

## **I. Wyndham Chess Club**

The Wyndham Chess Club (WCC) is an affiliate member of Chess Victoria Inc. As such, all our tournaments and club games are conducted according to the laws of chess set down by the governing body FIDE (Federation Internationale des Echecs).

### **A. Code of Conduct**

Besides defining the rules of chess, the FIDE chess laws prescribe the manner in which the game is to be played; that is, in a quiet and considerate way which will maximise enjoyment and not distract others.

#### **1. Introduction**

1.1 The proper conduct of the game of chess and of chess events depends on everyone involved observing

1.1.1 the rules and conditions currently applying to the game and event; and

1.1.2 the highest standards of fair play and good sportsmanship.

1.2 Disputes arising during a game or event are to be resolved according to the FIDE Laws of Chess and any other rules or conditions then applicable to the game or event.

1.3 This Code applies to –

1.3.1 a person playing in, or organising: any game or event conducted by or for the WCC.

1.3.2 a WCC member representing WCC in a team or delegation, either as a player or as an official.

1.4 This Code is to be read subject to the current FIDE Laws of Chess, and FIDE Articles refer to the FIDE Laws of Chess (July 2014 edition).

#### **2. The Purpose of the Code of Ethics**

2.1 The purpose of this Code is to ensure, as far as practicable, that the game of chess is played in a sporting and fair manner.

2.2 FIDE Articles 11 and 12 respectively deal with the conduct of players and the role of the arbiter. Those provisions are the primary authority on the matters with which they deal. The Preface to the FIDE Laws recognises that "the Laws cannot cover all possible situations that may arise during a game nor can they regulate all administrative questions".

2.3 Likewise, it is impossible in this Code to define exactly each circumstance or standard of conduct expected of players, officials and spectators involved in a game or event or to list everything that would amount to a breach of this Code and lead to disciplinary action. Persons otherwise uncertain of the conduct expected of them should contact the arbiter or organisers of the event.

2.4 The following provisions of this Code, while not exhaustive, identify conduct that is of such a character as to attract censure and the manner in which it may be dealt with.

#### **3. Breaches of the Code of Ethics**

3.1 This Code is breached by a person who commits any of the following acts.

3.1.1 Subject to FIDE Article 11.7, repeatedly or grossly violating the FIDE Laws of Chess or the rules or conditions applicable to a particular event.

- 3.1.2 Cheating, or attempting to cheat, during a game or event.
- 3.1.3 Pre-arranging, or attempting to pre-arrange, the result of a game or event.
- 3.1.4 Withdrawing from an event without valid reason.
- 3.1.5 Failing to comply with normally accepted standards of courtesy and chess etiquette.
- 3.1.6 Engaging in misbehaviour of a personal nature that is generally unacceptable by normal social standards.
- 3.1.7 Engaging in violent, threatening or other unseemly behaviour during, or in connection with, a game or event.
- 3.1.8 Making unjustified accusations towards other players, officials or sponsors of an event.
- 3.1.9 Participating in an event under a false name or while under suspension.
- 3.1.10 Persistently refusing or neglecting to play against a specific person against whom he is paired.
- 3.1.11 Engaging in conduct likely to injure the reputation of the WCC, its events, organisers, participants or sponsors.

**3.2 Being an organiser, tournament director, arbiter or other official of an event:**

- 3.2.1 failing to perform his or her functions in relation to that event in an impartial and responsible manner; or
- 3.2.2 failing to take necessary steps to ensure the proper conduct of the event, or games in the event, according to the FIDE Laws of Chess and the tournament rules or conditions.

3.3 While representing WCC in a team or delegation, either as a player or as an official, behaving in any manner likely to disrupt the performance or preparation of fellow team or delegation members.

**4. Complaints and Penalties**

- 4.1 All complaints concerning the behaviour of players during an event must be made to an arbiter of the event who may impose an appropriate penalty.
- 4.2 Any player who, either in the capacity of player or spectator, engages in behaviour in contravention of Code items under 3.1 may be forfeited one or more games depending on the severity of the offence.
- 4.3 Other complaints or reports of an alleged breach of this Code may be made to the WCC Committee which shall consider and decide the matter.
- 4.4 Any player or spectator acting in contravention of this Code can be excluded from games or events to which it applies for an appropriate period.
- 4.5 Any arbiter or other official acting in contravention of this Code can be excluded from performing the functions of arbiter or official in, or in relation to, any event to which this Code applies for an appropriate period.
- 4.6 A complaint against a player or official under Code item 3.3 will only be considered if made by another player who alleges he/she was adversely affected, or if adverse mention of a player's



behaviour is made in a report to the WCC Committee by that player's team captain or equivalent delegation official.

4.7 A player who is found to have contravened Code item 3.3 can be excluded from representing WCC in some or all events for an appropriate period.

4.8 A penalty under Code item 4.3, 4.4, 4.5 or 4.7 shall be imposed only by the WCC Committee after proper inquiry in accordance with the principles of procedural fairness in which anyone alleged to have breached the Code is told of the allegation against them and is given the opportunity to present their case in reply to the allegation.

### 5. Appeals

5.1 A person penalised under Code item 4.1 or 4.2 has such right of appeal (if any) as is conferred by the rules or conditions governing the conduct of the event.

5.2 A person penalised under Code item 4.3, 4.4 or 4.5 may appeal the decision within 7 days of being notified of it.

5.3 Appeals, stating the grounds thereof, shall be accompanied by a \$50 appeal fee which shall be refunded if the appeal is upheld.

5.4 Appeals shall be on the basis that there was a material error or omission in the making of the decision that has disadvantaged the applicant.

5.5 The WCC Committee shall appoint a person known as the Appeals Tribunal Convenor (ATC).

5.6 The ATC shall appoint two other persons, each being either current or former WCC Committee members, to form a three person tribunal (the Appeals Tribunal) with the ATC.

5.7 The Appeals Tribunal shall seek and consider such information as it considers appropriate and its decision shall be final.

5.8 The Appeals Tribunal may decide that the decision appealed from either:

5.8.1 stands; or

5.8.2 is revoked; or

5.8.3 is varied as decided by the Appeals Tribunal.

### 6. Guidelines for the Application of this Code

6.1 A person is assumed to be aware of the FIDE Laws of Chess, any other rules or conditions applicable to an event in which he is a player, spectator or official and of the provisions of this Code.

6.2 The following observations are made as guidelines to assist in the interpretation of the Laws of Chess and of this Code.

6.3 FIDE Article 6.12b permits a player to stop the clock in order to seek the arbiter's assistance. An example is given of the case in which a player promotes a pawn but the required piece is not available. Another obvious instance is where a player seeks a ruling from the arbiter on a matter arising under the Laws in the course of play.

6.4 FIDE Article 11.5 forbids the distraction or annoying of the opponent in any manner whatsoever. One example is given, namely, unreasonable claims or offers of a draw. Other conduct that may be regarded as within the prohibition includes excessive adjustment of pieces under FIDE Article 4.2, persistent sloppy placement of pieces, talking within the hearing of the opponent, unreasonable physical action such as staring intently at the opponent or using

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exaggerated facial expressions or gestures. It is irrelevant that the conduct in question was not intended to distract or annoy. If the conduct is involuntary, such as an attack of hiccups or a fit the matter should be handled by the arbiter with particular discretion and diplomacy.

6.5 It is not permissible for players or spectators to talk either to themselves or each other within the hearing of players who are seated at the board as such conduct is likely to disturb those players. The conduct of conversations in a language other than English should be avoided in any event as it may more readily be thought to be a discussion about a game in progress, such conduct being forbidden by FIDE Article 12.7.

6.6 It should be noted that, while FIDE Article 9.1b prescribes the correct way to offer a draw, any other draw offer is also valid. However an offer made otherwise than in accordance with FIDE Article 9.1b may amount to distraction or annoyance of the opponent and so infringe FIDE Article 11.5.

6.7 Normally accepted standards of courtesy and chess etiquette referred to in Code item 3.1.5, above, include treating the opponent with respect and resigning, or receiving the opponent's resignation, with good grace.

## B. Special Rules

At Wyndham Chess Club (WCC) **FIDE rules of play apply except for the following cases.** References are made to the July 2014 edition of the FIDE rules.

### 1. Late arrivals

**FIDE Article 6.7.a** “The rules of a 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.”

**Replaced by** – At WCC the default time is **30 minutes** after schedule start time for all Normal games. The opponent (or Arbiter) will start the clock at the scheduled start time of the event. If neither player is present at the initial time FIDE Article 6.7.b applies. That is, the player who has the white pieces loses all the time that elapses until he arrives. If a player has not arrived before 30 minutes after the schedule start time the opponent should claim the forfeit win by advising the Arbiter. A forfeit result will be indicated as “+/-”.

If neither player arrives before the default time the result will be declared a “double forfeit” and indicated as “-/-”.

A player knowing that he will be late for the scheduled start time (more than 30 minutes) should attempt to postpone the game (see below) as otherwise the game is at risk of running past the Club’s closing time.

### 2. Postponed Games

Games may be postponed for valid reasons. Players **MUST** advise the Arbiter and their opponent if they want their games postponed. It is the responsibility of the player postponing the game to contact his opponent before the game is due to be played and to arrange a **date/time/venue** at which it will be played. This **date/ time/venue** must be acceptable to the opponent. Failure to do so will result in a **forfeit** loss for the person postponing the game. It is also the responsibility of the postponing player to provide chess set, clock and score sheets, and to advise the arbiter of the newly scheduled game.

Once the opponent accepts the new **date/time/venue** he/she is obliged to attend. Failing to do so may result in a forfeit. Either player may attempt further postponement of the newly scheduled game using this same rule.

**FOR SWISS FORMAT events, all games must be completed two days prior to the following round and the arbiter advised so that the draw for the following round can be made and distributed to players.**

### 3. Forfeits

**Approved forfeit** will occur if a player does not attend a scheduled game but advises both the Arbiter and his opponent prior to the scheduled start of the game.

**Unapproved forfeits** will occur if the player not attending fails to advise the Arbiter and the opponent and cannot give the Arbiter a valid reason for not doing so.

Please note that it is important that players advise their opponents if they cannot attend a game as their opponents may be inconvenienced by attending the club when there is no game to play.

Arbiters will record all forfeits and players with unapproved forfeits may be penalised by prevention of participation in future events.

Please note the following:

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- each player can request ONE half-point BYE for any of the Rounds except the Final Round, but this request should be made before the draw for the next round has been declared.
- a player cannot postpone a final round game.
- a player who forfeits two games may be withdrawn from the tournament
- a player arriving at the board 30 minutes after the scheduled start time will forfeit the game.

### 4. Mobile Phones

**FIDE Article 11.3.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. The rules of a competition may specify a different, less severe, penalty.”

**Replaced by** – At WCC we are a social club and do not expect that players intentionally use mobile calls to influence their games. Further we do not want players to be isolated from any possible family emergencies.

If a player receives a mobile call they should:

1. Answer the call as quickly as possible to minimize the disturbance on other players
2. Apologise to their opponent for the disturbance

The Arbiter should note the infraction to ensure that individual players are not repeat offenders.

### 5. Taking the King in Blitz

A ‘blitz’ game’ is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less

AT WCC taking the King in Blitz **will not** be considered an illegal move. FIDE Article A.4.b requires a player to claim a win by pointing out that the opponent has made an illegal move by leaving their King in check. It is common for players to show their opponent that they have left their King in check by taking it. The taking move itself is an illegal move but this **will not** be allowed as a claim for win in BLITZ at WCC.

**Note** Players are encouraged to adopt the correct practice of claiming an illegal move if the opponent ignores a check as taking the King may be penalized in other clubs as per FIDE Rapid play rules.