

**WECU ADDITIONAL RULES AND INTERPRETATIONS GOVERNING
ALL GAMES (INCLUDING JAMBOREES) AT WHICH AN ARBITER IS NOT PRESENT**

References are to the FIDE Laws of Chess effective from 1 July 2014

1. Before play commences in any game, it is the responsibility of each player to check that the clock is functioning to the satisfaction of that player, that the board is positioned in accordance with **Article 2.1** of the Laws and the pieces are on their correct squares.
2. Clocks shall be placed on the left hand of the player who has the white pieces. (**Article 6.5**)
3. At the time fixed for commencement of play the captains shall be responsible for seeing that the clocks of the players having the first move are started. (**Article 6.6**)
4. The penalty for a player who is unable to keep score shall be five minutes, deducted from his clock at the beginning of the game. (**Article 8.1**)
5. For a claim for a win on time to be valid, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped. (**Article A.4 (c)**)
6. If after play has commenced it is discovered that a clock is faulty, both clocks shall be stopped and play suspended until a satisfactory replacement can be made. The difference between elapsed playing time at the instant of re-commencement and the aggregate of playing times recorded by the defective clock shall be determined. If the players agree it is evident that only one clock is defective, the time lost shall be added to the recorded time in re-setting that face of the replacement clock; otherwise it shall be added equally to the players' recorded times. As a result of the adjustment no player shall be left with less than three minutes remaining to the next time control. (**Article 6.10**)
7. If a refreshment break has been agreed, the home captain may, at the appropriate times, call for the clocks to be stopped and restarted afterwards. (**Article 6.12 (a) & (c)**)
8. Both clocks shall be stopped and re-adjusted for a Quickplay Finish immediately after Black has completed the time control move or one flag has fallen. (**Article 6.12 (a) & (c)**)
9. The penalties for illegal moves shall be applied automatically. (**Article 7.5**)
10. In the case of an irregularity or reversion to a previous position, no clock adjustment may be made that would potentially lengthen the duration of the playing session unless both players and both captains agree. (**Article 6.10**)
11. A claim under the provisions of **G.6** shall be referred through the competition organiser. (**APPENDIX G**)
12. The use of the standard algebraic notation is to be encouraged but players will not be penalised for using the Descriptive System in internal competitions. (**APPENDIX C**)
13. In all Articles of, and Appendices to, the Laws where there is a reference to the arbiter, the players and, where relevant, the match captains should be guided by the spirit of fair play and the general tenor of the Laws.
14. The team captain should refrain from any intervention during the game and must never give information to a player concerning the position on the chess board.
15. A player may ask his/her captain if he/she may offer or accept a draw. The captain may agree, refuse or tell the player to refer to the match result sheet. In no circumstances may the captain look at any game between receiving the request and giving his/her decision.