ANNEX 3 OFFICIAL FMJD COMPETITION REGULATIONS

The annexes written in English are juridical superior to other translations.
Each federation should make a copy available to its members, either systematically or on demand, in its own language and up dated.

1. Competition and players

1.1. A competition is a sportive event. In the course of the competition, the competitors strive for one or more prizes.
1.2. The competitors, on a one to one basis, the one with the white men, the other with the black men, play individually according to their own talent and skill. The games are played according to a predetermined schedule, at an indicated venue, at a given time, in accordance with the Game Regulations.
1.3. A competition between two players is called a match. A competition between more players is called a championship or tournament according to whether or not the title of champion is at stake.
1.4. The organization of a competition is delegated to a committee of competent persons; the direction of a competition is delegated to a referee, who can be seconded (see Annex IV).

2. **Rights and duties of players**.

2.1. The proper outcome of a competition is made possible by granting the competitors certain rights, but also demanding of them certain duties. The players are expected to be conversant with the rules and regulations of the competitions in which they participate, including, if applicable, of the Special Regulations. These regulations consist of:
- General regulations, and if applicable the special rules (Annex 12-18), which are Bye Laws of the FMJD
- The specific regulations for each competition, which must be brought to the competitors' knowledge at a convenient time, either personally or through their national federations.

2.2. Rights of players: the competitors, or players, have the right:
2.2.1. to be informed about the regulations of the competition;
2.2.2. to be able to play the competition in all tranquility.
2.2.3. to address the referee personally regarding any question relevant to their game;
2.2.4. to address the organizing committee, either personally or through an intermediary
2.2.5. to appeal – non suspensive – to the Appeal Jury, in writing, in French or English, with a copy to the Main Referee, against a sanction or a decision of the latter.
2.2.6. To walk around in the playing area.

2.3. *Duties of the players:* the competitors, or players, have the duty to:
2.3.1 strictly respect the regulations
2.3.2. answer questions of the referee and follow his directions;
2.3.3. to ignore the counsels and advice of other people;
2.3.4. to play till the end of the competition.

2.4. *Prohibitions*: the players are, during the competition, forbidden to:
2.4.1. address anyone, with the exception of the referee, even the service personnel;

2.4.2. use another draught board or written or printed material that may be relevant to their game, with the exception of numbered diagrams to help keeping a record of their game;
2.4.3. leave their board when it is their move, save in the case mentioned in article 7.8.
2.4.4. touch the squares of the board or point to them, in order to help their concentration;
2.4.5. disturb their opponent when he is thinking;
2.4.6. disturb a game in progress;
2.4.7. take an advice about their game;
2.4.8. analyse a game in progress;
2.4.9. analyse a finished game in the playing area;
2.4.10. behave in any way which may upset the smooth running of the competition;
2.4.11. walk beyond the playing area;
2.4.12. stay for a time at the side of a game in progress.
2.4.13. (Electronic doping) carry with them and / or use any kind of electronic devices (like mobile phones, handheld computers, pocket computers, wireless communication devices, etc.), unless it is evident for the referee that these devices could not be of any benefit for the game (like simple watches).

2.5. Sanctions.
All infringements of regulations must be sanctioned by the referee:
a. with a verbal comment
b. with a verbal warning which is also publicized
c. with a time penalty and an extra 2 minutes time for the opponent
d. with loss of the game (if necessary for both players)
e. with disqualification from the competition
according to the judgment of the Main Referee on the seriousness of the infringement.

2.5a *Procedure for irregular moves*
In case a player makes an irregular or illegal move the preferred action of his opponent is to call the referee for assistance. Because the referee cannot be at his board immediately the players have the right to stop both clocks.
When the referee is at the board he will ask both players what happened, then decide if the player had a right to stop the clock and then decide what to do.
Apart from the normal actions of the referee like making an observation or giving a warning the referee may also decide to give a time penalty for the player who made the irregular move and may decide to add time for his opponent.
The time penalty should at least be equal to the time per move from the time schedule of the game if the game is played with a Fischer time schedule.

2.6.*Exclusions*
All refusals to respect the regulations, or to obey a referee, qualify for a decision for exclusion by the referee.

3. **The playing hall and the material**.

3.1. A playing hall has to comply with the following conditions:
3.1.1. there must be sufficient room, air and light;
The light intensity on the playing table should be 500 (minimum) to 700 lux
3.1.2. there must be a normal temperature;
The temperature in the playing room should be between 20 and 23 degrees Celsius.

Depending on the level of the competition the referee may be more flexible or less flexible with the conditions for light and temperature.

3.1.3. there must be silence;
3.1.4. the playing area must be fenced in and apart from the area reserved for the public.
3.1.5. the tables must be stable, and there must be enough tables to enable each game to be played at a separate table. The tables must be numbered;
3.1.6. each playing table must conform to the following minimum dimensions: width between 75 cm and 90 cm, and the length at least 100 cm.
3.1.7. The chairs must match the tables in height, and there must be enough chairs to enable every competitor to have their own chair.
3.1.8. Each referee must have a table and a chair at his disposal;
3.1.9. Snack bars and toilets must not be too far from the playing area; the competitors must not be obliged to mingle with the public for these services.

3.2. The playing board

The playing board must conform to the following demands:

3.2.1. It must have a playing surface of between 35x 35 cm and 45 x 45 cm.
3.2.2. The surface must not be overly shiny. The colour of the men must be mat.
3.2.3. The difference between the light and dark squares must be clear; the colours must not be too white, and must contrast with the colours of the men.
3.2.4. The sides, which limit the playing surface, must be elevated some 5 – 6 mm.

3.3. (reserved)

3.4. The playing men

The playing men must satisfy the following conditions:

3.4.1. The 40 men must be identical in form and dimension;
3.4.2. Their diameter must be between 7 mm to 14 mm less than the side of a square; otherwise, on an international draughts board of 45 x 45 cm, men can be used of a diameter between 38 and 31 mm.
3.4.3. The thickness of the men must be between ¼ and 1/5 of its diameter;
3.4.4. The 20 white men and the 20 black men must be, respectively, of the same colour;
3.4.5. Their colours should not be too shiny, and contrast with the colours of the board.

3.5. Availability of the materials

On each table a board must be set out, with men ready for the start of a game. Two additional boards and sets of men must be at the disposal of the Main Referee.

3.6. The clock and time control

In order to limit and control the time for thought and making the moves, a special control clock with double action and double face is used.

3.7. *A control clock must meet the following criteria*:

3.7.1. both clocks must work properly;
3.7.2. it must be possible to stop both clocks
3.7.3. it must not be possible for both clocks to run at the same time;
3.7.4. the stopping of one clock must immediately start the other clock;
3.7.5. the passing of the minute hand over 12 must be indicated by a flag or an arrow; in case of an electronic clock, the passage of the allotted time for a player must be indicated on his screen in a clear and permanent fashion. In case of time overrunning, the electronic clock has to indicate unequivocally which player has overrun his time in the first instance.

3.7.6. The flag must begin to rise after the 58th minute and fall precisely at the 60th minute. These indications should be very precise and visible. In case of an electronic clock, the screen has to indicate precisely the minutes and seconds left before the next time control, at least two minutes before that control.
3.7.7. Each of the clock face must have a diameter of at least 80 mm. In the case of an electronic clock, each screen must measure at least 15 mm by 45 mm.
3.7.8. Clocks must be stable and easy to handle.

3.8. *Getting the clock ready*.
A clock has to be placed on each playing table, parallel to the left side of the board when viewed from the white side, and equidistant from the bases. This position may be modified at the discretion of the referee.
Two reserve clocks, in working order, must be permanently at the disposal of the referee.
3.8.1. The minute hands of each clock must be put at the 12 with the flag high and close to falling. Each screen must indicate 0 hours minus some seconds. In case of an electronic clock each screen will indicate 0 hours or the time remaining till the first time control. At each time control, the screen will indicate 0 hours or the time remaining till the following time control.

3.9. Notation forms
In order to keep a record of each game, a notation form is made available for each player.

3.10. *These notation forms must meet the following criteria*:
3.10.1 be prepared in advance for each competitor
3.10.2 make double notation possible
3.10.3 be placed on a support at the side of each board, for each competitor;
3.10.4 the original becomes the property of the organizing committee after the end of the competition.

3.11. *Placement of the players* :
The order of encounters between players in round robin tournaments is determined by the tournament table in which the players have drawn their lots. In Swiss tournaments this order depends on the provisional ranking of the players.
3.12. Before the start of each game, the playing materials must be in perfect condition and meet the required standards.
3.13. It is forbidden to use the material designated for the competition for other purposes than for the official games.

4. Start of each game

4.1. Preparation period
Each player must be allowed a time of 15 minutes to prepare himself for the game. It is advisable to have silence in the playing hall during this time, lest the players are distracted. Those who wish to prepare beforehand, should be able to do so.

4.2. Photographs, television
During the preparation period and for a maximum of 10 minutes into the official game time, flash photography is permitted.
An official television company may receive permission to operate, under the following conditions:
- The equipment should be in place before the start of the game;
- This should be done in such a way to generate a minimum amount of disturbance;

- No player should be in a critical phase of a game;
- The filming should be as short as possible.

4.3. The referee must assign each player his place. No change of place is permitted.

4.4. Start of the game
At the indicated hour, whether the players are present or not, the referee must give the sign to start the games by starting the clocks of those players having the white pieces; in case the black player is absent, his clock will be put into motion. From that moment on, both players are not allowed to stop both clocks, except in the case of an irregular move (see article 2.5a), with loss of the game as a sanction, nor can they put the game clock at the other side of the board, or change the position of the hands of the clock.
If a player arrives late by no fault of his own, the referee may restore the hands of his clock to the starting position.

4.5. Start of the game when both players are late.
When two players of one board are both absent, the referee starts the clock of the player with the white pieces. If one of the two players arrives, the referee divides the time passed equally between the two clocks, and then restarts the white clock; in case the black player is still absent, his clock will be put into motion; at his arrival, the referee puts the white clock into motion..

4.6. *Error in colours*.
If after the start of a game it is discovered that the players have played with the wrong colours the game must continue. The result of the game stands.

5. Towards the result of the game.

5.1. (reserved)

5.2. *coming too late for a game*
A player may not come at his board too late. If he comes at his board too late his game will be declared lost for him. The special regulations of a tournament will define what is too late. These regulations may specify a delay time from 0 minutes to 60 minutes.
If the time is not specified then this is 60 minutes**.**
The Special Regulations of a tournament will mention the consequences for a player coming too late at his draughts board if the delay time is less than 60 minutes. These may be:
1. An official warning
2. A fine for the player coming too late
3. Direct loss of the game
4. Other penalties to be decided by the direction of the tournament.

If the delay time is 60 minutes a player who comes too late directly looses the game.

5.3. *Proposal for a draw*
Before a proposal for a draw can be made, at least 40 moves must have been made by each player. A player wishing to propose a draw has to do so in his own clock time, by performing the following three operations immediately one after the other:
a. Make his move
b. Propose a draw, without giving a comment;
c. Put his opponent's clock in motion.

The proposal remains valid as long as the opponent has not answered; making a move implies a negative answer. After having received a negative answer, the same player should not repeat his proposal before his opponent has made a similar proposal.

5.4. *Equal end game*
In order to establish a regulatory draw in an end game, the referee has to be called.
The referee may also decide about a regulatory draw on his own initiative without any claim of the player. When he remarks that there is a regulatory draw situation it is his duty to end the game.

5.5. *Protests*
All protests about anomalies, incorrect actions or irregularities have to be addressed to the referee.

5.6. *Game points*
In a competition points are allotted to each game result:
5.6.1. 2 points are allotted for a win
5.6.2. 1 point is allotted for a draw;
5.6.3. 0 points are allotted for a loss.

5.7. *Forfeiting result*
When a player is absent, or when he cannot play the scheduled game for whatever reason, his scheduled opponent receives 2 forfeit points.
The same holds for a player who is more than ONE hour late at his board.

5.8. *Forfeiting result for two players*
When two players are absent or unable to play the game scheduled between the two of them for whatever reason, the result of that game will be zero – zero.

5.9. *Withdrawing from the competition*
When a player withdraws from the competition, for whatever reason, he proceeds as follows:
A. *In a round robin tournament*:
a. If he has not played more than half of the scheduled games, his results on the final table are cancelled and he will not be classified;
b. If he has played more than half of the games, his results will remain on the final table and he will be classified. The non-played games will be considered forfeit losses, and indicated as “0F” and “2F” on the final tournament table.
B. *In a Swiss tournament*:
The results of a player who has withdrawn will stand and he will be classified according to the games he played.

5.10 *Final classification and tie breaking*

At the end of the competition, a classification is drawn up by adding up the points each of the competitors has obtained. The first place is given to the player who has the largest number of points, the other places are given in descending order.
The special regulations of the tournament have to mention what will happen if players end with the same score. This may be done by making use of the tie breaking decisions of article 5.11 and / or using tie breaking games to come to a decision.
Tie breaking games may be normal games, rapid or blitz games, depending on the type of competition.

A special form of a tie breaking game is the Lehmann-Georgiev tie break: both players get a limited time for an unlimited number of games plus some seconds extra for each move with the use of the electronic clock and the Fischer system.
Such a Lehmann-Georgiev tie breaking game is played until one of the players wins a game or until the time of one of the players is expired as marked by the falling of the flag or the special signal on the electronic clock. When a game is ended in a draw a next game starts with the remaining time on the clock for both players.

5.11. *Tie breaking decisions*

5.11.1 Individual competitions
5.11.1.1. Tie breaking: in normal games or rapid games (see Annex VI) according to the rules laid down in the particular regulations of that competition.
5.11.1.2. If no special regulations have been decided the following criteria must be applied in the following order:
5.11.1.2.1. For round robin tournaments:

- 1 the largest number of victories
- 2 the result between the tied players
- 3 the best result obtained in the order of the classification.

5.11.1.2.2 For Swiss System tournaments on rating (5.11.1.2.2a) or on Solkoff (5.11.1.2,2b):
5.11.1.2.2a on rating

- 1. The highest average rating of the opponents

5.11.1.2.2b on Solkoff

- 1 Median Solkoff: the largest total score of opponents played, not counting the strongest and the weakest score
- 2 Truncated Solkoff: the largest total score of opponents played, not counting the weakest, if needed the second weakest etc.

5.11.2. Team competitions
5.11.2.1 Tie breaking: as above for the individual competitions
5.11.2.2. If no previous agreement has been made, the following criteria must be applied in the following order:
5.11.2.2.1. For round robin tournaments:

- 1 The largest number of individual points
- 2 The largest number of points at the first board, if needed at the second etc.

5.11.2.2.2. For Swiss system tournaments:
as above for individual competitions in Swiss system (article 5.11.1.2.2.)

6. Notation and the use of the game clock

6.1. *Rate of play*
~~In international competition the preferred rate of play for each competitor is the following:~~
~~2 hours for the first 50 moves,~~
~~1 hour for each subsequent 25 moves.~~
~~If the first 50 of moves has been made in less than 2 hours, the time not used must be credited to the player and added to his time for the next hour.~~
~~Other rates of play accepted for international competitions:~~
~~a) 6 hours round: 2 hours / 50 moves + 1 hour till the end~~
~~b) 5 hours round: 2 hours / 50 moves + 30 minutes till the end~~
~~c) 5 hours round: 1 hour 30 minutes / 40 moves + 1 hour till the end~~
~~d) Fischer system with 1 hour and 20 minutes (or more, but maximum 2 hours) + 1 minute for each move.~~

Some standard time schedules for international competitions:
a.) Fischer system with 1 hour and 20 minutes (or more, but maximum 2 hours) + 1 minute for each move.
b.) Old standard system : 2 hours for the first 50 moves followed by 1 hour for each subsequent 25 moves. If the first 50 moves havs been made in less than 2 hours, the time not used must be credited to the player and added to his time for the next moves.
c) 5 hours round: 2 hours / 50 moves + 30 minutes till the end
Other time schedules are also acceptable with preference for time schedules with extra time per move with the Fischer system. Any combination of basis time and Fischer time is allowed under the following conditions:
The minimum added time per move with the Fischer system is 30 seconds for normal games. This may be less for semi-rapid, rapid and blitz games.
The total time for both players for a normal game should be minimum 2 hours for the first 60 moves. Games with less than total 2 hours for the first 60 moves will be considered to be semi-rapid, rapid or blitz.
The Annexes 9 and 10 about rating and titles will exactly define which total time for the first 60 moves of the game will be acceptable for the games to count for rating and for titles.
In playing time schedules ending with a fixed time to end the whole game it is preferred to give a minor addition of extra seconds Fischer system per move from the moment that the flag falls after this fixed time.
If the tournament is played with a fixed time schedule and if electronic clocks are available it will be obligatory to use a system with extra Fischer seconds. Only when there are no electronic clocks available will it be allowed to play with a fixed time schedule without Fischer seconds at the end of the game.

Article 6.1.1. Special regulations for games with fixed time schedule without Fischer seconds

In the case of a fixed time schedule without Fischer seconds at the end of the game the following special regulations are valid:

Article 6.1.1.a: Regulation-draw
If only three kings remain, two king plus a man, or one king and two men, against one king, or only two kings, one king and a man, or one king against one king the game shall be considered a draw unless the game has an obvious continuation and the player can demonstrate the win. This end game will not be played and is called a regulation draw.

Article 6.1.1.b: Time Shortage
Any player who has one minute or less left on his clock, in the endgame phase with a maximum of 8 pieces total for white and black, has the right to claim a draw if his position is clearly superior.

6.2. *Obligation to record*
Each competitor must keep a record of all the moves in every game. (except for those cases dealt with in articles 6.12 to 6.14 below.) The recording may be done by an assistant, but only if there is good reason, at the discretion of the referee.

6.3. *The record*
The record of the moves must conform to Article 8.2. of Annex I. The record must be kept up to date as each move is made, and must be clearly legible. Of course, the record of exchange capture can be kept after the completion of the captures.

6.4. *The recording forms, for the referee*.

The referee must be able to see the recording forms, and know how many moves have been made at all times. The recording forms have to be on the playing table continually, well in view for the referee.

6.5. *Verification of the recording*
If a player wishes to verify his record of a game by comparing it with that of his opponent he must do it in his own playing time, provided his opponent agrees.

6.6. *Starting the clock at the beginning of the game*.
As soon as the referee, at the proper time, starts the clock for the player with the white pieces, (article 4.4. supra), the latter plays his first move and waits till his flag falls (if it has not fallen already) before he presses the button to stop his clock and start his opponent's clock. The player with the black pieces then plays his first move and also waits for his flag to fall (if it has not already fallen) and before stopping his clock and starting white's clock. In case of an electronic clock, as soon as the referee has started the clock in action at the side of the player with the white pieces, the latter can stop his clock and start his opponent's clock as soon as he has played his first move.

6.7. *Starting the opponent's clock*
When a player has made his move, it is up to him to stop his own clock, and as a consequence, start his opponent's clock, with the same hand with which he has made his move. With regards to counting the moves in case the flag has fallen the move is only considered finished at the moment the player stops his clock. For all other purposes the completion of the move is defined in annex 1 article 3.10 and article 4.4.
A player always has the right to stop the clock directly after his move. His opponent may not prevent the player to stop the clock.

6.8. *Forgetting to operate the clock*
As each player is responsible for his own use of time, nobody can intervene when a player forgets to stop his clock and start his opponent's clock; only the latter may draw his attention to it. Yet, the referee may ask the players who is to move.

6.9. *Malfunctioning clocks*
If during the course of a game, a clock appears to be not working properly, the referee must replace it with a sound clock.

6.10. *Functioning of the flag*
Any protest or comment on the functioning of the flag must be made before the time control; Once the flag has fallen no appeal can be accepted.
In case of an electronic clock, any protest and comment on the functioning of the control signal must be made before the time control. Once the time control has passed no appeal can be accepted.

6.11. *Exceeding the allotted time*
The expiry of playing time is marked by the falling of the flag. (Or the time signal in the case of an electronic clock). With regards to counting the moves in case the flag has fallen the last move made is only considered completed when the player has stopped his clock. Any player whose time has expired before completion of the required number of moves, has lost the game.
When the referee remarks that the flag has fallen before completion of the required number of moves it is his duty to end the game, even in the absence of any claim of a player.

6.12. *Time trouble*
A player is said to be in 'time trouble' when he has 5 minutes or less to go before his flag falls, or in the case of an electronic clock before the time signal will occur. This is valid for the time control during the game after a number of moves given in the rate of play, or at the final time control at the end of a game with a time schedule ending with a fixed time to end the whole game.
However if the game is played with the Fischer system with ~~1 minute~~ 30 seconds or more for each move, the player is said never to be in time trouble.

6.13. *Recording during time trouble.*
Any player in time trouble is not obliged to continue recording the game. However, once his flag has fallen, or in the case of an electronic clock the time signal has occurred, he must record the moves made during his time trouble, if possible with the help of the referee. This must be done during his own playing time. If this takes more than 5 minutes, the referee may postpone this till after the game, after the formalities described in article 6.19, infra.

6.14. *Time trouble for both players.*
If both players are in time trouble then both must bring their records up to date after the fall of both flags. The time taken to do this must be shared equally between the two players. If the moves cannot be recalled then the record must be abandoned. If this takes more than 5 minutes, the referee may postpone this till after the game, after the formalities described in article 6.19, infra.

6.15. *Verifying the number of moves made*
Each of the competitors must be able to prove that the necessary number of moves has been made in the allotted time. The time needed for this verification, is eventually attributed to the player who is amiss If both players are unable to prove they have made the necessary number of moves, after the 5 minutes used for this try per player, the game must be continued from the position where it was interrupted for the verification and the recording should start at the 51st move, or of the 76th move etc.. The recording must start again at this point. If the referee is sure to know the number of moves played he proceeds with the measures described in the articles 6.13, 6.14 supra, whichever is the case.

6.16. *Time used by the referee to verify the number of moves*
If, by reason of the playing conditions, the verification by the referee of the number of moves played, has to be done in another spot, the time for the transport will not be counted.

6.17. *Time used for an appeal to the referee*
Any player appealing to the referee for a draw must leave his clock running whilst his appeal is being considered. If his flag falls before the referee makes his decision, then in the case of a draw being awarded the fallen flag must be overlooked, otherwise the game is lost.

6.18 *Time used for the rectification of an irregularity*
The time needed for the rectification of an irregularity by the referee is measured by the referee and counted as the time spent by the player who is amiss, whatever the consequence.

6.18 *A player who has lost, must stop his clock immediately.*

6.19. *Completing the recording forms immediately after the end of the game*.
Directly after the game each of the two competitors must record the time used and the result of the game on his recording form. The record of moves must be brought up to date if

possible. The originals of the two notation forms, correctly signed by each, eventually corrected or rewritten, if needed, will be handed to the referee.

7. **Interruption**

7.1. Games must not normally be interrupted.

7.2. Exceptional instances of interruption
If the conditions of the playing venue are not satisfactory for any reason it may be necessary to interrupt the competition. The competition must be resumed as soon as the problems have been dealt with.

7.3.Minimal availability of the playing venue
The playing venue must be available without interruption for each round of the competition. If this is not the case, an availability of six hours per round is minimal.

7.4. *Venue available for less than six hours*.
If the venue is available for just six hours, the possibility of interrupting games must be planned for. Interrupted games must be continued as soon as possible at another venue if necessary with the agreement of the organizing committee, and without disturbing the playing schedule.

7.5. Interruption of games
In case of a venue which is available for less than six hours, games must not be interrupted before the time control at the 75-th move.

7.6. Procedure for interrupting games
The referee must follow the following procedure:
7.6.1. the player with the black pieces must be the one to make a move.
7.6.2. the referee must note the position in the presence of and with the agreement of both players. The time for doing this must not be counted with the playing time of either player.
7.6.3. the player with the white pieces must before leaving note the time on his recording form, and hand it to the referee
7.6.4. after time for thought, the player with the black pieces, must secretly write down his next move on his recording form
7.6.5. the referee must then stop the clock, and the latter player must note the time spent on completing his recording form and then hand it under cover to the referee
7.6.6. the diagram with the position in question and the two recording forms must be put in an envelope which the referee must seal and keep in his possession until the game is resumed.
7.6.7. the last move under cover, made by the player with the black pieces must be legal. If not he must forfeit the game.

7.7. Procedure for the restart of an interrupted game
At the restart of an interrupted game, the referee proceeds as follows:
7.7.1. He must open of the sealed envelope
7.7.2. He must hand back the recording form to each player
7.7.3. He must set up the position noted on the diagram, and set the clocks to the agreed times, to the satisfaction of the players;

7.7.4. The player with the black pieces must make the move he wrote on his recording form, and restart the clock for the player with the white pieces.

7.8. Waiving the prohibition to leave a game
The prohibition mentioned in article 2.4.3. above may be waived at the 50th, 75th etc move for either player, but their clock must continue to run whilst they are away from the table.

Officials, press and public

8.1. *Office of the organisation committee*
The office of the organisation committee, where officials meet, must be separate from the playing area.

8.2 Press room
The space reserved for sports journalists must be separate from the playing area.

8.3 *Playing area and public area.*
In connection with Annex 3.1.4. above, it is important to remember that:
- The playing area is where the action is.
- The area reserved for the spectators is a quiet area.
- Spectators can only enter the playing area with the permission of the referee.

8.4 The press
The organisers must give complete and up to date information to the press who share the same rights and obligations as any other member of the public
Representatives of the press must be officially approved by the organizers and by their federations.

8.5 Special permits
People authorized to enter the playing area, must wear a special badge, and must conduct themselves in accordance with the regulations. They have the same rights and obligations as the players

8.6 Access to the playing area during time trouble.
During the period when the players might be in time trouble the number of people admitted to the playing area must to be reduced to a strict minimum. Only the Main Referee has the authority to admit or prohibit the presence of specific people in the playing area.

8.7 *Behaviour of the public*
In the public area, everyone must behave themselves in a reasonable way. In particular members of the public must:
- Not give advice or make comments to the players
- Not engage conversation with the players
- Not disturb ongoing games, or interfere in any way with the games
- Not analyse ongoing games by using draughts boards however small;
- Keep a complete silence
- Not walk beyond the spectators' area
- Not make gestures or give signs to the players, or make low voiced or whispered comments;
- Help make sure that the competition proceeds under the best possible conditions.

8.8 Commentaries on games

Ongoing games can be shown on a large demonstration board, in a special room, on condition that no analysis about what might happen in the game is made. Commentaries about what has already happened are allowed.