Annex 8 REGULATIONS FOR SIMULTANEOUS GAMES

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.
Ratified by the General Assembly of 30 and 31 October 1988

A. REGULATIONS FOR NORMAL SIMULTANEOUS MATCHES

1. Definition
A simultaneous match consists of one player called the 'expert' who plays a certain number of games with several opponents all at the same time.

2. Rules of the game
The official FMJD rules for International Draughts must be observed, except for the modification cited in the article 14 below.

3. Rules for the competition
The official FMJD competition regulations must be observed, except as regards the notation and the use of clocks and with the modifications and exceptions given in these regulations.

4. Playing area
The playing tables must be arranged in a square or a circle. The inner area is reserved for the expert and the referees. The opponents sit on the outer side of the tables.

5. Placing the boards
There must be as little space as possible between the boards. During the match the open spaces resulting from finished games may be closed up at the discretion of the expert.

6. Procedure
The expert may choose the colour he wishes to play with on all boards. He circulates from one board to the next for each move, always in the same direction he has chosen from the start. The expert imposes therefore himself his tempo.

7. Touching the pieces
It is absolutely forbidden to move or touch the pieces at any board when the expert is not present at that board.

8. Obligation to Move
Each opponent must make a move as soon as the expert arrives at his board.

9. Exchanges and combinations
If after the expert has moved an opponent has only one legal move than that move must be made immediately. Otherwise the opponent must wait until the expert comes round again.

10. Removal of pieces
Pieces removed from the board must be put in their box or removed from the arena.

11. (reserved)

12. Advice and conversation
Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

13. Temporary absence of a player
Any opponent who is absent from his board at the moment that the expert arrives at his board is deemed to have resigned.

14. Differences in number of pieces.
A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

15. Finished games
Any opponent who has finished his game must leave the arena immediately. His place may be taken by an other player, thus reducing the distance the expert has to walk.

16. Performance
The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

17. Referees
Refereeing should be done by a Main Referee together with as many assistants as required.

18. Infringements
Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the perpetrator.

B. REGULATIONS FOR THE CLOCK SIMULTANEOUS MATCHES

1. Definition
A clock simultaneous match consists of one player called the ‘expert’ who plays games with several opponents all at the same time.

2. Rules of the game
The official FMJD rules for International Draughts must be observed.

3. Rules for the competition
The official FMJD competition regulations must be observed, except as specified in these regulations.

4. Playing area
The playing tables must be arranged in a square or a circle. The inner area is reserved for the expert and the referees. The opponents sit on the outer side of the tables.

5. Equipment
The equipment, board, clock and notation form must be placed on each table in accordance with the regulations laid down in Annex 3.

6. Rate of play

The rate of play for the games, both for the expert and his opponents, is 50 moves for the first two hours and 25 moves per subsequent hour.

7. Compulsory Recording
Only the opponents must record the games. The recording forms must be visible at all times for the expert and the referees. At no moment the notation may be suspended.

8. Procedure
The expert may choose the colour he wishes to play with on every board. He circulates from one board to an other board of his own choice, depending on where he wants to play a move.

9. Starting the Clocks
At the start of the match, the referee starts the clock for the player with the white pieces at each board in turn from the first until the last board. From then on each player operates the clock as soon as he has made his move. Opponents do not have to wait until the expert arrives at their board.

10. Removal of pieces
Pieces removed from the board must be put in their box or removed from the arena.

11. Advice and conversation
Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

12. Dispute about number of moves played
If there is a dispute about the number of moves played in a particular game whilst play is still going on the other boards, this dispute must be settled between a referee and the opponent well away from the playing area.

13. Request for the referee
The opponent is the only one who is responsible for a correct notation. If the expert was misled about the number of moves made at the moment that his flag falls, the game will be declared lost for his opponent.

14. Dispute and correction
Any dispute about moves must be resolved in the opponent's time. Unless he is correct in which case the referee will put his clock back to where it was when the dispute arose.

15. Finished games
Any opponent who has finished his game must leave the arena immediately. His place may be taken by an other player, thus reducing the distance the expert has to walk.

16. Temporary absence of a player.
Any opponent who absents himself from his board when he has made his move should put the notation form at the other side of the table, readable for the expert and the referee.

17. Differences in number of pieces.
A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

18. Performance
The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

19. Referees
Refereeing should be done by a Main Referee together with as many assistants as he requires on the basis of one official to 20 competitors.

20. Infringements
Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the perpetrator.

C. REGULATIONS FOR BLINDFOLD SIMULTANEOUS MATCHES

1. Definition
A blindfold simultaneous match consists of one player called the 'expert' who plays a certain number of games without seeing any board with several opponents all at the same time.

2. Conditions
The expert must either be blindfolded or be in a position where he cannot see any of the opponents' boards and has no board himself. He may also be installed in another room.

3. Communication
The expert communicates his moves to opponents via an intermediary, and vice versa.

2. Rules of the game
The official FMJD rules for International Draughts must be observed, except for the modification cited in the articles 14, 15 and 18 below.

3. Rules for the competition
The official FMJD competition regulations must be observed, except as regards the use of clocks and with the modifications and exceptions given in these regulations..

6. Playing area
The playing tables must be arranged in a square or a circle. The inner area is reserved for the referees. The opponents sit on the outer side of the tables.

7. Compulsory Recording
The opponents must record the games. The recording forms must be visible at all times for the referees.

8. Procedure
The expert may choose the colour he wishes to play with on every board. The referee circulates from one board to the next for each move, always in the same direction he has chosen from the start. The tempo is imposed by the expert. Every move at every board the referee or the expert announces the name of the opponent or the board number as agreed beforehand with the expert. ~~The referee announces the move made by the opponent and the expert announces his move which is then executed on the board by the referee~~. <u>The referee</u>

announces the move made by the opponent and the expert announces his move which is then repeated by the referee. Only when the move is repeated by the referee and not immediately corrected by the expert the move is considered to be completed and is executed on the board by the referee. Directly after the referee has repeated the move the expert still has the right to correct his move.

9. Touching the pieces
It is absolutely forbidden to move or touch the pieces at any board when the referee is not present at that board.

10. Obligation to Move
Each opponent must make a move as soon as the referee arrives at his board.

11. Exchanges and combinations
If after the expert has moved an opponent has only one legal move than that move must be made immediately. Otherwise the opponent must wait until the expert comes round again.

12. Removal of pieces
Pieces removed from the board must be put in their box or removed from the arena.

13. Advice and conversation
Each opponent must play individually. He is forbidden to ask for or receive advice on the game in progress. He is forbidden to speak to the people around him.

14. Temporary absence of a player
Any opponent who absents himself from his board at the moment that the referee arrives at his board is deemed to have resigned. In special circumstances, to be discussed with the expert, the player is allowed not to be present. He should have made his move and put the notation form at the other side of the table, readable for the referee. If his move is irregular the opponent is deemed to have resigned.

15. Differences in number of pieces.
A game will be declared lost for any player who has two pieces less than his opponent and no king. He will be asked to resign unless he can demonstrate that his position is not lost.

17. Performance
The performance of the expert is better if the number and strength of his opponents and the result is higher. Annex 11 describes the recognition of performances and records.

18. Referees
Refereeing should be done by a Main Referee together with as many assistants as required.

19. Infringements
Infringements of the regulations must be dealt with by the referees. Serious or repeated infringements may lead to disqualification of the perpetrator. This holds also for the expert. If he repeatedly makes illegal or impossible moves the game will be declared lost for him.
The maximum number of errors allowed is the total number of opponents divided by 4 rounded up to the nearest integer value.

If the expert makes more than 2 errors in one game or more than ~~5 errors~~ the maximum number of errors allowed in the total simultaneous match the game where the error occurs will be declared lost for him.
An illegal move has to be replaced by a legal move by the expert. Contrary to annex 1, article 3.11 the expert is not obliged to play the "touched" piece.
If the expert makes an impossible move the referee will inform him about the status of the two fields on the board related to this move. He will inform him about the status of the field from where the impossible move is made and about the field to which the impossible move is made.
When it is clear that the expert is thinking to be playing at another board he may correct the move without it being considered an error.
When the expert makes a "notation error" (e.g. giving the notation of a move as if he was playing with black instead of white) this is not considered to be an error.