

Playing Rules for Computers

Note: In these rules, the words "he, him" and "his" are used indiscriminately to include "she" and "her".

1. General

- 1.1 The game shall be played according to FIDE Laws on a tournament chess board and using a tournament clock.
(GA '93) The official clock takes over from the built in computer clock.
- 1.2 The operator is regarded as "the computer's player" except that Article 7 - "The Touched Piece" does not apply to the operator.
- 1.3 After the player has made a move, the operator will key it into the computer and record it on the tournament scoresheet.
- 1.4 After the computer has indicated a move, the operator will play it on the tournament board, start the player's clock and record the move on the tournament scoresheet.

2. Time Limits

- 2.1 The move rate set on the computer should allow for the time which will be taken by the operator in transferring moves from and to the tournament board.
- 2.2 If the computer is becoming short of time, the operator may select a faster move rate which must be kept until the time control has been passed. The operator may then return the computer to the move rate required to reach the next time control. Other variations from the preset parameters are not permitted.
- 2.3 The operator may not force the computer to move.

3. Rights and Duties of the Operator

- 3.1 The operator must obey each instruction of the computer.
- 3.2 The operator may accept or refuse the player's offer of a draw as provided in the FIDE laws. The player may suggest that the computer should resign, and the operator may resign on behalf of the computer. In each case, before deciding, the operator may consult, in the presence of the arbiter, a previously nominated person accepted by the arbiter.
- 3.3 Only if the computer itself so instructs him may the operator offer a draw, or claim a draw by repetition.

- 3.4 The operator may change cartridges or other memory only on instructions from the computer.
- 3.5 If the computer is sealing a move, the arbiter may ask the player to withdraw temporarily to a position from which he cannot see the computer's display of the move to be sealed. The arbiter must check that the instructed move has been recorded on the score sheet. The operator is responsible for maintaining the security of the move indicated on the computer display. At the time of the resumption of the game it is the responsibility of the operator to ensure that the position has been entered correctly on the computer.

4. Prizes

(GA '93) Computers taking part in human tournaments can only receive special computer prizes, if any.