

Minutes

Rules Commission Meeting

2 December 2020

Chairman: Mahdi Abdulrahim of the UAE,

Honorary Chairman: Ashot Vartapetyan

Secretary: Mehrdad Pahlevanzadeh of Iran

Councilors: Stephane Escafre of France ; Mike Hoffpauir of the USA , Hassan Khaled of Egypt, Husan Turdaliv of Uzbekistan

Members: Krasenkow, Michal; Cisse, Ibrahim; Vergara Palomino, Jorge Luis, Saduakassova, Dinara, Jorge Luis; Press, Shaun; Md Haroon or Rashid, Jarecki, Carol, Paulino Garcia, Wilfredo Antonio, Lehtivaara, Jouni, Johann, Gregor, Underwood, Martha

Meeting was held from 10 A.M. - 12:30 P.M. 2nd December 2020 with 65 participants, include FIDE President Arkady Dvorkovich, FIDE Deputy President Bachar Khatly, FIDE Executive Director Victor Bologan, FIDE Vice President Nigel Short and Chairman of the Arbiter Commission Laurent Freyd and Qualification Commission Chairman Nick Faulks.

1. Chairman Welcome Address:

20 May 202 - Meeting with Counsellors

28 May 2020 - Meeting with FIDE Board

13 June 2020 - Meeting with All members.

16 June 2020 - Meeting with TAD

25 August 2020

16 September 2020-

06 October 2020 Meeting with the Arbiter Commission

13 November 2020 - Meeting with GM Nigel Short and QC Chairman and Secretary.

10 August - 27 November 2020 - Cooperation with the Online Task Force Committee.

2- Reports of the previous Meetings

2 - 1 The Online Chess Regulation including Hybrid Chess were reviewed and with exception of a few amendments, were generally approved.(Annex RC1)

2 - 2 Report of Meeting with FIDE Technical and Administrative Department) related to the FIDE Objectives for RC, TEC and SPP on 11 August 2020 including: Rules Commission, TEC, SPP, ARB and QC (Annex RC2a&b)

2 - 3 Decision about Proposal of Mexican Chess Federation postponed for the next FIDE Congress in the year 2022 (Annex RC3)

3. Report of cooperation with the Arbiters Commission was given by Mr. Shaun Press and approved.

4. Approved Proposals to discuss in the Rules Commission during this FIDE Congress:

- Term of each game

Since many mistakes that are found after game finished such as 5 time repetition of position and illegal moves during the game, there should be an end to the term of each game that could be deadline to submit an appeal.

New Article	
??.??	Term of each game is from the starting time of each game till defined deadline of appeals, Any irregularities that may happen during the game should be studied during this period and after that no complaint will be accepted unless it was a matter of cheating.

This article was approved by a majority, but to be announced in the next FIDE Congress.

- Result of any illegal Position should be draw after 1 move in rapid and blitz.

Appendix A: Rapid Chess	
A.4.4	If the arbiter observes any obvious illegal position he shall wait one move to receive a claim from one of the players or if he observes the player on the move has a legal move he should turn the position into a legal position otherwise he should declare the game drawn, for example when both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

This article was approved by majority, but to be announced in the next FIDE Congress.

- When a game ends by finishing time of one of the Players:

Article 6: The chessclock	
6.9	Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 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 in accordance with Article 3 and Articles 4.2 – 4.7.

Decided to extend to article 7 of FIDE laws of Chess and supposed to discuss in the next Rules Commission meeting.

5. Few amendments requested by IA Tomek Delega are to be discussed in the next Commission meeting about Report of Meeting with FIDE Vice President GM Nigel Short. (Annex RC4)