

Preface

Forum Chess is a link between “face-to-face chess” and correspondence chess (both may be combined) where the kind of transmission of moves may be chosen (online, by chat, on a server, by e-mail, phone, fax a close game or only by posting the moves in a forum and fix the moves on an external board). Then the moves/game will be posted by both players (Forum chess in the closer sense). Forum chess in the extended sense means to follow a link in a forum to any applet or any source to play, without posting (only permissible at friendly games). If there are chessboards included in the forum software (eg chess mod in phpbb2), you naturally don`t need to post the moves separately, because they are written automatically after the move is sent. At tournaments (private or official) and championships posting the game/moves is obligated if there is no feature like chess mod in phpbb2. Forum Chess is non commercial and free in our organization (unless any clubs have the idea to make it commercial, But our worldwide principle is to keep it free. Naturally there are here rules too which have to be followed. The Forum-Chess Rules are based on the laws of World Chess Federation ([FIDE](#)) and the International Correspondence Chess Federation ([ICCF](#)). The Forum Chess Rules apply generally, independent from gender, nation and kind of move transmission. Forum Chess Rules assume that arbiters/tournament directors/admins decide and intervene with necessary competence, neutrality and absolutely impartially and pay attention to the adherence to the rules. Although it`s not possible to control it completely, forum chess players are asked to play without any auxiliaries (persons, books, computer, software). It`s simply a rule of fairness, but if it is detectable that any player took any auxillary for help, it will lead to a penalty (eg disqualification). Forum chess players are asked too never to irritate other players with spams, insults or dubious advertises, and to play fairly with consideration of netiquette.

These rules may not lead to conflicts with the FIDE-or ICCF-Rules neither with the terms of any forums. Each forum may have own rules as long as they don`t violate these common Forum Chess Rules. At tournaments (private or official) and championships only these rules apply.

Rules of play

Article 1: Nature and objectives of Forum Chess

1.1. Forum-chess is a special kind of transmission of moves in correspondence chess (each player posts his move alternately in a topic, e-mail-phone-fax or postal chess, “face-to-face chess” , online chess of any kind) with posting the moves/games by both players into a topic of a forum that is intended for the

game. The postings serve as score sheets for information for both players and the arbiter/tournament director. 1.2. In friendly games playing without posting is permissible, but in any tournaments (private or official) and championships posting is obligated, unless the forum software includes virtual boards with game notation.

Article 2: Permissions of Play in a Forum

2.1. Friendly games or tournaments

Each player may play in each forum where he is registered and in each forum where chessplaying is allowed by the administrator.

2.2. Official tournaments

Forums for official tournaments may only be used by players those have joined that tournament with declaration in the “join category” and for claims of players and naturally by arbiters and tournament directors. They will have a “moderator status” for the forum where the games are setup and played to prevent that other players can post anything there.

2.3. Champoinships

Forums of champoinships may only be used by players those have joined that tournament with declaration in the “join category”(local forum champoinships) or have qualified for and joined in the “join category” (national, international or world championships), for claims of participants and naturally by arbiters and tournament directors. They will have a “moderator status” for the forum where the games are setup and played to prevent that other players can post anything there.

Other persons may use the forum with posting a comment or topic, but playing by them is not permissible and may lead to exclose of the forum.

2.4. Each player has to play (in official tournaments) with the same nick and only one account. Does he qualify for a higher tournament (eg national championship) he has to register there with the same account as in the forum where he qualified before. Does he not have the possibility to register by any technical reason, the arbiter/td of the forum he will play then may do for him.

Article 3: Transmission of moves

3.1.Each move (or by playing by close or correspondence chess each game) must be posted by each player alternately into the headline of the reply of the topic for the game. setup by the admin/arbiter/td. In friendly games or tournaments the player with the white pieces may open a new topic with

posting his first move into the headline and black may . In official tournaments or championships the player with the white pieces must reply to the topic setup for the game by the admin/arbiter/td. Each game has a special topic to avoid confusions. If the forum software includes virtual chessboards with game notation, no moves need to be posted seperately.

3.2. Games or moves those are posted into a wrong category, forum or theme do not apply or are lost by the user who made the mistake. If whole games are posted, both players have to post the game including the result.

3.3.The admin/arbiter/td has to setup the topics and categories for the games and tournaments or to ask the players to do that themselves. The admin/arbiter/td of that forum where the tournament is played is responsible for the correct course and make correct decisions for the tournaments. The posted moves/games apply as scoresheet of the game for information to players and arbiters/td`s/admins.

3.4. The game is only implemented if both players have posted all moves /the complete game. If the game was implemented eg on an extern server, by mail, phone, fax , as “face-to-face game” , but is postet not completely, it is not considered as implemented. Only the posting of moves apply, not the platform where the games are played.

Article 4: Completion of the game

4.1. The game is won by the player:

- a) who checkmated his opponent and posted all moves correctly (including the last one with checkmating symbol) and posted “1-0” into the topic of the forum called “Results”,**
- b) if his opponent declared that he has resigned and posted it into the topic of the game by using the emoticon of “resign” and posting the result “o-1” into a new topic of the forum called “Results” with the result”0-1”**
- c) If his opponent doesn` t keep the time limit of the tournament or game (this applies for the white first move too) and didn` t make his move within the determined time for the game/tournament without declaring an urgent reason for it. The opponent player may claim a win with posting a claim to the forum “claims”. For fairness he should tell it to his opponent in the topic of the game.**
- d) If his opponent disturbs or tries to irritate the player with spams, insult, dubious links by posting them into the game-topic and the player claims a win in the arbiters category,**
- e) If his opponent didn` t post the game or moves.**

4.2. The game is drawn if:

- a) in each cases of FIDE- rules of draw,**
- b) if one player posts “I offer draw” into a headline of a reply to the topic of the game or by using the emoticon of “draw ”and his opponent accepts with responding “I accept”, (both player have to post “0-0” for result),**
- c) If a player claims a draw into the claim-topic in the arbiter`s category because the same position repeats three times. If the claim is legal the games is ended immediately.**
- d) if both players on remis agree, both players have to post for result: I agreed on draw.**

4.3. The game is lost by both players if they play on a wrong topic.

Article 5: Time Limit and Playing Process

In tournaments and championships from the arbiter/tournament director/admin in the advertisement indicated time limit applies. As “chess clock” as chess clock serves time and date announcement of the postings in the forum. In this time the move/game must be implemented and posted. Time limit applies per move (tournament games, rapid forum-chess games) or for the whole game (Forum- Blitz, Forum-Bullet, Forum Light-Speed-Bullet). Friendly games may be played without time limit. Time limit amounts to:

Tournament games: 7 days per move,

Forum Rapid-Chess: 2 days per move,

Forum-Blitz-Chess: 12 hours up to one day per game,

Forum-Bullet-Chess: 1 to 12 hours per game,

Forum Light-Speed-Bullet Chess: 30 minutes per game.

Both players have to examine the play process during the game. The player must claim a complaint exceeding the time of the opponent in the claim-forum in the arbiter`s category. If the claim is legal, the game ends immediately.

Article 6: Recording of the moves

The scoresheet of the games is the posting of the game/moves or, if the forum software includes virtual boards with automatic notation, the notation itself. In tournament games and forum-rapid games the moves and games have to be posted into the topic of the game. In Forum-Blitz Chess, Forum-Bullet Chess and Forum Light-Speed-Bullet Chess is sufficient if the whole game is posted

by both players within the determined time, naturally unless the forum software includes boards with automatic notation.

Article 7: Game Notation

Game notation may be chosen in the respective national algebraic chess notation or numeric notation (local regional or national forums and championships) and english or numeric notation (international forums, championships). In a world championship english algebraic notation and probably the numeric notation will become generally accepted.

Sample game: (English Notation):

1.	d4	Nf6
2.	c4	e6
3.	Nc3	Bb4
4.	Bd2	0-0
5.	e4	d5
6.	exd5	exd5
7.	cxd5	Bxc3
8.	Bxc3	Nxd5
9.	Nf3	b6
10.	Qb3	Nxc3
11.	bxc3	c5
12.	Be2	cxd4
13.	Nxd4	Re8
14.	0-0	Nd7
15.	a4	Nc5
16.	Qb4	Bb7
17.	a5 (=)	

Numeric Notation:

1.	42-44	78-66
2.	32-34	57-56
3.	21-33	68-24
4.	31-42	58-78
5.	52-54	47-45
6.	54-45	56-45
7.	34-45	24-33
8.	42-33	66-45

9. 71-63 27-26
10. 41-23 45-33
11. 22-33 37-35
12. 61-52 35-44
13. 63-44 68-58
14. 51-71 28-47
15. 12-14 47-35
16. 23-24 38-27
17. 14-15 (=) and so on.

Article 8: Irregularities

8.1. As in Fide-and ICCF-Rules.

8.2. Is the game not correctly posted by both players and can be neither reconstructed by the arbiter/td nor by both players, the game shall be cancelled and a new game played. Did one player make a mistake of posting on purpose, his opponent may claim a win. Is the claim legal, his opponent has won the game.

8.3. Is the game posted not correctly but reconstructable and is saved by one or both players, the game will be reconstructed and continued. The corresponding time is taken off from the player, who made the mistake. His opponent has to claim at once if he notices any mistake; However if one of the two players exceeded the prescribed time, he has lost the game.

Article 9: Obligations of the arbiter

9.1. The arbiter/TD has the obligation to examine the tournaments and games during the tournament for correctness, To notice claims of players and if necessary, to intervene. Not however it may intervene automatically or make players attentive on their adwantages. He has to decide independent from his personal relationship to the player , impartialy and neutrally, only in accordance with the Forum-Chess Rules . Irregularities have to be announced by the player immediately in the category “Claims”.

9.2. The administrator of the forum where the tournament is played and the arbiter/TD may be the same person, unless he delegated another person for it or he shares his task with other users (local regional or local national forums). Official national Forum Chess-tournaments should be leaded by Nationalo Forum-Chess-Arbiters/TD`s. International tournaments and championships should be leaded by International Forum-Chess Arbiters/Td`s (in future,

unless no courses for such titles are offered by forumchess.org). Least requirement of leading official tournaments is that the person has any basic knowledges of FIDE-and ICCF-Rules. Friendly games may be sheduled and begun by everyone. Qualification tournaments (eg for national or world championships)should be leaded by National or International Forum- Chess-Arbiters/Td`s (in future, unless no courses for such titles are offered by forumchess.org). Players who achieve any qualification for a higher tournament, have to be announced as eligible by the arbiter/TD of the forum where he played for qualification and register in the forum where he will take part of the championship (eg WCFC).

9.3. At big tournaments (eg World Championchips) an arbitral tribunal can be created that advises in controversies and decides. In international local and international global forums (at the best in all forums) should be correspondended in English to avoid misunderstandings.

Article 10: Obligations of the administrator

10.1. The administrator has to setup following categories, forums and threads in the forum where the tournament/games are played:

- a) A correct description of the tournament including informations of level, qualification, tournament and game modus, number of rounds, time limit, date of beginning the tournament and which players are eligible to join. He has to setup it so that it is clear to everyone especially to the involved players. He has to setup separate categories/forums for:
- b) joins,
- c) tournament rounds (where the games are played),
- d) claims and
- e) results
- f) award ceremony.
- g) A category/forum fo comments/feedbacks would be wishful but is not obligate.

10.2. The administrator/arbiter/TD has to setup the games by time and to announce the date of the beginning of the tournament clearly. If the forum software doesn`t include the possibility to setup tournaments automatically, the administrator has to setup them manually. If necessary, he has to ask the players for nick and password if he has to login with it once to setup the games. He has to make sure that no third person has access to the datas.

10.3. The administrator has to make sure that all games/postings are saved

that they can be restored in the case of any server crash or hacker attack (by a third person or a player himself). This can be done by server backups, forum backups and so on).

10.4. The main language in forums for playing is English because even in local forums occurs that people of different nationalities register there. This shall make sure that all players can communicate together. As long as the forum software makes it possible by language packs, any other languages may be installed, naturally at the best the main languages of the country for that the forum is setup. In international forum all available language packs should be installed. Creating additional language packs would be wish - and helpful.

10.5. The administrator has to control that netiquette is followed by each player and to intervent if there is an abusive violation.

10.6. The administrator has to make sure that the forum can not be spammed with any erotical, political, dubious links or links to sites including malware, any kinds of viruses or advertising. It`s for protection of all users/players and prevention of flooding the forum with spam. Postings including such kinds of content have to be deleted as soon as possible. At worst the causer of the problem has to be warned by the admin or excluded/banned from the forum.