

Fair Play Policy Hoogeveen Chess 2024

Sanctions

The following sanctions may be applied for players or spectators in breach of these regulations dependant on severity:

Sanction

- (a) Warning
- (b) 10-minute-penalty on the clock
- (c) Loss of their game
- (d) Banning from the playing area for that round
- (e) Disqualification from the tournament
- (f) Reporting the incident to the FIDE Fair Play Commission

Determined by

- Any arbiter
- Any arbiter
- Any arbiter
- Any arbiter
- Chief Arbiter of the event
- Chief Arbiter of the event

Playing venue

Sanction for a player who leaves the playing venue during their game – (a), (c) or (d).

During play players are not allowed outside of the playing venue without an arbiter's permission. The playing venue is: the playing area, toilets, food and drink station, designated smoking area and the corridors connecting these. The tournament organization will make sure that these areas are clearly designated. The analysis room and bookstall are not classed as part of the playing venue and must not be visited during play. A player who leaves the playing venue as described above will be scanned to see if he or she is carrying an electronic device.

Communication with others during a game

Sanction – Player (a), (c) or (d); Spectator (d).

With the exception of arbiters and venue staff, and as permitted in the FIDE Laws of Chess and rules, players must not talk to anyone else during their game about any chess-related matters regarding their game, or the game of another player. Arbiters will investigate any conversations between players that concern them to determine whether the conversation breaches the regulation. The responsibility is on the player playing their game to speak to another person in the presence of an arbiter to avoid any potential for allegations to be made against them, and to ensure that the arbiter does not need to investigate

Earwear and medical devices

Sanction for a player wearing a hearing aid or medical device without informing the arbiter – Players (a) or (c).

Players who need to wear hearing aids or medical devices must make the arbiters and their opponent aware before the start of each game. Players who wish to wear earplugs during their game must seek prior approval from an arbiter in advance of each game they wish to wear them. Earplugs are assumed to be items which are usually made from foam, silicon, rubber or plastic. Earplugs with electronic elements are considered "Earpieces", and the section below applies.

Electronic Devices

Sanctions for having an electronic device on their person – Players (c) or (d); Spectators using mobile phones (a) or (d).

Players are forbidden from having electronic devices on their person at any time in the playing area. Players who have finished their games and remain in the playing area or other spectators in the playing area are also expected to comply with this. The following are examples of electronic devices that are prohibited:

- Mobile phones
- Smart watches
- Smart glasses

- Fit-bits (and other similar devices)
- Computers or tablet computers
- Earpieces (and other similar devices)
- Any other electronic device deemed unacceptable by an arbiter

The responsibility is on a player to check with an arbiter in advance of playing their game that a device they have in their possession is not deemed to be an electronic device.

For spectators (everyone who is not a player) it is also not allowed to use laptops, tablets, mobile phones or any other electronic device inside the playing venue. There will be a designated room where spectators can use a laptop, tablet or mobile phone but it is not allowed to use any electronic device in the corridors or any other area where players can come while they are playing a game.

In case of a watch it can be unclear for an arbiter to understand whether the watch is digital or not. Therefore players are not allowed to wear any watch during their games. Watches can be left at home, placed on the table or stored in a bag.

Sanctions for wearing a watch during the game – (a) or (b).

It is recognised that players may arrive with electronic devices and need some time to store them out of their possession before they start their game. These electronic devices must be completely powered down and switched off; and not on, put in aeroplane mode, or on silent. Acceptable ways of storing these devices are:

- Out of the playing area entirely (e.g. with a spectator or relative accompanying the player)
- Placed on the table next to the player and in view of the opponent
- In a bag and the bag should not be accessed during the game
- At the arbiters' table where it can be collected after the game

For the purpose of this, "on their person" means:

- In a pocket of an item of clothing they are wearing (e.g. trousers, shirt)
- Being carried in any way within the playing area
- Not being stored in one of the places described above

Scanning

Metal scanners will be present. A player who can not be scanned for medical reasons should make this clear to the arbiter who will agree an alternative check.

Pre-game: Pre-game scanning may take place in the playing area.

Sanction for detection of an electronic device – (a) or (c).

During the game: This will not routinely happen, but may be used in cases where thought appropriate by an arbiter.

Sanction for detection of an electronic device during the game – (c) or (d).

Sanction for having an electronic device on the table or in a bag which is switched on and makes a sound – (c) or (d).

Immediately post-game: Post-game scanning will take place in a separate area, normally the tournament office.

Sanction for detection of an electronic device – (c) or (d)

Sanction for having an electronic device on the table or in a bag which makes a sound – (b).

The arbiters reserve the right to scan any player or spectator in the playing area at any time.

Sanctions for refusing to be scanned (unless medical reasons apply) - (c), (d) or (e).

Detection of an electronic device or earwear

The arbiter will ask to inspect a device for evidence that there may have been cheating in the following cases:

- An electronic device has been found “on the player’s person”.
- An electronic device has been stored in accordance with this policy, but it was found to be switched on for any reason.
- Earwear (including hearing aids, earpieces and earplugs) were worn by the player without prior approval.

Sanctions for refusing to allow the device to be inspected – (c), (d), (e) or (f).

Sanctions for a device being found to have evidence that there may have been cheating – (c), (d), (e) or (f).

These sanctions will apply regardless of whether or not the device is switched off, or in aeroplane mode, or prevented from receiving or unable to receive a signal.

Players with suspicions of cheating

A player who is suspicious of another player cheating should raise the matter immediately with an arbiter for consideration and action as appropriate. The matter should not be discussed with anyone else, to enable the team of arbiters to deal properly with the situation.

Sanction for sharing concerns with other parties, whether or not they have been reported to an arbiter – A player during their game (a), (c) or (d) for subsequent violations in the tournament.

A player in public (e.g. on social media, on forums, in the press after their game (e) or (f).

Arbiter appointments

In Hoogeveen we only have male arbiters. In order to assist with scanning and other anti-cheating methods for female players female members of the staff or female players may be co-opted to assist in checks.

FIDE Anti-Cheating Screening Tool

Games played on live boards will be made available in PGN format on different websites with live broadcasts and on [Chess-Results](#).

PGN files may be examined by the FIDE Anti-Cheating Screening Tool as deemed appropriate. Findings from screening of games may be used in fair play cases, but will not be made public.