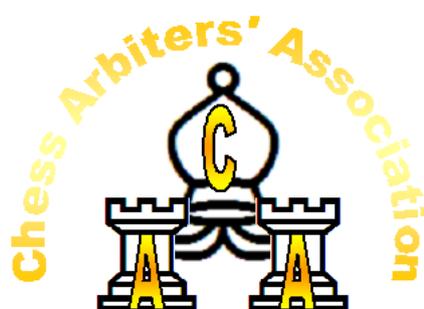


FIDE LAWS OF CHESS

With comments and
advice



FIDE LAWS of CHESS

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LAWS OF CHESS

The Laws of Chess is broken into 5 parts:

- **Preface:** This outlines the basic principles which should be applied when making decisions on the application of the Laws
- **Basic Rules of Play:** This gives the moves of the pieces and how to finish a game. This is the part of the Laws which would apply to the social chess payer.
- **Competition Rules:** These explain what should happen in tournament play where clocks will be used. This part formalises how players should behave when games are more than just 'friendlies'. The role of the Arbiter is also explained in this section.
- **Appendices:** This section covers special Laws for Rapidplay and Blitz games as well as Quickplay finishes where there is no Arbiter present. How to record games and special rules for games with visually handicapped players are explained.
- **Guidelines on Adjournments:** Unfinished games are now unusual. This section explains what to do when they occur.

There now follows the Laws of Chess as they will apply from 1st July 2009. Comments are given like this *{in parenthesis and italics}*.

FIDE Laws of Chess cover over-the-board play.

The English text is the authentic version of the Laws of Chess, which was adopted at the 79th FIDE Congress at Dresden (Germany), November 2008, coming into force on 1 July 2009.

In these Laws the words 'he', 'him' and 'his' include 'she' and 'her'.

PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

FIDE appeals to all chess players and federations to accept this view.

A member federation is free to introduce more detailed rules provided they:

- a. do not conflict in any way with the official FIDE Laws of Chess, and
- b. are limited to the territory of the federation concerned, and
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

{It is correctly stated that the Laws cannot cover every situation. Good Arbiters do not want Laws which are overly prescriptive, preferring to make the punishment fit the crime. Having said this however, FIDE seem to be removing this discretion with some recent rule changes which many arbiters (and players) think should be in specific 'tournament rules' rather than the Laws of Chess. Examples of this are the telephone ringing rule (which

*many feel is Draconian if the phone rings early in a session) and the attempt to enforce a default time of 0 minutes for all games.
It should be noted that a Federation can introduce its own rules provided they do not conflict with the official Laws and do not apply to FIDE rated events.}*

BASIC RULES OF PLAY

{Articles 1 to 3 define the object of the game, the layout of the pieces and the moves of the pieces. Article 4 describes how to move the pieces and the touch move rule. Article 5 explains the ways in which a game can be won or drawn.

Article 1.3 is worth highlighting as it states that if neither player can win then the game is automatically a draw. The arbiter can therefore step in, when neither player has mating material or there is a blocked position where neither player can make progress, to declare a draw.}

Article 1: The nature and objectives of the game of chess

- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- 1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

Article 2: The initial position of the pieces on the chessboard

- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).
The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- 2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king	usually indicated by the symbol
A white queen	usually indicated by the symbol
Two white rooks	usually indicated by the symbol
Two white bishops	usually indicated by the symbol



Two white knights	usually indicated by the symbol
Eight white pawns	usually indicated by the symbol
A black king	usually indicated by the symbol
A black queen	usually indicated by the symbol
Two black rooks	usually indicated by the symbol
Two black bishops	usually indicated by the symbol
Two black knights	usually indicated by the symbol
Eight black pawns	usually indicated by the symbol



2.3 The initial position of the pieces on the chessboard is as follows:



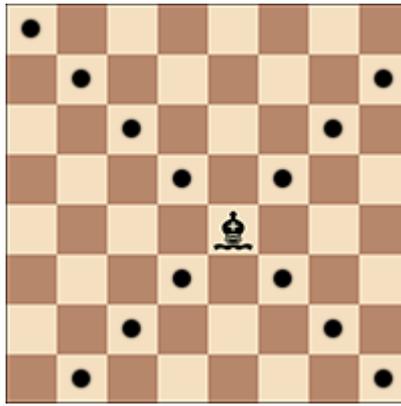
2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

Article 3: The moves of the pieces

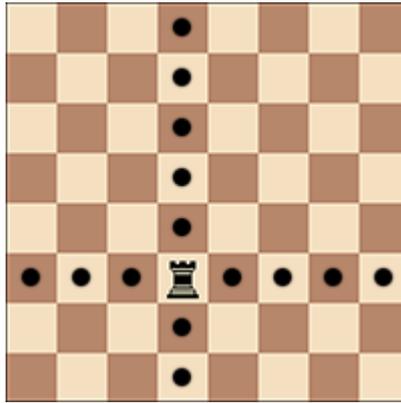
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8.

A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

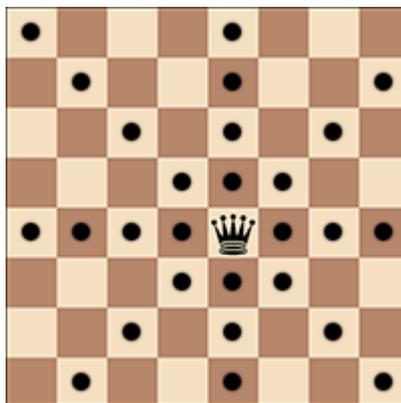
3.2 The bishop may move to any square along a diagonal on which it stands.



3.3 The rook may move to any square along the file or the rank on which it stands.



3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

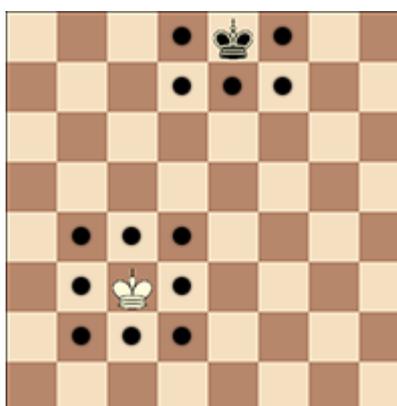


3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.

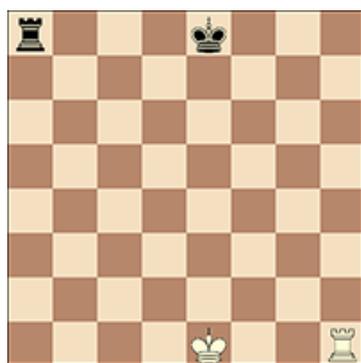
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

{Article 3.7 (e) Note that it is the player's responsibility to exchange the pawn for a piece when promoting. The correct procedure is to advance the pawn and then replace it with a piece of the same colour. If the player pushes the pawn but restarts the opponent's clock before promoting then an illegal move has been played. The player should not ask the opponent to promote for him. Not only could this be seen as distracting the opponent but could lead to problems in situations where the opponent puts on the queen and announces stalemate!! The original player could claim that he had not made that move. The player may change his mind about which piece will replace the pawn until a piece touches the board; after which the player loses the right to select another piece. Similarly, if a player puts on the replacement piece before advancing the pawn then that is the piece it must be promoted to.}

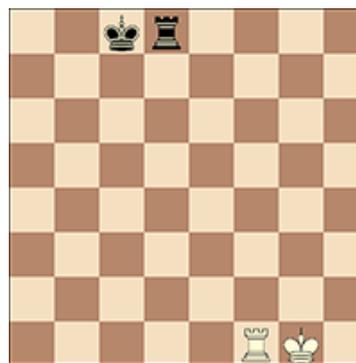
- 3.8 a. There are two different ways of moving the king:
by moving to any adjoining square not attacked by one or more of the opponent's pieces



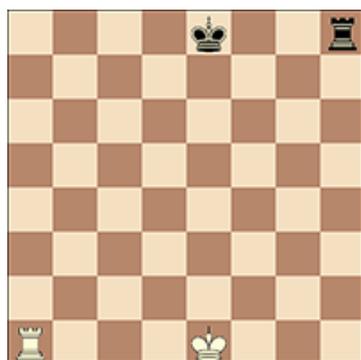
or by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



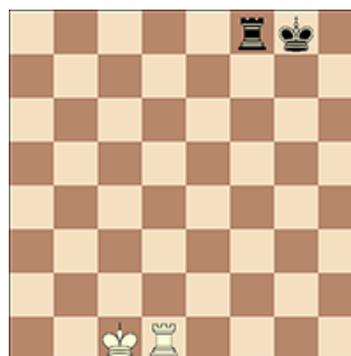
*Before white kingside castling
Before black queenside castling*



*After white kingside castling
After black queenside castling*



*Before white queenside castling
Before black kingside castling*



*After white queenside castling
After black kingside castling*

- b. (1) The right to castle has been lost:
 - [a] if the king has already moved, or
 - [b] with a rook that has already moved.
- (2) Castling is prevented temporarily:
 - [a] if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
 - [b] if there is any piece between the king and the rook with which castling is to be effected.

{Article 3.8 deals with castling. Please note that castling is a king move. If a player tries to castle and it is found to be illegal then the player must make a king move that is legal. If there is no legal move of the king the player is free to make any move – he is not obliged to move the rook (see 4.4)}.

3.9 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

Article 4: The act of moving the pieces

- 4.1 Each move must be made with one hand only.
- 4.2 Provided that he first expresses his intention (for example by saying „j’adoube“ or “I adjust”), the player having the move may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:
 - a. one or more of his own pieces, he must move the first piece touched which can be moved
 - b. one or more of his opponent’s pieces, he must capture the first piece touched which can be captured
 - c. one piece of each colour, he must capture the opponent’s piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player’s own piece or his opponent’s was

touched first, the player's own piece shall be considered to have been touched before his opponent's.

{Article 4.3 Note the inclusion of the word 'deliberately'. If a player's hand accidentally brushes a piece then the player is not obliged to move it. If a player claims that he said he was going to adjust the piece (see 4.2) but the opponent did not hear then his word should normally be taken [unless this is a frequent occurrence with the player]. The player should be warned that he should in future make sure that his opponent is aware that he is adjusting the piece.

When making a capture a player lifts his piece and taps the opponent's piece that he intends to take with it. Realising that this will lose, the player tries to claim that he did not touch the piece. This would normally be seen as deliberately touching the piece.

Often a player fails to realise he is in check and makes another move. If the piece moved illegally can stop the check (by blocking or capturing) then the arbiter must ensure that it does so as the player's move.

A more difficult situation is where a player lifts a piece and moves it to a square which it cannot go to and then claims he meant to move an adjacent piece to that square. The arbiter must then weigh up whether the original piece was deliberately touched or not.

In normal games the arbiter must always enforce the touch move whether asked to do so or not.}

- 4.4 If a player having the move:
- a. deliberately touches his king and rook he must castle on that side if it is legal to do so
 - b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
 - c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
 - d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

{Article 4.4 (b) If the rook is touched first then castling is not permitted and a rook move should be made. (c) should be unlikely as all moves should be made with only one hand.}

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:

- a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand
- b. in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal

- c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.

- 4.7 A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.

{Article 4.7 Some arbiters interpret this as meaning that they should only enforce touch move if requested. This is not the case. However there are often situations where the arbiter is not quite 100% sure that a piece has been touched. Here the arbiter should not step in unless requested.}

Article 5: The completion of the game

- 5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.
- b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

{Article 5.1 gives the two ways that 'normal' games end in victory. The tournament rules give the possibility of other ways of winning.

Article 5.1 (b) If a player believes he has been checkmated and subsequently, during the post mortem for example, discovers that he was not then that player is deemed to have resigned.}

- 5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.
- b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
- d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)
- e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

{Article 5.2 (c) Some tournament rules prevent draw offers either at all or before a specified number of moves (see 9.1) without the agreement of the arbiter.

Article 5.2 (d) If a player accepts a 'draw by repetition' claim and subsequently discovers that the claim was incorrect then the draw still stands. The player would be deemed to

have agreed to the draw. The rules do not cover what happens if this incident was before the allowed prescribed number of moves for a draw offer!

Article 5.2 (e) This article is wrongly assumed by some players only to apply in the endgame. It is relevant throughout the game.}

COMPETITION RULES

{Articles 6 -14 apply to tournament chess so the Arbiter must be familiar with these.}

Article 6: The chess clock

{Article 6 This article applies to both analogue and digital clocks and as such can appear overly complicated. Future editions of the Laws may remove analogue clocks to an appendix.}

- 6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.
'Clock' in the Laws of Chess, means one of the two time displays.
Each time display has a 'flag'.
'Flag fall' means the expiration of the allotted time for a player.
- 6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode.
In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.
- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.

{Article 6.3 means that the Arbiter or the players must confirm that the specified number of moves (or more) have been reached. If this is not the case then the player whose flag has fallen has lost (Art 6.9). The players must also complete their scoresheets if necessary. If both players have failed to record all the moves then the clocks are stopped until this is done. If only one player has failed to keep score then his scoresheet must be brought up to date in his own time. This is usually no problem if it is the White player who is behind as his clock just remains running. If it is the Black player who has not recorded then White should be given the opportunity to play before Black is required to update the scoresheet. The opponent's scoresheet or the Arbiter's can be used for this. However, Black will often take White's scoresheet to update his own. Technically this is disturbing the opponent but most Arbiters would only step in if White objected. Digital clocks may incorrectly show a loss on time because players did not press the clock after every move. This can be annoying and a move counter feature is often disabled because of this.}

- 6.4 Before the start of the game the arbiter decides where the chess clock is placed.

{Article 6.4 gives the Arbiter the right to decide on clock placement. The clock must be visible to the Arbiter so that it can be checked to ensure it is working properly and for flag falls where necessary. It is normal to place the clock on White's left hand side and to have the room set up accordingly. If a clock has to be placed on the other side then it is normally to turn the board round rather than having the clock facing in the opposite direction. Some Arbiters will allow Black to determine the clock position in blitz games.}

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

{Article 6.5 determines that the White clock is started at the beginning of the session regardless of who is present. Normally therefore only White is penalised (see 6.6b).}

- 6.6
- a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.
 - b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

{Article 6.6 (a) sets the default time as 0 minutes unless the tournament rules say otherwise. In Great Britain the National Associations have said that this default time is automatically amended to 30 minutes for normal games and 10 minutes for Rapidplay games unless the entry form says otherwise. 6.6 (b) gives the Arbiter/Tournament Organiser discretion over the allocation of the time elapsed before either player is present. The actual start time, rather than the scheduled start time should now be used to determine if a player has defaulted.}

- 6.7
- a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)
The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
 - b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
 - c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
 - d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.

{Article 6.7 (a) This states that the player must always be allowed to stop his clock. There are various reasons for this Law. Firstly, where incremental times are used, the clock

must be stopped for these to be added. Secondly, it ensures the move counter is accurate (which may be important if extra time is added on when a further time control is reached. Additionally, it stops arguments in a time scramble. Even if the opponent has replied before the player has stopped the clock he may still stop his own and start the opponent's. Indeed this is likely to cause the opponent to lose more time than if he had waited and played properly.

The second part of this Law also means that a player, who on playing the last move of the time control, loses if the clock is not stopped before the flag falls.

Article 6.7 (b) states that the clock must be pressed with the same hand as the move was made. This prevents players not allowing the opponent from stopping his clock. It also stops the player stopping his clock before making his move which was not uncommon.

Players often forget this rule. A quiet word at the end of the game is often enough.

However, if you feel that the player was doing it deliberately to gain time then the player should initially be warned and subsequently the opponent should be given additional time.

Article 6.7 (c) Abuse of the clock can be a serious matter. 'Thumping' the clock can be distracting to others. It also does the clock no good and in digitals could dislodge the batteries at a critical point in the game. Such action should be stopped.

Article 6.7 (d) There are several reasons why a clock cannot be pressed by the player.

One may be due to an injury another could be for religious reasons. In either case the player should not be overly penalised for this. The time deducted should be no more than a few minutes if anything is deducted at all.}

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

{Article 6.8 The Arbiter should try to be present when a flag falls. This is not always possible. If the players fail to call flag fall until both flags are down then 6.11 should be applied. The fact that one clock has used more time than the other cannot be used as proof that the time on that clock expired first.}

6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

{Article 6.9 A player's whose flag has fallen has not automatically lost even if the required number of moves have not been made. If the position is blocked for example then a draw will be given. A player with king and rook will be given a loss against a player with king and knight because there is a series of legal moves which would lead to mate by the knight, no matter how unlikely this is to occur.}

- 6.10
- a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
 - b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.

{Article 6.10 (a) With analogue clocks it is unusual to have both sides of the clock faulty so any discrepancy in the total time used is likely to be attributable to one clock only. But be aware that this is not always the case.

Examples of possible faults are

- *clock not going - Often the clock simply needs wound and this is a useful first course of action.*
- *both clocks going – subtract time from the errant clock to equal total amount used.*
- *jammed hands – the minute hand can catch on the hour hand or the flag*
- *loose hands – it is not too uncommon for a minute hand to slip towards the 6*
- *spring unwound – normally noticed when trying to rewind as the mainspring will not tighten*
- *flag not picked up as minute hand approaches 12*
- *flag stuck in 'up' position after minute hand clearly past – tapping the bottom of the clock rather than the top can free the flag*
- *flag falling 'too soon'. This can be difficult. If when the clock is turned upside down the flag catches on the minute hand this is usually acceptable evidence that the flag fell before the minute hand reached the end of the flag and the game should continue. If the flag swings freely then the loss on time should be given.*

It can also be difficult to decide which side of the clock is at fault within an acceptable time frame. You cannot accurately time both clocks to see which one is running slow for example.

When adding time to clocks the arbiter must use his common sense. The arbiter should be careful not to overly penalise a player for something which is not that persons fault so if adding on time a player should not be left with less than 1 minute for each move until the time control.

Where there is a total failure of the clock(usually with digitals) the arbiter may wish to look at the players' scoresheets to see if one or other has been recording the times. This may well give a starting point for your considerations.

Clock setting alterations should not put unfair burdens on the players but neither should it adversely affect the running of the tournament.

Article 6.10 (b) would apply where the wrong setting has been given to digital clocks. For this reason players should be strongly discouraged from doing anything other than elementary resetting of the clock.}

- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
- a. the game shall continue if it happens in any period of the game except the last period
 - b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.

{Article 6.11 (a) If the game continues into the quickplay section then there is no problem with the game continuing. If there is another session of, say, 20 moves in 1 hour following 40 moves in 2hours then it may be advisable to inform the players that they must still reach move 60 by the next time control and not 20 moves on from where they are.}

- 6.12
- a. If the game needs to be interrupted, the arbiter shall stop the clocks.
 - b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
 - c. The arbiter shall decide when the game is to be restarted in either case.
 - d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the

player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.

{Article 6.12 (a) If a fire alarm rings or there is a lighting failure then the arbiter should announce the suspension of play. "Please pause all clocks" is a useful announcement to make. Try to avoid saying "Stop all clocks" as players have been known to switch them off in that situation. Obviously in the case of a fire alarm the players should be instructed to leave the building. If you have a power cut and there are blind players it is worth explaining to them why the announcement has been made!}

Article 6.12 (b) Another case where the clock should be stopped is when a piece has been displaced. Restarting the opponent's clock (a common practice when using analogue clocks) can cause havoc with digitals in incremental mode and should be discouraged.

Article 6.12 (d) This rule can prevent gamesmanship such as stopping the clocks to seek an arbiter when short of time.}

6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

{Article 6.14 The Arbiter may however consider such additional information when considering a 10.2 (quickplay finish) claim regarding a player not trying to win by normal means. Players often ask friends to record during a time scramble. This is permissible provided it is done out of sight of the player and no information regarding the number of moves played is conveyed.}

Article 7: Irregularities

- 7.1
- a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
 - b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

Article 7.1 the phrase 'during a game' includes games sent for adjudication or adjourned. It does not include games which have been sent to an arbiter for a decision under Appendix D Quickplay finishes where no arbiter is present. These games are deemed to have concluded.}

{Article 7.1 (a) If the illegal position is not discovered for quite some time this could affect the start of future rounds. It is advisable for arbiters, particularly in junior and lower rated events to check the positioning of the kings and queens before the start of play to avoid any such problems.}

Article 7.1 (b) If the board is the wrong way round and the queen is on its own colour then this is dealt with in Article 7.1 (a) and not this one.}

7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

{Article 7.2 Unless this problem is discovered within the first few minutes it is normal for the game to continue. It is up to the arbiter to decide whether the pairing cards/computer should be altered accordingly (most Arbiters would do so).}

7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

{Article 7.3 If a player knocks over a piece when making a move then that player should replace the piece before starting the opponent's clock; if this is not done it has been common practice for the opponent to restart the player's clock until he has done so. However, if the clocks are using an incremental time control, both players will gain time if this is done. The arbiter should be involved in this situation. Displacing pieces normally only causes problems during time scrambles. The Arbiter may consider giving extra time to the disturbed player.}

7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

{Article 7.4 If present the Arbiter should step in immediately to avoid escalation of the situation. Spectators should bring the situation to the Arbiter's attention and not to the players. It is preferable that the Arbiter supervises any reconstruction, both to establish, as far as possible, the correct sequence of events and to ensure that the players do not exceed acceptable noise levels.

If the illegal move was caused by a failure to get out of check the Arbiter should ensure that the touched piece is moved if possible to block the check or capture the attacking piece.}

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.

{Article 7.5 If present the Arbiter should step in immediately to avoid escalation of the situation. Spectators should bring the situation to the Arbiter's attention and not to the players. It is preferable that the Arbiter supervises any reconstruction, both to establish, as far as possible, the correct sequence of events and to ensure that the players do not exceed acceptable noise levels.}

Article 8: The recording of the moves

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.

It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.

A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)

If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

{Article 8.1 makes the use of Descriptive Notation illegal. The nature of the event and age of the participant may determine what action, if any, is taken.

Also illegal is the habit of using algebraic in a foreign language e.g. German. This is only allowed if that is the normal language of the player or the language of the area where the event is held.

Many players still record the move before playing it, this is not allowed. A quiet word with the player after the game (or on a complaint by the opponent) is often enough. Should the player be constantly doing this and altering the move then this is equivalent to using written notes and should be punished more severely.

Players often complain that this rule is stupid but an advantage of it is that the Arbiter knows immediately if a player is 'blitzing'. Before this rule the arbiter would need to wait an additional move before being certain that the player was not recording in the correct way.

If a player is failing to record, a tap on the scoresheet is often enough to jog their memory. If a player is unable to record, an acceptable assistant may be used. The player's time available may be reduced by a small amount.}

8.2 The scoresheet shall be visible to the arbiter throughout the game.

{Article 8.2 The scoresheet must be visible to the Arbiter during the game. It does not have to be visible to the opponent. It is normally deemed acceptable to put a barrier (often the player's hand) between the scoresheet and the opponent. This may make it more difficult for the Arbiter. Normally the Arbiter should be able to see the number of moves played if standing to the side or to the rear of the player. Putting a hand over the moves would therefore not be acceptable nor would putting the scoresheet on the player's knee under the table.}

8.3 The scoresheets are the property of the organisers of the event.

{Article 8.3 Some players try to prevent their opponent using their scoresheet to complete or correct a scoresheet. Provided it is the opponent's turn to move the Arbiter can insist on the scoresheet being made available as it does not belong to the player. There are also copyright issues but these are beyond the scope of this document.}

- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

{Article 8.4 This legislates for a player who, having less than 5 minutes, stopped recording and was subsequently awarded extra time, thus taking them above the 5 minute mark; this player does not have to try to fill in the missing moves before continuing.

Note that the Law says LESS than 5 minutes. Some players stop recording when a digital clocks show 5 minutes which depending on the type of clock and setting could mean 5 minutes 59 seconds remain. They should only stop recording when the clock shows 4 minutes 59 seconds.

The Arbiter must ensure that a player continues to record whilst appropriate.

After a flagfall it is normal for the player to update his scoresheet on his own move.}

- 8.5
- a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
 - b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.
 - c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.

- 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

{Article 8.6 Often when reconstructing there is disagreement over the number of times a position has been repeated. This can be a difficult situation for the Arbiter and emphasises the importance of being there to record time scrambles. In the absence of the arbiter it is normal to give the player the benefit of the doubt over the number of moves made.

Where both players have agreed that the time control has been reached but not on how many moves have been played the smaller number of agreed moves is to be taken.}

- 8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

{Article 8.7 As few tournaments use duplicate scoresheets often the result is handed in on a slip. Strictly speaking the players should sign the slip only at the end of the game but often the names are entered before play has even started. If a wrong result is handed in the arbiter can insist on that result standing, though normally the result will be corrected.}

Article 9: The drawn game

- 9.1 a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
- b. If the rules of a competition allow a draw agreement the following apply:
- (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
 - (2) The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)
 - (3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

{Article 9.1 (a) This is a new addition to the Laws and allows tournament organisers the opportunity of preventing 'quick' or 'Grandmaster' draws.

Article 9.1 (b) (1) explains the procedure for offering a draw. Note that if a draw offer is made by a player before making a move the opponent is entitled to wait for the move to be played before accepting or declining. The draw offer cannot be withdrawn. This article also makes it illegal to offer a conditional draw. These were common when adjournments took place where a player might say "If you have sealed then I offer a draw". This could be seen as a method of getting information about the sealed move.

Article 9.1 (b) (2) Many players do not record the offer of a draw but it can be helpful to an arbiter if this is done. If a player claims that his opponent is distracting him by constantly offering draws but he has not noted this on the scoresheet then that greatly weakens the claim.

Article 9.1 (b) (3) This can often save the arbiter some work. Many players do not realise that a claim under 10.2 or indeed repetition is also a draw offer. It is good practice for an arbiter to ask the opponent if he accepts the draw offer before doing anything else. It is surprising how often this ends the game.}

- 9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):
- a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
 - b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.

Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

{Article 9.2 It is important that the arbiter establishes which player is to move. Often incorrect draw claims are made because the player has made the move and therefore loses the right to claim. A player who has sealed his move has also lost the right to claim.}

- 9.3 The game is drawn, upon a correct claim by the player having the move, if:
- a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
 - b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

{Article 9.3 Comments as for 9.2}

9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

- 9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.
- a. If the claim is found to be correct, the game is immediately drawn.
 - b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.

{Article 9.5 (b) The time penalty for an incorrect claim is now an additional three minutes given to the opponent. This greatly simplifies the time penalty.}

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

{Article 9.6 This is a restatement of Article 1.3}

Article 10: Quickplay Finish

- 10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.
- 10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)
- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
 - b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.

- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.
- d. The decision of the arbiter shall be final relating to (a), (b) and (c).

{Article 10.2 This is the Law which causes most problems. It is good practice for the arbiter to ask the opponent of the player making the claim if the draw offer is accepted. This can result in the draw being agreed. It can also be beneficial for the Arbiter to establish the reason for the claim being made i.e. is the player claiming that the opponent cannot win or that he is making no effort to win (other than on time). It is common for the Arbiter to allow play to continue. If the person who has declined the draw offer subsequently loses then they have no-one to blame but themselves. The Arbiter may award a draw after a flag fall but only if it is the person who made the claim whose flag has fallen. It is unusual for the Arbiter to award the opponent the extra two minutes which the rules allow. Note that the Arbiter may penalise the claimant for stopping the clock if it is judged that the claim was made only to gain extra thinking time. The Laws do not allow for the arbiter's decision to be appealed against in this situation so it is in the Arbiter's best interest to be sure of the decision made, possibly after consultation.}

Article 11: Points

- 11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (½).

{Article 11. 1 This gives the organiser the opportunity of introducing a different points system e.g. 3 points for a win and 1pt for a draw. If such a system is used it must be announced in advance.}

Article 12: The conduct of the players

- 12.1 The players shall take no action that will bring the game of chess into disrepute.

{Article 12.1 This is a vague Law and should be applied with discretion.}

- 12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.

{Article 12.2 With many buildings and campuses being no smoking throughout the Arbiter may have to declare car parks and adjacent streets as part of the playing venue. Note that there is a difference between the playing venue and the playing area which will normally be the hall in which games take place.}

- 12.3 a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard.

- b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.
- c. Smoking is permitted only in the section of the venue designated by the arbiter .

{Article 12.3 (a) Players who use scorebooks are open to accusations of referring back to previous games. For this reason some events ban their use.

Article 12.3 (b) The 'infamous' mobile phones rule. Most arbiters will allow a player to have a mobile phone on in silent mode provided there is a good reason for it (sick relative, on call, etc) and the arbiter has been informed in advance. Many players seem to think that a phone in silent mode is 'off'. This is not the case. If the phone makes a sound the player loses and the opponent wins unless the opponent could not possibly win in which case the opponent is given a draw.}

- 12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.
- 12.5 Players who have finished their games shall be considered to be spectators.
- 12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

{Article 12.6 now recognises introducing a source of noise into the playing area as a way of distracting opponents. Arbiters could therefore insist that noisy shoes are removed before entering the playing hall. This rule would also apply to the key/change janglers who so annoy particular players.}

- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

{Article 12.8 Persistent refusal to obey the Laws shall lead to the loss of the game. This implies that several offences must be committed or the same offence repeated several times before a loss is given. Obviously the Arbiter has some discretion and a serious offence may be penalised in this way without it being persistent (13.4(d)).}

- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.
- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter.
Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.

{Article 12.10 States that other than for the quickplay finish (10.2 and Appendix D) the decision of an arbiter can be appealed unless the tournament rules state otherwise. If they don't (and many entry forms do state that the decision of the Arbiter is final) then an Appeals Committee should be formed.}

Article 13: The role of the Arbiter (See Preface)

13.1 The arbiter shall see that the Laws of Chess are strictly observed.

13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

{Article 13.2 Often players do not understand that the Arbiter is working in the best interests of the event and do not appreciate the disturbance they are causing through talking or whatever.}

13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.

{Article 13.3 indicates to the Arbiter that there should be a presence during play, particularly at time controls. Even with digitals it is still important to do regular clock checks.}

13.4 The arbiter can apply one or more of the following penalties:

- a. warning
- b. increasing the remaining time of the opponent
- c. reducing the remaining time of the offending player
- d. declaring the game to be lost
- e. reducing the points scored in the game by the offending party
- f. increasing the points scored in the game by the opponent to the maximum available for that game
- g. expulsion from the event.

{Article 13.4 lists the sanctions that an Arbiter can impose. These are in increasing level of severity.}

13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.

{Article 13.6 This gives restrictions on the role of the Arbiter. It can be difficult when a player asks you to confirm that the required number of moves have been played and you cannot say. Even more frustrating is the situation which arises from time to time when the players in the game you are watching have reached the time control but another board

hasn't. You cannot leave the first board to watch the second as this would be seen as giving advice.}

- 13.7 a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he may inform only the arbiter.
- b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.

{Article 13.7 (a) Spectators calling flag fall in a blitz game is probably the most serious problem that an Arbiter will come across in normal circumstances. Expelling the spectator does not solve the problem of what to do with the game which has been prematurely ended. There may be no ideal solution in these circumstances. It may well be that giving one player the win and the other the draw is the least bad option in that situation. Article 13.7 (b) increases the ban on phones throughout the playing venue and surrounding areas as designated. This is obviously impossible to police and enforce with venue staff etc.}

Article 14: FIDE

- 14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

{Article 14.1 In any FIDE rated event a note on any problems must be made. In addition national federations may ask for clarification on the Laws.}

APPENDICES

A. Rapidplay

A.1 A 'Rapidplay' game is one where either all the moves must be made in a fixed time of at least 15 minutes but less than 60 minutes for each player; or the time allotted + 60 times any increment is at least 15 minutes, but less than 60 minutes for each player.

{App A.1 If a game lasts for 1 hour or more then the normal Laws of Chess apply. If the game is less than 15 minutes then Blitz rules apply.}

A.2 Players do not need to record the moves.

{App A.2 Players may record if they wish. With no record of the game claims of draws by repetition or under the 50 move rule are difficult to prove and will usually fail. If an arbiter is able to be present then they may be able to verify such a claim.}

A.3 Where there is adequate supervision of play, (for example one arbiter for at most three games) the Competition Rules shall apply.

{App A.3 is a new rule. It will apply to top tournaments and perhaps play-offs in other events and is designed to prevent situations such as occurred when a totally drawn position had to be given as a loss on time because there is no provision to claim a draw. The supervision must apply from the start of the game. It would be ludicrous for the conditions of the game to change simply because other games had finished first.}

A.4 Where supervision is inadequate the Competition Rules shall apply, except where they are overridden by the following Laws of Rapidplay:

- a. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.
- b. The arbiter shall make a ruling according to Article 4 (The act of moving the pieces), only if requested to do so by one or both players.
- c. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim, shall the arbiter make a ruling. However, if both Kings are in check or the promotion of a pawn is not completed, the arbiter shall intervene, if possible.
- d.
 1. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall, but he may do so if both flags have fallen.
 2. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.
 3. If both flags have fallen as described in (1) and (2), the arbiter shall declare the game drawn.

{App A.4 The wording is not meant to be critical of situations where there are fewer Arbiters than the ratio of 1:3. This will be the normal situation and the special rules shall apply.}

App A.4 (c) Note that three illegal moves will still lose as Art 7.4 applies. The last sentence is an attempt to rectify illegal positions as opposed to illegal moves.

App A.4 (d) 1 may produce a problem if a spectator calls flag fall. The Arbiter must decide the best course of action regarding the outcome of the game.

App A.4 (d) 2 The Arbiter will not normally be involved if the opponent agrees that he has exceeded his time. However, a claim made for a win on time must be rejected if the player's own flag has fallen. And App A.4 (d) 3 will apply.

App A.4 (d) 3 allows the arbiter to declare the game drawn. This can ensure that the event remains on schedule where both players fail to notice flag fall – or one hopes to get mate before the opponent notices the flag-fall!!}

B. Blitz

B.1 A 'blitz' game' is one where all the moves must be made in a fixed time of less than 15 minutes for each player; or the allotted time + 60 times any increment is less than 15 minutes.

{App B.1 If the game has a duration of 15 minutes each then Rapidplay rules apply.}

B.2 Where there is adequate supervision of play, (one arbiter for one game) the Competition Rules and Appendix A.2 shall apply.

{App B.2 is a new rule. Where there is one or more arbiters to supervise the game the normal Laws shall apply.}

B.3 Where supervision is inadequate the following shall apply:

- a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.
- b. Article 10.2 and Appendix A.4.c do not apply.
- c. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before he has made his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves, then the claimant is entitled to claim a draw before he has made his own move. Once the opponent has made his own move, an illegal move cannot be corrected unless mutually agreed without intervention of an arbiter.

{App B.3 Under normal circumstances these special rules shall apply. Note that we require 1 arbiter per game, the reference in the Quickplay Rules to 1 arbiter to 3 games will never apply. These rules exclude a draw claim in the last two minutes. If an illegal move is spotted after another move has been played both players must agree before the move can be corrected. If one player objects to this the Arbiter must support that player.}

C. Algebraic notation

FIDE recognizes for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player about of this requirement.

Description of the Algebraic System

- C.1 In this description, 'piece' means a piece other than a pawn.
- C.2 Each piece is indicated by the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (In the case of the knight, for the sake of convenience, N is used.)
- C.3 For the first letter of the name of the pieces, each player is free to use the first letter of the name which is commonly used in his country. Examples: F=fou (French for bishop), L=loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- C.4 Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e5, d4, a5.
- C.5 The eight files (from the left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g, and h, respectively.
- C.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
- C.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

- C.8 Each move of a piece is indicated by a) the first letter of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.
- C.9 When a piece makes a capture, an x is inserted between a) the first letter of the name of the piece in question and b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1. When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, the square of arrival is given as the square on which the capturing pawn finally rests and 'e.p.' is appended to the notation. Example: exd6 e.p.
- C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

1. If both pieces are on the same rank: by a) the first letter of the name of the piece, b) the file of departure, and c) the square of arrival.
2. If both pieces are on the same file: by a) the first letter of the name of the piece, b) the rank of the square of departure, and c) the square of arrival.

If the pieces are on different ranks and files method 1) is preferred.

In the case of capture, an x may be inserted between b) and c).

Examples:

1. There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
2. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.
3. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

C.11 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by a) the letter of the file of departure, b) an x, c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.

C.12 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

C.13 The offer of a draw shall be marked as (=).

{ App C.13 This should be encouraged but few Arbiters would pull up a player for failing to do this. At most a quiet word at the end of the game should suffice. }

Essential abbreviations

O - O	= castling with rook h1 or rook h8 (kingside castling)
O - O - O	= castling with rook a1 or rook a8 (queenside castling)
x	= captures
+	= check
++or#	= checkmate
e.p.	= captures 'en passant'

It is not mandatory to record the check, the checkmate and capturing on the scoresheet.

Sample game:

1. e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6e.p. Nxd6 7. Bg5 Nc6 8. Qe3+3 Be7 9. Nbd2 O-O 10. O-O-O Re8 11. Kb1 (=)

{ App C.9 says that you should indicate a capture with an x in the algebraic notation. C.10 says you 'may' insert an x and the 'essential abbreviations' after C.13 recognises common practice and says that it is not mandatory to do this. }

D. Quickplay finishes where no arbiter is present in the venue

{Arbiters are often asked by Leagues etc to make decisions on claims submitted to the league controller. These can be more difficult, despite having no time constraints, than decisions made at the board.}

D.1 Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.

He may claim on the basis:

- a. that his opponent cannot win by normal means, and/or
- b. that his opponent has been making no effort to win by normal means.

In a) the player must write down the final position and his opponent verify it.

In b) the player must write down the final position and submit an up to date scoresheet. The opponent shall verify both the scoresheet and the final position.

The claim shall be referred to an arbiter whose decision shall be final.

E. Rules for play with Blind and Visually Handicapped

E.1 Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two boards, the sighted player using a normal board, the visually handicapped player using one specially constructed. The specially constructed board must meet the following requirements:

- a. at least 20 by 20 centimetres, and
- b. the black squares slightly raised, and
- c. a securing aperture in each square, and
- d. every piece provided with a peg that fits into the securing aperture, and
- e. pieces of Staunton design, the black pieces being specially marked.

E.2 The following regulations shall govern play:

1. The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters, algebraic.

A - Anna

B - Bella

C - Cesar

D - David

E - Eva

F - Felix

G - Gustav

H - Hector

Ranks from white to black shall receive the German numbers:

1 - eins

2 - zwei

3 - drei

- 4 - vier
- 5 - fuenf
- 6 - sechs
- 7 - sieben
- 8 - acht

Castling is announced "Lange Rochade" (German for long castling) and "Kurze Rochade" (German for short castling).

The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.

2. On the visually handicapped player's board a piece shall be considered 'touched' when it has been taken out of the securing aperture.
3. A move shall be considered 'executed' when:
 - a. in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move
 - b. a piece is placed into a different securing aperture
 - c. the move has been announced.Only then the opponent's clock shall be started.
As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.
4. A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:
 - a. a dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots, and
 - b. a flag which can be easily felt. Care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.
5. The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder.
6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
7. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the controller and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores.
8. If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clocks accordingly.
9. The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:
 - a. make either player's move on the board of the opponent
 - b. announce the moves of both players

- c. keep the game score of the visually handicapped player and start his opponent's clock (keeping point 3.c in mind)
 - d. inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players
 - e. claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces
 - f. carry out the necessary formalities in case the game is adjourned.
10. If the visually handicapped player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points 9.a and 9.b.

F. Chess960 Rules

{This is a totally new section to the Laws of Chess. Chess 960 is often called Fischer Chess or Random Chess. The 960 refers to the number of different starting positions possible.}

F.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as standard chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

F.2 Starting position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

- a. the king is placed somewhere between the two rooks, and
- b. the bishops are placed on opposite-colored squares, and
- c. the black pieces are placed equal-and-opposite to the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

F.3 Chess960 Castling Rules

a. Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess games rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.

b. How to castle

In Chess960, depending on the pre-castling position on the castling king and rook, the castling manoeuvre is performed by one of these four methods:

- 1. double-move castling: by on one turn making a move with the king and a move with the rook, or
- 2. transposition castling: by transposing the position of the king and the rook, or
- 3. king-move-only castling: by making only a move with the king, or
- 4. rook-move-only castling: by making only a move with the rook.

Recommendation

1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting to ending position, and then the king be placed on his final square.
2. After castling, the rook and king's final positions are exactly the same positions as they would be in standard chess.

Clarification

Thus, after c-side castling (notated as O-O-O and known as queen-side castling in orthodox chess), the King is on the c-square (c1 for White and c8 for Black) and the Rook is on the d-square (d1 for White and d8 for Black). After g-side castling (notated as O-O and known as king-side castling in orthodox chess), the King is on the g-square (g1 for White and g8 for Black) and the Rook is on the f-square (f1 for White and f8 for Black).

Notes

1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) do not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square), and all of the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and castling rook.
5. In some starting positions, some squares can stay filled during castling that would have to be vacant in standard chess. For example, after c-side castling (O-O-O), it's possible for to have a, b, and/or e still filled, and after g-side castling (O-O), it's possible to have e and/or h filled.

Guidelines in case a game needs to be adjourned

{Adjournments were once part of the main Laws but following their decline in popularity were relegated to an appendix. The latest version of the Laws further demotes them to guidance. Should the situation arise where an adjournment is needed these guidelines should be followed as if actual Laws.}

1. a. If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting his opponent's clock. Until he has stopped the clocks, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his scoresheet as his sealed move.
- b. A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.

{This describes the sequence of events in sealing a move. Because the player retains the right to change his move until the clocks are stopped, he must seal the envelope himself as the last stage of the process. Both scoresheets should be put in the envelope so that they cannot be altered and so that they are available in case of a dispute. Because clocks do not run exactly accurately, or may have had to be stopped previously, the arbiter has to add up the times shown on the clocks to make sure that the time control has been reached. Where incremental times are used adjournments are even more rare and calculating the elapsed time more difficult.}

2. The following shall be indicated upon the envelope:
 - a. the names of the players, and
 - b. the position immediately before the sealed move, and
 - c. the time used by each player, and
 - d. the name of the player who has sealed the move, and
 - e. the number of the sealed move, and
 - f. the offer of a draw, if the proposal is current, and
 - g. the date, time and venue of resumption of play.
3. The arbiter shall check the accuracy of the information on the envelope and is responsible for the safe-keeping of it.
4. If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.
5. Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.
6. If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

7. The envelope shall be opened only when the player who must reply to the sealed move is present.
8. Except in the cases mentioned in the Articles 5, 6.9 and 9.6, the game is lost by a player whose recording of his sealed move:
 - a. is ambiguous, or
 - b. is recorded such that its true significance is impossible to establish, or
 - c. is illegal.
9. If, at the agreed resumption time:
 - a. the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
 - b. the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
 - c. the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the absent player's arrival.
10. The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition specify or the arbiter decides otherwise).

However, if the player who made the sealed move is the late player, the game is decided otherwise, if:

 - a. the absent player has won the game by virtue of the fact that the sealed move is checkmate, or
 - b. the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard, or
 - c. the player present at the chessboard has lost the game according to Article 6.9.
11.
 - a. If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move makes the move he states he sealed on the chessboard.
 - b. If it is impossible to re-establish the position, the game is annulled and a new game must be played.
12. If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.
13. The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time and finishing time shall be announced in advance.