

COMPARISON OF FIDE AND USCF RULES (March 2022)

This table identifies points where the FIDE and USCF rules differ, and indicates which rule applies in the FIDE section of the 2022 Cincinnati Open. References are to the *FIDE Arbiters' Commission Arbiters' Manual 2022* (<https://arbiters.fide.com/wp-content/uploads/Publications/Manual/ARBManual2022.pdf>) or *US Chess Federation's Official Rules of Chess, 7th Edition, 2019*. "S" identifies the chapter number in the FIDE Manual or USCF Rules; this is followed by the article/paragraph reference within the chapter.

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FIDE Rule	USCF Rule	Rule in Effect for the Cincinnati Open FIDE Section
Governing rules		
<p>§6, Competition Rules, 2.1: Play must take place according to the FIDE Laws of Chess.</p>	<p>§1, 1B: US Chess shall be governed by these rules of chess and by all US Chess procedures and policies. World Chess Federation (Fédération Internationale des Échecs, or FIDE) rules shall not be used unless specifically announced in advance.</p>	<p>The FIDE rule is in effect. Games played in the FIDE section will be governed by FIDE rules except as noted below.</p>
Authority of arbiter/director to intervene in games		
<p>§2, Competition Rules, 12.1: The arbiter shall see that the Laws of Chess are strictly observed.</p> <p><i>Manual comment:</i> The Arbiter must be present and control the games. If the arbiter observes any infringement, he must intervene. He must not wait for a claim from a player. Example: A player touches a piece and makes a move with another one. The arbiter shall require the player to play the touched piece, if legal.</p> <p><i>Manual comment following §2, Basic Rules of Play, 4.9:</i> If an arbiter observes a violation of Article 4, he must always intervene immediately. He should not wait for a claim to be submitted by a player.</p>	<p>§1, 21D. Intervening in games: The director's intervention in a chess game shall generally be limited to the following: ... §1, 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).</p>	<p>The FIDE rule is in effect. FIDE rules authorize and require the arbiter (director) to intervene in a game to correct rule violations, to call flagfalls that he observes, and to declare games drawn in specified situations, 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. It should be noted also that with a time control including a 30-second increment, a situation of time pressure by definition cannot exist.</p>
Rating		
<p>§6, 1.1: For a game to be rated each player must have the following minimum periods in which to complete all moves, assuming the game lasts 60 moves. Where at least one of the players in the game has a [FIDE] rating 2200 or higher, each player must have a minimum of 120 minutes. Where at least one of the players in the game has a [FIDE] rating 1600 or higher, each player must have a minimum of 90 minutes.</p> <p>§6, 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>§8, 1: 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>Official USCF ratings as of April 1, 2022 will be used for section eligibility and pairing. The FIDE Section will be rated by both FIDE and USCF. FIDE and USCF rules apply independently to the respective ratings. Not all games will be rated by FIDE. A game will not be rated by FIDE if (i) the time control is too short*, (ii) it was played by a FIDE-rated player whose opponent is FIDE-unrated, or (iii) it was played by a FIDE-unrated player who scored zero for the tournament. *Rounds 1 and 2 of the FIDE two-day schedule will not be rated by FIDE.</p>

<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule in Effect for the Cincinnati Open FIDE Section</i>
<p>§6, 6.3 In a Swiss or team event:</p> <p>§6, 6.31 For an unrated player's first performance to count, he must score at least ½ point.</p> <p>§6, 6.32 For rated players, only games against rated opponents are counted.</p>		
Castling		
<p>§2, Basic Rules of Play, 4.4: If a player having the move ...</p> <p>§2, Basic Rules of Play, 4.4.2: 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 4.3.1 [touch-move] ...</p>	<p>§1, 10I2, Rook touched first: 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.</p> <p>§1, 10I2 (Variation D): 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 is in effect.</p> <p>It should be noted that the current standard USCF rule agrees with the FIDE rule. The USCF rule 10I2. (Variation D) Rook touched first is not in effect for this event.</p>
Pawn promotion: use of inverted rook for a queen		
<p>§2, Basic Rules of Play, 3.7.5.3, <i>Manual</i> comment: In case of a promotion when the player cannot find the required piece, he has the right to stop the game immediately and ask the Arbiter to bring him the piece he wants. The Arbiter should provide the requested piece and restart the clock. The player then continues to consider his move. He is not obliged to promote to the requested piece.</p> <p>§2, Basic Rules of Play, 4.4.4, <i>Manual</i> comment: When a player places an inverted (upside-down) Rook on 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. If he moves the upside-down rook diagonally, it becomes an illegal move. On his own move the opponent may turn the rook the right way up. However, to avoid conflict, it is advisable that an arbiter is requested to do this.</p>	<p>§1, 8F7. Promoted piece not available: 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 is in effect.</p> <p>An inverted rook may not be used as a queen. The arbiter will ensure that queens are readily available to serve promotion needs.</p>

FIDE Rule	USCF Rule	Rule in Effect for the Cincinnati Open FIDE Section
Adjusting pieces		
<p>§2 Basic Rules of Play, 4.2.1: Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).</p> <p><i>Manual</i> comment: Article 4.2.1 may be used only to correct displaced pieces. If the opponent is not present then an arbiter, if present, should be informed before any adjustment takes place. The player should always announce his intention to adjust a piece. If he does not do this then the normal touch move rules apply (see 4.3).</p> <p>§2, Competition Rules, 6.2.5: Only the player whose clock is running is allowed to adjust the pieces.</p>	<p>§1, 10A. Adjustment of pieces: A player who is on the move and first expresses the intention to adjust (e.g., by saying <i>j’adoube</i> or <i>I adjust</i>) may adjust one or more pieces on their squares.</p> <p>§1, 10F. Appearance of adjustment: Sometimes it is clear that a player is adjusting, even when that player fails to say <i>j’adoube</i> or <i>I adjust</i>. For instance, a player who uses one finger to slide a piece to the center of its square is not acting in a manner usual to the beginning of a move, and probably should not be required to move the piece. Players are warned, though, that it is wise to announce one is adjusting in advance, as a safeguard against being forced to make an unwanted move.</p>	<p>The FIDE rule is in effect.</p> <p>The rules are in agreement except that the USCF rules allow some latitude for apparent adjustment without announcement. Players are cautioned that the FIDE rule in effect does not permit such latitude. Players are reminded further that they are permitted to adjust a piece only when they are on the move and only to remove ambiguity in the placement of the piece. If a player places a piece ambiguously when determining his move, he should adjust it before pressing his clock.</p>
Clock: placement		
<p>§2, Competition Rules, 6.5: Before the start of the game the arbiter shall decide where the chess clock is placed.</p> <p><i>Manual</i> comment: In individual tournaments the chess-clock is normally placed on the right of the player who has the black pieces. The chess boards shall be placed so that the arbiter is able to check as many clocks as possible at the same time. ...</p>	<p>§1, 16L. Possible stipulations: 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>§4, 39A1. Black player late: 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 FIDE rule is in effect.</p> <p>All clocks will be positioned so as to face in the direction of the arbiter’s choice, and boards will be so positioned as to put the clock to the right of the player with the black pieces. However, the arbiter has no objection to players rotating the board 180 degrees, leaving the clock in its original position while putting it to the left of the player with the black pieces, provided that both players agree to do so and can complete the change before the round starting time.</p>

FIDE Rule	USCF Rule	Rule in Effect for the Cincinnati Open FIDE Section
Clock: starting clocks when a round begins		
<p>§2, Competition Rules, 6.6: At the time determined for the start of the game White's clock is started.</p> <p>§2, Competition Rules, 6.7.2: If the regulations of an event 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 regulations of an event specify or the arbiter decides otherwise.</p> <p><i>Manual comment:</i> The start of the session is the moment, when the arbiter announces it. ...</p>	<p>§1, 16I. Starting the clock: 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>§1, 16K. Both players late: 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 is in effect.</p> <p>When the arbiter announces the start of a round: Black, if present, will start White's clock; if Black is not present but White is, White will start his own clock; and if both players are absent, the arbiter will start White's clock.</p>
Clock: flagfall		
<p>§2, Competition Rules, 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.</p> <p><i>Manual comment:</i> A flag is considered to have fallen when it is noticed or claimed, not when it physically happened. If a result is reached between a flag fall and the fall being noticed, the result is not changed. The arbiter should announce flag fall as soon as he notices it.</p>	<p>§1, 13C1. Only players may call flag: Only the players in a game may call attention to the fall of a flag ...; it is considered to have fallen only when either player points this out. A director must never initiate a time-forfeit claim. ...</p> <p>§1, 16E. When flag is considered down: The flag is considered to have fallen when either player points this out. ...</p>	<p>The FIDE rule is in effect.</p> <p>The arbiter will call flagfall as soon as he observes a fallen flag, whether or not he witnesses the actual flagfall, and whether or not either player makes a claim. It is understood that flags can fall without being witnessed by the arbiter.</p>
Clock: time forfeit win or draw		
<p>§2, Competition Rules, 6.9: Except where Article 5.1.1 [checkmate], 5.1.2 [resignation], 5.2.1 [stalemate], 5.2.2 ['dead position'], and 5.2.3 [agreed draw] applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.</p> <p><i>Manual comment:</i> Also in the case of articles 9.6.1 [five-time repetition of position] and 9.6.2 [75 moves without a pawn move or capture], even if a player does not complete the prescribed number of moves in the allotted time, the game is drawn.</p>	<p>§1, 13C. Time forfeit:</p> <p>(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). ...</p> <p>(b) Sudden Death: 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).</p>	<p>The FIDE rule is in effect.</p> <p>The requirement of "a reasonably complete scoresheet" is inapplicable when the time control includes an increment of 30 seconds or more.</p> <p>The FIDE requirement for a draw is more restrictive than the USCF requirement because according to the FIDE rule positions where helpmates are possible cannot be declared draws. The clearest example is king vs. king and two knights. Under the FIDE rule this is not a draw because a checkmate is legally <i>possible</i> (as a helpmate), but under the USCF rule it is a not draw only if checkmate is <i>forced</i> (not a helpmate).</p>

<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule in Effect for the Cincinnati Open FIDE Section</i>
	<p>§1, 14E. Insufficient material to win on time: The game is drawn even when a player exceeds the time limit if one of the following conditions exists as of the most recently determined legal move ...</p> <p>§1, 14E1. Lone king: Opponent has only a lone king.</p> <p>§1, 14D2. 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>§1, 14D3. 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>	
Irregularities: incorrect initial position or colors		
<p>§2, Competition Rules, 7.2.1: 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.</p> <p><i>Manual comment:</i> The error must be discovered before the end of the game otherwise the result will stand.</p> <p>§2, Competition Rules, 7.3: If the 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.</p> <p><i>Manual comment:</i> If a game with reversed colours has ended by normal means (for example checkmate, resignation or draw by agreement), in less than 10 moves by both players, then the result stands.</p>	<p>§1, 11F. Incorrect initial position: 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; however, move counters on clocks that have them may be readjusted. If the error is discovered after the completion of Black's 10th move, the game shall continue.</p>	<p>The FIDE rule is in effect.</p> <p>Under the FIDE rule there is no ten-move limit with respect to an incorrect initial position, but there is with respect to reversed colors, provided that the game has not ended before Black's 10th move.</p>
Irregularities: illegal moves		
<p>§2, Competition Rules, 7.5.1: An illegal move is completed once the player has pressed his clock. 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</p>	<p>§1, 11A. Illegal move during last ten moves: If, during a game, it is found that one of either player's last ten moves was illegal and neither player is in time pressure (11D1), the position shall be reinstated to what it was before the illegal move. The players do not recover the time used after the illegal move. ...</p>	<p>The FIDE rule is in effect.</p> <p>Under the FIDE rule there is no ten-move limit with respect to illegal moves. It should be noted also that with a time control including a 30-second increment, a situation of time pressure by definition cannot exist.</p>

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<p>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><i>Manual comment:</i> A move cannot be declared illegal until the player has completed his move by pressing his clock. So, the player can correct his move without being penalized, even if he had already released the piece on the board, provided he hasn't pressed his clock. Of course, he must comply with the relevant parts of article 4.</p> <p><i>Manual comment:</i> If an arbiter observes an illegal move he must always intervene immediately. He should not wait for a claim to be submitted by a player.</p> <p><i>Manual comment after §2, Competition Rules, 7.5.5:</i> Capturing of the opponent's King is illegal and is penalized accordingly.</p>		
Irregularities: incomplete pawn promotion		
<p>§2, Competition Rules, 7.5.2: 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>§1, 8F7. Promoted piece not available: ... 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 is in effect.</p> <p>The FIDE and USCF rules essentially agree that a player may not press his clock to complete his move without replacing the promoted pawn with a piece, but the USCF rule does not specify what the replacement piece must be in this situation.</p>
Irregularities: pressing the clock without moving		
<p>§2, Competition Rules, 7.5.3: If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.</p> <p><i>Manual comment:</i> If a player restarts the opponent's clock instead of pausing it an arbiter may regard this as an accident and punish it less severely. ...</p>	<p>§1, 5I. Stopping the clock: A player who wishes to make a claim of any sort or see a director for any legitimate reason may stop both sides of the clock before claiming and/or finding a director. ... If the opponent's clock is accidentally started when a player tries to stop both clocks, the director will determine whether the claim is still in order.</p>	<p>The FIDE rule is in effect.</p> <p>A player should never press his clock without moving first. If some irregularity has occurred such that the player's opponent's clock should be restarted before the player makes his next move, the proper procedure is to pause the clock (i.e., stop both clocks) and involve the director to resolve the situation. Players should always be aware that each instance of pressing the clock adds the increment to one clock or the other, which causes the time shown on either clock to be incorrect with respect to the time control for the game.</p>

FIDE Rule	USCF Rule	Rule in Effect for the Cincinnati Open FIDE Section
Irregularities: using two hands on a move		
<p>§2, Competition Rules, 7.5.4: 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.</p> <p><i>Manual comment:</i> It is not applicable if the game was ended before the clock was pressed.</p>	<p>The USCF rules do not specifically address the point of a player using two hands on one move, but in every instance where the word “hand” is used in relation to making a move, it is used uniformly in the singular:</p> <p>§1, 9A. Transfer to a vacant square §1, 9C. Castling §1, 9D. Pawn promotion §1, 10E. Accidental touch of piece §1, 16C1. Using the clock</p>	<p>The FIDE rule is in effect.</p> <p>Since pressing the clock is part of a player’s move, moving a piece with one hand and pressing the clock with the other constitutes a violation of this rule.</p>
Irregularities: repeated illegal moves as grounds for forfeit		
<p>§2, Competition Rules, 7.5.5: After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the 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><i>Manual comment:</i> The player is forfeited if he completes two (2) of ANY of the above illegal moves. However when there are two (2) illegal moves in one move ..., they count as one (1) illegal move and the player shall not be forfeited, unless it is the second such transgression.</p>	<p>§1, 13I. Refusal to obey rules: 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>§1, 20K. Penalties: Infractions of these rules may incur penalties, including time penalties, loss of the game, expulsion from the tournament, or other penalties or combination of penalties.</p>	<p>The FIDE rule is in effect.</p> <p>The USCF rules are broader than this particular FIDE rule, and there are other FIDE rules that deal with infractions other than illegal moves. This rule is limited to illegal moves and specifies a particular penalty upon the second infraction in one game.</p>
Irregularities: time adjustment when correcting an irregularity		
<p>§2, Competition Rules, 7.1: 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.</p>	<p>§1, 11A. Illegal move during last ten moves: If, during a game, it is found that one of either player’s last ten moves was illegal and neither player is in time pressure (11D1), the position shall be reinstated to what it was before the illegal move. The players do not recover the time used after the illegal move. ...</p>	<p>The FIDE rule is in effect.</p> <p>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 for noticing the irregularity.</p>

<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule in Effect for the Cincinnati Open FIDE Section</i>
Scoresheets: method of recording and permissible data to record		
<p>§2, Competition Rules, 8.1.1: 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 ..., on the score sheet prescribed for the competition.</p> <p>§2, Competition Rules, 8.1.2: 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 Guidelines I.1.1.</p> <p>§2, Competition Rules, 8.1.3: 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>§2, Competition Rules, 8.1.4: 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>§2, Competition Rules, 8.1.5: Both players must record the offer of a draw on the scoresheet with a symbol (=).</p>	<p>§1, 15A. Manner of keeping score: 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>§1, 15A. (Variation I) Paper scoresheet variation: The player using a paper scoresheet may first make the move, and then write it on the scoresheet, or vice versa. ...</p> <p>§1, 20C. Use of notes prohibited: The use of notes made during the game as an aid to memory is forbidden, aside from the actual recording of moves, draw offers, and clock times, and the header information normally found on a scoresheet. ...</p>	<p>The FIDE rule is in effect except that players may use descriptive or computer notation instead of algebraic notation if they wish.</p> <p>Players may not record 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 last played move before he 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>
Scoresheets: reporting results		
<p>§2, Competition Rules, 8.7: 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.</p>	<p>§1, 15H. Reporting of results: 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>§2, 29H. Unreported results: [This rule explains options when both players fail to report the result.]</p>	<p>The FIDE rule is in effect but USCF rule §2, 29H. Unreported results may be applied if necessary.</p> <p>The FIDE rule specifies that scoresheets signed by both players and indicating the same result of the game are the definitive and only official means of reporting game results to the arbiter. The FIDE rule does not provide for unreported results. If both players fail to submit to the arbiter a signed scoresheet indicating the game result by the time it is necessary to pair the next round, the arbiter will be guided by USCF rule §2, 29H. Unreported results.</p>

<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule in Effect for the Cincinnati Open FIDE Section</i>
Drawn games: specified number of moves required before a draw can be offered		
§2, Competition Rules, 9.1.1: The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.	No corresponding USCF rule	The regulations of this event do not put any such restriction on offering or agreeing to a draw.
Drawn games: requirement to record draw offers		
§2, Competition Rules, 9.1.2: However, if the regulations of an event allow a draw agreement the following shall apply: §2, Competition Rules, 9.1.2.2: The offer of a draw shall be noted by each player on his score sheet with the symbol (=).	§1, 20C. Use of notes prohibited: The use of notes made during the game as an aid to memory is forbidden, aside from the actual recording of moves, draw offers, and clock times, and the header information normally found on a scoresheet. ...	The FIDE rule is in effect. The USCF rule permits but does not require the recording of draw offers.
Drawn games: when checkmate is not possible for either player		
§2, Competition Rules, 5.2.2: 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 be in a 'dead position'. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2-4.7 [i.e., the move was a legal move].	§1, 14D. Insufficient material to continue: The game is drawn when one of the following endings exists as of the most recently determined legal move, in which the possibility of a win is excluded for either side §1, 14D1. King vs king §1, 14D2. King vs king with bishop or knight §1, 14D3. King and bishop vs king and bishop §1, 14D4. No legal moves leading to checkmate by opponent	The FIDE rule is in effect. The FIDE and USCF rules are effectively the same. While the USCF rule specifies four endings, rule §1, 14D4 encompasses these four and all other situations qualifying as what FIDE calls 'dead positions'.
Drawn games: other situations qualifying as a draw		
§2, Competition Rules, 9.6: If one or both of the following occur(s) then the game is drawn: §2, Competition Rules, 9.6.1: the same position has appeared, as in 9.2.2 at least five times. §2, Competition Rules, 9.6.2: any series of at least 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.	§1, 14K. Director declares draw for lack of progress: If one or both of the following occur(s) then the TD may declare the game drawn: 1. The same position has appeared, as in 14C, for at least five consecutive alternate moves by each player. 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.	The USCF rule is in effect. It is unlikely that the arbiter will be able to monitor individual games effectively should either of these two situations arise. Moreover, it is reasonable to suppose that the players themselves will be diligent in recognizing situations of repetition of position or extended series of moves without pawn moves or captures. The USCF rule sufficiently authorizes the director to take appropriate action should he become aware that it is necessary.

FIDE Rule	USCF Rule	Rule in Effect for the Cincinnati Open FIDE Section
Player conduct: players leaving the board		
<p>§2, Competition Rules 11.2.3: Only with the permission of the arbiter can:</p> <p>§2, Competition Rules 11.2.3.1: a player leave the playing venue,</p> <p>§2, Competition Rules 11.2.3.2: the player having the move be allowed to leave the playing area.</p> <p>§2, Competition Rules 11.2.3.3: a person who is neither a player nor arbiter be allowed access to the playing area.</p> <p>§2, Competition Rules 11.2.4: The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.</p>	<p>§1, 20H. Long absence during play: Players with games in progress should not leave the playing room for more than 15 minutes without permission from the director. A first offense usually does not warrant a forfeit unless there is additional evidence suggesting a further rules violation during the absence.</p> <p>§1, 20H1. Quitting without resigning: It is rude and unsportsmanlike to abandon a lost position without resigning. Any player with a bad position who is absent without permission for over 15 minutes risks having the game adjudicated.</p> <p>§1, 20N. Electronic communication devices: Players are not allowed to leave the playing venue without permission from the arbiter. Playing venue is defined as the playing area, rest rooms, refreshment and smoking area, adjacent hallways and other places as designated by the arbiter/TD. ...</p>	<p>The USCF rule is in effect.</p> <p>This rule applies to each player so long as his game is in progress.</p> <p>The FIDE rule seems overly restrictive. Past experience in this event suggests that the USCF rule is sufficient, especially in conjunction with players' compliance with other rules and policies addressing player conduct, use of assistance, electronic devices, etc.</p> <p>Players should note the difference between <i>playing area</i>, the specific room(s) where games are played, and <i>playing venue</i>, which includes all other common areas for use by players. The USCF rule prohibits players from leaving the <i>playing venue</i> without the arbiter's permission.</p>
Player conduct: electronic communication devices		
<p>§2, Competition Rules 11.3.2.1: During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the venue. However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.</p> <p>§2, Competition Rules 11.3.2.2: If it is evident that a player has such a device on their person in the playing venue, the player shall lose that game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.</p> <p>§2, Competition Rules 12.8: Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the</p>	<p>§1, 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>The rules regarding electronic communication devices that will be in effect at the Cincinnati Open are summarized as follows:</p> <ul style="list-style-type: none"> • Players may make no use of any device in the <i>playing venue</i> while their own game is in progress. Every device in any <i>playing room</i> must be turned off and stowed while any game is in progress. • Players may not take any device with them away from their board while their game is in progress. • Infractions of the above policy will be penalized. • Players must submit to a search for electronic devices if requested by a tournament director. <p>See the "Cincinnati Open Electronic Device Policy" effective August 2021 for further details.</p>

<i>FIDE Rule</i>	<i>USCF Rule</i>	<i>Rule in Effect for the Cincinnati Open FIDE Section</i>
<p>playing venue or any contiguous area designated by the arbiter.</p> <p><i>Manual comment:</i> In general, nobody is allowed to use their mobiles in the playing hall or adjoining area during games.</p>		
Player conduct: refusal to comply with rules		
<p>§2, Competition Rules, 11.7: 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>§2, Competition Rules, 11.8: If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.</p>	<p>§1, 13I. Refusal to obey rules: 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 is in effect.</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>