11.7 (p. 33): 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.</p> <p>11.8 (p. 34): If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.</p>	<p>13I. Refusal to obey rules (p. 42): The director may declare a game lost by a player who refuses to comply with the rules. If both players refuse to comply with the rules, the director may declare the game lost by both players. ...</p>	<p>The FIDE rule applies.</p> <p>While the USCF rule gives the director discretion to penalize a player, including the option of loss of game, the FIDE rule specifies the penalty to be loss of game.</p>