

RULE DIFFERENCES APPLICABLE ONLY TO FIDE SECTIONS

See also the RULE CLARIFICATIONS AND POLICIES FOR ALL SECTIONS because they apply to FIDE sections except when an alternative rule is specified below.

The FIDE term “arbiter” is equivalent to “tournament director” for purposes of these rules.

- *Ratings*: USCF ratings or converted equivalents will be used for purposes of section eligibility and pairing. The FIDE sections will be rated by both USCF and FIDE, except that rounds 1 and 2 of the 2-day schedule will not be rated by FIDE.
- *Role of arbiter (§12)*: Under FIDE rules the arbiter has more authority to intervene in games whether or not a player makes a claim; for example, to enforce touch-move, correct illegal moves, call flagfall, and declare a game drawn in specified situations.
- *Using two hands (§4.1, 7.5.4)*: Each move must be played with one hand only. If a player uses two hands to make a single move ... it shall be considered and penalized as if an illegal move.
- *Late arrival (default time) and time forfeit (§6.6, 6.7.2)*: A player has 60 minutes from the official start of a round to arrive at his or her board. The player must only be present at the board within this time; there is no requirement that he or she make a move before the default time expires. If the player with the white pieces is not present at the start of a round, his or her clock will be started either by the opponent, if present, or by the arbiter. All the time that elapses from the start of the round until the player with the white pieces completes his or her first move will be deducted from the time of the player with the white pieces, whether or not the player with the black pieces also arrives late at the board.
- *Arbiter calling flagfall (§6.8)*: The arbiter is authorized and required to call flagfall as soon as he observes that a flag has fallen, regardless of whether either player makes a claim.

Note: FIDE regulations stipulate that when either player’s clock reaches zero, the clock operation stops for both clocks. The DGT2500 (red) clocks are set accordingly, but the Saitek clocks do not have this function and will continue to operate.
- *Time expiration (§6.9)*: In a situation where a player’s time expires, the opponent will be declared the winner if the opponent can achieve checkmate “by any possible series of legal moves.” The checkmate need not be forced, only possible.
- *Time adjustment (§7.1)*: The arbiter has the discretion to adjust the time of either player or both players after correcting an irregularity.
- *Incorrect initial position (§7.2)*: If the initial position of the pieces is found to have been incorrect, the game is cancelled and a new game shall be played (regardless of how many moves have been played).

- *Pawn promotion (§7.5.2)*: A player who advances a pawn to its promotion square and presses his clock without replacing the pawn with a piece has made an illegal move, subject to the usual penalty. The pawn must be replaced by a queen.
- *Illegal moves (§7.5.5)*: The arbiter is authorized and required to call any illegal move that he witnesses regardless of whether either player makes a claim. The FIDE rule stipulates that the penalty for the second illegal move infraction during the game is the loss of the game (or draw if checkmate is impossible).
- *Recording moves (§8.1)*: The rules for recording moves are as follows:
 - Players must use a scoresheet prescribed by the arbiter for the competition.
 - Players are prohibited from recording a move before it is played on the board except when claiming a draw based on repetition of position or the 50-move rule.
 - A player is forbidden to make any notations on his scoresheet other than “the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.”
 - Players must indicate draw offers on their scoresheets with the symbol “=”.
 - Because the time control includes an increment of 30 seconds for each move played, each player’s scoresheet must be complete with both players’ moves and be current up to his last played move before he is permitted to make another move. A player is permitted to respond to his opponent’s last move before recording it, and thus to record the moves in pairs rather than individually. When the time control includes an increment of 30 seconds or more, the situation of “time pressure” by definition cannot exist; therefore, there no player is ever excused from recording moves.
- *Scoresheets and reporting results (§8.7)*: Players are required to submit the originals of their scoresheets, signed by both players, at the conclusion of each game. Both scoresheets must indicate the same result for the game. Players may keep the copy of their scoresheets. The scoresheets signed and submitted by the players will be the definitive and only official means of reporting the result of their game. Players may choose to record the result on the pairing chart as well, but doing so does *not* constitute an official report of the result.
- *Drawn games (§9.6)*: The arbiter may declare a game drawn, regardless of whether any player makes a claim, when a position recurs for the fifth time or when 75 moves have been played without a capture or pawn move.
- *Repeated violation of rules (§11.7, 11.8)*: The penalty for repeated rules violations is the loss of a game.
- *Appeal (§11.10)*: All decisions of the arbiter are final and not subject to appeal.