

Chess Arbiters' Association

FIDE Laws of Chess 2017



FIDE LAWS OF CHESS TAKING EFFECT FROM 1 JULY 2017

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INTRODUCTION

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

The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Chess (which were adopted at the 87th FIDE Congress at Baku, Azerbaijan) coming into force on 1 July 2017.

In these Laws the words 'he', 'him', and 'his' shall be considered to 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 regulated 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 a solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view.

A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess.

It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

Comment: 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.

The style of numbering has been changed from previous editions.

This version of the Laws requires some punishments to be declared in advance if they differ from the default values given in the Laws.

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 1.5 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 to declare a draw when neither player has mating material or there is a blocked position where neither player can make progress.

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 on a square board called a 'chessboard'.

1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.

1.3 A player is said to 'have the move' when his opponent's move has been 'made'.

1.4 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.

1.4.1 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 is not allowed.

1.4.2 The opponent whose king has been checkmated has lost the game.

1.5 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.2).

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 White has 16 light-coloured pieces (the 'white' pieces); Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:



A white king usually indicated by the symbol K



A white queen usually indicated by the symbol Q



Two white rooks usually indicated by the symbol R



Two white bishops usually indicated by the symbol B



Two white knights usually indicated by the symbol N



Eight white pawns usually indicated by the symbol



A black king usually indicated by the symbol K



A black queen usually indicated by the symbol Q



Two black rooks usually indicated by the symbol R



Two black bishops usually indicated by the symbol B



Two black knights usually indicated by the symbol N



Eight black pawns usually indicated by the symbol

Staunton Pieces



p Q K B N R

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'.

Particularly in junior events (but not exclusively) it is important that an arbiter checks the alignment of the board and position of the pieces before every round. It is common for kings and queens to be on the wrong squares and sometimes bishops and knights.

Article 3: The moves of the pieces

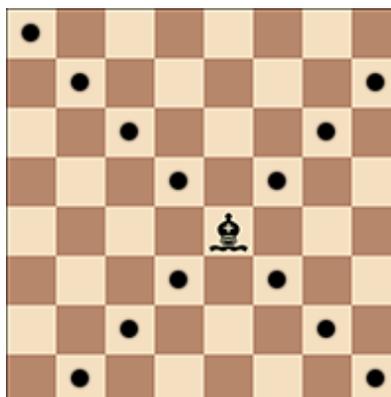
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

3.1.1 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.

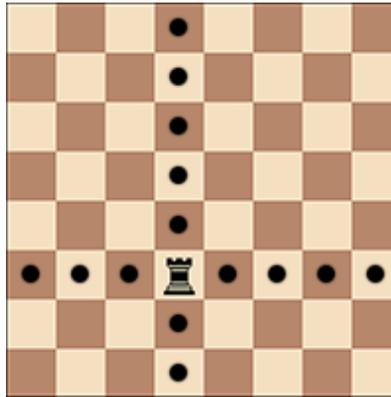
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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

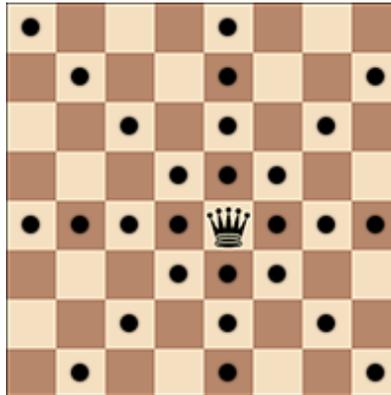
3.2 The bishop may move to any square along a diagonal on which it stands.



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

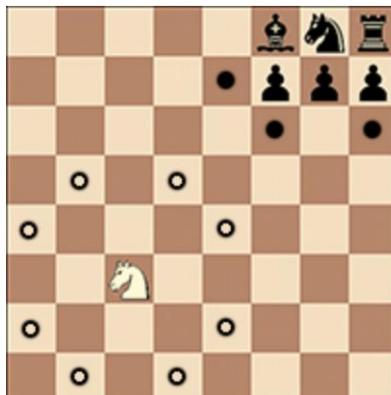


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

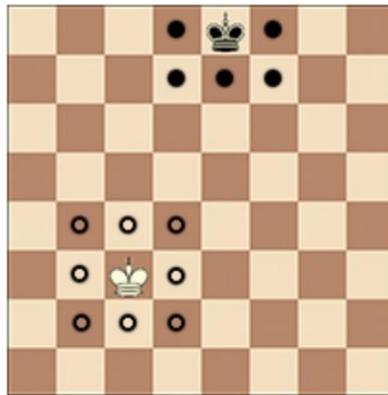
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



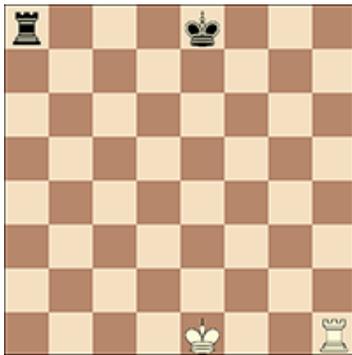
queen and announces stalemate!! The original player could claim that he had not made that move. The player may change his mind about which piece will replace the pawn until a piece touches the square of promotion; after which the player loses the right to select another piece. Similarly, if a player puts on the replacement piece before advancing the pawn then that is the piece it must be promoted to. Note that an upside-down rook placed on the board is not a queen but a rook. This applies even if the player names it as a queen.

See Article 4.6 for details on how promotion can be carried out.

- 3.8. There are two different ways of moving the king:
- 3.8.1 by moving to an adjoining square



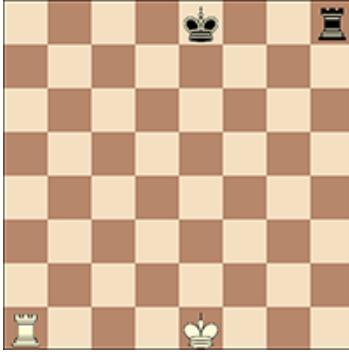
- 3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred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

- 3.8.2.1 The right to castle has been lost:
- 3.8.2.1.1 if the king has already moved, or
 - 3.8.2.1.2 with a rook that has already moved.
- 3.8.2.2 Castling is prevented temporarily:
- 3.8.2.2.1 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
 - 3.8.2.2.2 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 (but see 4.4.2).

3.9.1 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 the square occupied by the king because they would then leave or place their own king in check.

3.9.2 No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

3.10.1 A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.

3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9

3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

The definition of an illegal position covers only a very few situations. If one of the players has 2 white squared bishops and 8 pawns then the position is illegal. However, if he only has seven pawns the position could have come about by promotion (even if both players deny that happened!!) so may not be illegal. If both kings are in check then this is an illegal position as all the moves after the first check are not legal.

Article 4: The act of moving the pieces

4.1 Each move must be played with one hand only.

4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be

considered to be intent.

This wording is changed from the previous Laws. Under this wording a player's claim that he meant to touch an adjacent piece must be declined.

- 4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
- 4.3.1 one or more of his own pieces, he must move the first piece touched that can be moved
 - 4.3.2 one or more of his opponent's pieces, he must capture the first piece touched that can be captured
 - 4.3.3 one or more pieces of each colour, he must capture the first touched opponent's piece with his first touched piece or, if this is illegal, move or capture the first piece touched that 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.

Note the inclusion of the words 'with the intention of moving'. 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.

The touching does not have to be with a hand, it could be with another piece when attempting to capture it. It is not unusual for an inexperienced player to realise that a capture would be a bad move after the capturing piece has made contact with the piece to be removed. Provided it is clear that the opposing piece was not touched accidentally whilst moving to another square, it should be regarded as having been touched with the intention of moving.

In normal games the arbiter must always enforce the touch move whether asked to do so or not. (See 4.8 for clarification on this)

- 4.4 If a player having the move:
- 4.4.1 touches his king and a rook he must castle on that side if it is legal to do so
 - 4.4.2 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 4.3.1
 - 4.4.3 intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
 - 4.4.4 promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.

Under Article 4.4.2 if the rook is touched first then castling is not permitted and a rook move should be made.

4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

- 4.6 The act of promotion may be performed in various ways:
- 4.6.1 the pawn does not have to be placed on the square of arrival,
 - 4.6.2 removing the pawn and putting the new piece on the square of promotion may occur in any order.
 - 4.6.3 If an opponent's piece stands on the square of promotion, it must be captured.

4.7 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 considered to have been made in the case of:

4.7.1 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,

4.7.2 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. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.7.3 promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

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 or that the player has not previously said "j'adoube" or similar. Here the arbiter should not step in unless requested.

4.9 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

Article 5: The completion of the game

5.1.1 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 in accordance with Article 3 and Articles 4.2 – 4.7.

The method of resigning can vary e.g. knocking over the king. A player extending his hand is a common source of confusion at the end of the game. There are several cases where one player thought he had won and the other that the game was drawn. Arbiters should try to ensure that both players agree on the result.

Particularly in junior tournaments it can be discovered that one player accepts he was mated to discover later that he could prevent the mate. If a result is reported by both players that can be accepted. Where a player announces mate and immediately shakes hands only for it to be discovered seconds later that the move played was not mate should not be given the win despite any handshake.

5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2.1 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 in accordance with Article 3 and Articles 4.2 – 4.7.

5.2.2 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 in accordance with

Article 3 and Articles 4.2 – 4.7.

5.2.3 The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. This immediately ends the game.

Parts of this article have been moved into the Competition Rules (Article 9).

COMPETITION RULES

Article 6: The chessclock

The Laws now assume that digital clocks will be used in competition. Special rules for analogue clocks can be found elsewhere.

6.1 'Chessclock' 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.

6.2.1 During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:

6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and 9.6.2), or

6.2.1.2 the player has made his next move, when his previous move was not completed.

6.2.2 A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

6.2.3 A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.

6.2.4 The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

6.2.5 Only the player whose clock is running is allowed to adjust the pieces.

6.2.6 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. This adjustment of the clock shall not apply to the clock of a player with a disability.

Article 6.2.2 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. The Laws allow the sequence move, move, press clock, press clock.

A move must be completed by pressing the clock. This 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.

Pressing the clock after a move completes all previous moves. It had been argued that if a player forgot to press his clock on move 15 then the clock press on move 16 completed only move 15!

Article 6.2.3 states that the clock must be pressed with the same hand as the move was made.

This stops the player stopping his clock with one hand before making his move with the other which was not uncommon. It also helps prevent a hand being permanently on the button or rocker arm preventing it being pressed.

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

Article 6.2.4 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 6.2.6 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 the former case a player should not be penalised, in the latter the player should not be overly penalised for this. The time deducted should be no more than a few minutes (10 minutes is recommended in FIDE events).

6.3.1 When using a chessclock, each player must complete a minimum number of moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance.

6.3.2 The time saved by a player during one period is added to his time available for the next period, where applicable. 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 thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

6.4 Immediately after a flag falls, the requirements of Article 6.3.1 must be checked.

Article 6.4 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 (see 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 player on the move who is behind as his clock just remains running. If it is the opponent who has not recorded then the scoresheet is updated when it is his turn to move..

The opponent's scoresheet or the Arbiter's can be used for this. However, a player will often take the opponent's scoresheet to update his own. Technically this is disturbing the opponent but if it is the opponent's move 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 the move counter feature is often disabled because of this.

6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

Article 6.5 gives the Arbiter the right to decide on clock placement. The chessclock 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 (e.g. one player has an injured hand) then it is normally to turn the board around rather than having the clock facing in the opposite direction.

Many players wrongly believe that in Blitz that Black can decide on which side the clock is placed.

6.6 At the time determined for the start of the game White's clock is started.

In small tournaments the arbiter often starts all the chessclocks. In tournaments with many players the arbiter announces the start of the round and states that White's clock is started. The arbiter then goes round the room checking that all clocks have been started. The White clock is started at the beginning of the session regardless of who is present. Normally therefore only White is penalised although if the default is 0 then any player not present will lose (see 6.7)

6.7.1 The rules of a competition shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

6.7.2 If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

In 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. The actual start time, rather than the scheduled start time should be used to determine if a player has defaulted.

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 near a time control. Results reached after a flag fall but before it is noticed stand.

6.9 Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that 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.

A player 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.

6.10.1 Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock.

6.10.2 If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

Digital clocks are usually more reliable than analogue ones. There are two common problems with them. Due to human error they may be set incorrectly or, due to a bad connection, pressing the arm or button fails to stop the clock. Provided it has just appeared there is no reason to interrupt a game if a low battery warning comes on. The batteries should be changed before the next round.

In some, usually older clocks, stopping the clock with force can dislodge the battery causing the clock to cancel its display.

Ideally arbiters should note the clock times and the number of moves played at half hourly intervals. These readings should be used to ensure that the clocks have been set correctly.

Any clock resetting should not adversely affect the tournament schedule.

6.11.1 If the game needs to be interrupted, the arbiter shall stop the chessclock.

6.11.2 A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

- 6.11.3 The arbiter shall decide when the game restarts.
- 6.11.4 If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

Article 6.11.1 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 6.11.2 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 6.11.4 This rule can prevent gamesmanship such as stopping the clocks to seek an arbiter when short of time.

- 6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.
- 6.12.2 The player may not make a claim relying only on information shown in this manner.

Article 7: Irregularities

7.1 If an irregularity occurs and 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 chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.

7.2.1 If during a game, before 10 moves have been completed by each player, it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played. Once 10 moves have been completed by each player, the game shall continue.

7.2.2 If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.

7.2.3 Castling is not allowed if the king is placed incorrectly. If the rook is placed incorrectly, castling with this rook is not allowed.

The 10 move limit is new here and in 7.6.

7.3 Where each player has made his first move, with the colours opposite to those allocated, then the game shall continue, unless the arbiter rules otherwise.

The change in colours should be recorded for future pairings and rating.

7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time.

7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance.

7.4.3 The arbiter may penalise the player who displaced the pieces.

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 in this situation. 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.

Some tournaments, usually blitz ones, have a special rule penalising players who start the opponent's clock before replacing a piece in the same way as they would for an illegal move.

7.5.1 An illegal move is completed once the player has pressed his clock. If during a game, and before 10 further moves have been completed by both players, it is found that an illegal move 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. Articles 4.3-4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

7.5.2 If during a game, 10 further moves have been completed by both players since the illegal move was completed, the game shall continue.

7.5.3 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

7.5.4 After the action taken under Article 7.5.1, for the first completed illegal move by a player, the arbiter shall warn the player and may give two minutes extra time to his opponent; for the second completed 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.

If present the Arbiter should step in immediately after a clock press 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.

Note that a second illegal move by a player loses.

Additionally if the promoted pawn is not replaced with a piece by the player then it must be replaced by a queen.

It is not uncommon in games between beginners for a player to be in check for more than 10 moves without it being noticed. The arbiter should try to establish the last legal position (see 7.6.2).

7.6.1 If, during a game and before 10 further moves have been completed by both players, it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. The game shall then continue from this reinstated position.

7.6.2 If the 10 further moves have been completed or the position before the irregularity cannot be determined, the game shall continue from the last known position.

7.7 If a player uses two hands to make a single move (in case of castling, capturing or promotion), the arbiter shall warn the player and may give two minutes extra thinking time to his opponent.

For a first offence and with no gain in time it may be appropriate to issue the warning after the game.

7.8.1 The player is not allowed to press the clock without making a move.

7.8.2 For the first violation of the rule 7.8.1, the arbiter shall warn the player and may give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 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.

This new Law is designed to prevent players gaining extra thinking time. Arbiters may be more lenient if they think the player genuinely believed that it was the opponent's move.

Article 8: The recording of the moves

8.1.1 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 (Appendix C), on the 'scoresheet' prescribed for the competition.

8.1.2 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 Guidelines I.1.1

8.1.3 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.

8.1.4 The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.6 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. This adjustment of the clock shall not apply to a player with a disability.

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 (See Appendix C.3) or the language of the area where the event is held.

Many players still record the move before playing it, this is not allowed except where required for a draw claim. 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.

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

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 or cup 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 organiser of the competition.

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 8.1.1.

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.

8.5.1 If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

8.5.2 If only one player has not kept 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 that player's move, he may use his opponent's scoresheet, but must return it before making a move.

8.5.3 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, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

Any reconstruction should take place where it does not disturb other players.

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 or completed.

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 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.

The arbiter should check that both scoresheets show the same result.

Not all tournaments use duplicate scoresheets allowing this article to be carried out exactly. If results slips are used it is best the players sign these at the end indicating the agreed result rather than filling them in at the beginning leaving the result blank. If a wrong result is handed in that result can stand (especially if only brought to the arbiter's attention several rounds later). Though it will normally be corrected.

Article 9: The drawn game

9.1.1 The rules of a competition may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

9.1.2 However, if the rules of a competition allow a draw agreement the following shall apply:

9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 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.

9.1.2.2 The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).

9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

If 9.1.1 applies the arbiter should confirm that any draws by repetition in fewer moves than the minimum allowed for draws by agreement are checked for accuracy.

9.1.2.1 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 9.1.2.2 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 9.1.2.3 This can often save the arbiter some work. Many players do not realise that a claim by 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.

9.2.1 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):

9.2.1.1 is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or

9.2.1.2 has just appeared, and the player claiming the draw has the move.

9.2.2 Positions are considered the same if and only 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. Thus positions are not the same if:

9.2.2.1 at the start of the sequence a pawn could have been captured en passant

9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

*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.
Claims should be checked on a board or, if broadcast, on a computer.*

- 9.3 The game is drawn, upon a correct claim by a player having the move, if:
- 9.3.1 he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
- 9.3.2 the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

The comments for 9.2 also apply here.

9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

- 9.5.1 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12.1 or 6.12.2). He is not allowed to withdraw his claim.
- 9.5.2 If the claim is found to be correct, the game is immediately drawn.
- 9.5.3 If the claim is found to be incorrect, the arbiter shall add two 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 in accordance with Articles 3 and 4.

9.5.3 means that if the written move is not possible, the piece making the intended move must make a legal move and if this is not possible if a capture was intended then that opponent's piece should be

- 9.6 If one or both of the following occur(s) then the game is drawn:
- 9.6.1 the same position has appeared, as in 9.2.2 at least five times.
- 9.6.2 any series of at least 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

*The wording of 9.6.1 has been changed to remove the need for the positions to have occurred on consecutive moves. Where the games are being played on sensory boards the potentially difficult task of recognizing such repetitions will be made easier.
captured.*

Article 10: Points

10.1 Unless the rules of a competition specify otherwise, 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 ($\frac{1}{2}$).

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

10.2 The total score of any game can never exceed the maximum score normally given for

that game. Scores given to an individual player must be those normally associated with the game, for example a score of $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.

A new Law. Scores of 1- $\frac{1}{2}$ are no longer allowed.

Article 11: The conduct of the players

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

This can be used for infringements not otherwise mentioned in the Laws but it should only be used with caution.

11.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

11.2.2 The playing area is defined as the place where the games of a competition are played.

11.2.3 Only with the permission of the arbiter can:

11.2.3.1 a player leave the playing venue,

11.2.3.2 the player having the move be allowed to leave the playing area.

11.2.3.3 a person who is neither a player nor arbiter be allowed access to the playing area.

11.2.4 The regulations of an event may specify that a player must report to the arbiter when he wishes to leave the playing area.

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. With the ban on electronic cigarettes an additional smoking area may be needed.

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.

11.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.

However, the rules of the competition may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both player are forbidden to use this bag without permission of the arbiter.

11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty.

11.3.3 The arbiter may require the player to allow his clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.

Article 11.3.1 has resulted in some tournaments banning the use of scorebooks. Where these are allowed arbiters should ensure that players do not refer to earlier games.

Arbiters should be aware in advance of the punishments selected by the tournament for players breaking Article 11.3.2

Article 11.3.3 allows a player to be searched. If a player, suspected of cheating, refuses a request to be searched then that player should be disqualified from the tournament. The level of security measures

taken will depend on the nature of the event.

The banning of e-cigs (Art 11.3.4) might mean users of these objecting to entering a normal smoking area.

11.4 Players who have finished their games shall be considered to be spectators.

11.5 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.

This allows the arbiter to warn players who wear noisy shoes or jangle coins/keys that they are breaking the laws.

If a player claims that his opponent is constantly offering draws this claim should be supported by the evidence of his scoresheet with (=) appearing frequently.

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 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.

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 (normally three or four) 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 (12.9.9).

11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.

Arbiters should note that whilst it is acceptable to tell a player how to capture en passant, for example, it is not acceptable to answer "Can I take this pawn?"

11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

This allows a player to sign the scoresheet and still appeal. Players have been known to refuse to sign for fear that doing so would prevent an appeal being possible.

11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.

11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.

Articles 11.11 and 11.12 are both new. Note that if a player refuses to co-operate in an opponent's draw claim that does not mean the draw should be awarded without checking, but Article 11.7 may be applied.

Article 12: The role of the Arbiter (see Preface)

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

Article 12 outlines the duties and responsibilities of an arbiter. In short the arbiter should try to ensure that a tournament progresses smoothly. If penalties have to be imposed it is done appropriately and according to the Laws. On occasion players do not appreciate that the arbiter is working in the best interests of the event which may conflict with the actions of that player. The presence of an arbiter can defuse situations before they materialise.

12.2 The arbiter shall:

12.2.1 ensure fair play,

12.2.2 act in the best interest of the competition,

12.2.3 ensure that a good playing environment is maintained,

12.2.4 ensure that the players are not disturbed,

12.2.5 supervise the progress of the competition,

12.2.6 take special measures in the interests of disabled players and those who need medical attention,

12.2.7 follow the Anti-Cheating Rules or Guidelines

12.2.7 is new. An arbiter must carry out anti-cheating measures.

12.3 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.

12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.

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

12.6 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 completed, 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.

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.

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

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 is not possible to give a result of 1-½ to try to appease both players.

12.8 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 or any contiguous area designated by the arbiter.

Note that 'anybody' includes organisers, etc.

- 12.9 Options available to the arbiter concerning penalties:
- 12.9.1 warning,
 - 12.9.2 increasing the remaining time of the opponent,
 - 12.9.3 reducing the remaining time of the offending player,
 - 12.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
 - 12.9.5 reducing the points scored in the game by the offending person,
 - 12.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
 - 12.9.7 a fine announced in advance,
 - 12.9.8 exclusion from one or more rounds,
 - 12.9.9 expulsion from the competition.

Article 12.9 lists the sanctions that an Arbiter can impose. These are generally in increasing level of severity. 12.9.8 is new.

APPENDICES

Appendix A. Rapidplay

A.1 A 'Rapidplay' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

If a game lasts for 1 hour or more then the normal Laws of Chess apply. If the game is 10 minutes or less then Blitz rules apply.

A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet.

The lack of a game score may restrict the opportunities to claim a draw by repetition or the 50 moves rule.

A.3.1 The Competition Rules shall apply if:

A.3.1.1 one arbiter supervises at most three games and

A.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

A.3.2 The player can at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet.

The clarification that a player may consult the arbiter's scoresheet is new.

A.4 Otherwise the following apply:

A.4.1 From the initial position, once 10 moves have been completed by each player,

A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected or the arbiter decides otherwise

A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard.

A.4.2 If the arbiter observes an illegal move has been completed, he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. 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. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

If the player fails to stop the chessclock in time then the game is drawn. However if an arbiter has seen the flag fall he should award the win (A4.5).

A.4.4 If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

Some example situations

(a) A player moves his pawn to the far end of the board and says "Queen". He then starts his opponent's clock. The arbiter declares the game lost.

(b) The arbiter arrives at the board. One king is already in check. The player completes a move checking the other king. The arbiter must wait until the next move is completed. If the position is still illegal he will declare the game drawn.

(c) A player has 'promoted' a pawn without changing it to another piece (queen). When the arbiter arrives this "queen" has already moved. If the pawn/queen moves again in sight of the arbiter he can declare the game lost if the move is not legal for a pawn!

A.4.5 The arbiter can also call a flag fall, if he observes it.

A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

The same rules should apply throughout the tournament e.g. the final of a knockout could not be played under Competition Rules if the previous rounds were not also.

Appendix B. Blitz

B.1 A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.3.1 The Competition Rules shall apply if:

B.3.1.1 one arbiter supervises one game and

B.3.1.2 each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

B.3.2 The player can at any time, when it is his, move ask the arbiter or his assistant to show him the scoresheet.

B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.2 and A.4.

B.5 The Rules for a competition shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

Appendix C. Algebraic notation

FIDE recognises 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 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 an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)

C.3 For the abbreviation of the name of the pieces, each player is free to use 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 recommended.

C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.

C.5 The eight files (from 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 the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

C.9 When a piece makes a capture, an x may be inserted between:

- C.9.1 the abbreviation of the name of the piece in question and
 C.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.
 C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be 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:

- C.10.1 If both pieces are on the same rank by:
 C.10.1.1 the abbreviation of the name of the piece,
 C.10.1.2 the file of departure, and
 C.10.1.2 the square of arrival.

- C.10.2 If both pieces are on the same file by:
 C.10.2.1 the abbreviation of the name of the piece,
 C.10.2.2 the rank of the square of departure, and
 C.10.2.3 the square of arrival.

C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:

- C.10.3.1 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.
 C.10.3.2 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.
 C.10.3.3 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.
 C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new piece. Examples: d8Q, exf8N, b1B, g1R.

C.12 The offer of a draw shall be marked as (=).

C.13 Abbreviations

- 0-0= castling with rook h1 or rook h8 (kingside castling)
 0-0-0= castling with rook a1 or rook a8 (queenside castling)
 x= captures
 += check
 ++ or #= checkmate
 e.p.= captures 'en passant'
 The last four are optional.

Sample game:

- 1.e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)
 Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)
 Or: 1. e2e4 e7e5 2.Ng1f3 Ng8f6 3. d2d4 e5xd4 4. e4e5 Nf6e4 5. Qd1xd4 d7d5 6. e5xd6e.p. Ne4xd6 7. Bc1g5 Nb8c6 8. Qd4d3 Bf8e7 9. Nb1d2 0-0 10. 0-0-0 Rf8e8 11. Kb1 (=)

Appendix D. Rules for play with blind and visually disabled players

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

D.1.1 measure at least 20 cm by 20 cm,

D.1.2 have the black squares slightly raised,

D.1.2 have a securing aperture in each square,

D.1.3 The requirements for the pieces are:

D.1.3.1 all are provided with a peg that fits into the securing aperture of the board,

D.1.3.2 all are of Staunton design, the black pieces being specially marked.

D.2 The following regulations shall govern play:

D.2.1 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:

A - Anna

B - Bella

C - Cesar

D - David

E - Eva

F - Felix

G - Gustav

H - Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given 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.

D.2.2 On the visually disabled player's board a piece shall be considered 'touched' when it has been taken out of the securing aperture.

D.2.3 A move shall be considered 'made' when:

D.2.3.1 in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move,

D.2.3.2 a piece has been placed into a different securing aperture,

D.2.3.3 the move has been announced.

D.2.4 Only then shall the opponent's clock be started.

D.2.5 As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.

D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D.2.6.2 Alternatively an analogue clock with the following features may be considered:

D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

D.2.6.2.2 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 five minutes of the full hour.

2.6.1 is new to reflect the use of digital clocks

D.2.7 The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.

D.2.8 A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

D.2.9 If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter 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 made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.

D.2.10 The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:

D.2.10.1 making either player's move on the board of the opponent,

D.2.10.2 announcing the moves of both players,

D.2.10.3 keeping the game score of the visually disabled player and starting his opponent's clock

D.2.10.4 informing the visually disabled player, only at his request, of the number of moves completed and the time used up by both players,

D.2.10.4 claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces,

D.2.10.5 carrying out the necessary formalities in cases where the game is adjourned.

D.2.11 If the visually disabled 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 D.10.1 and D.10.2.

An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.

Guidelines

The contents of this part were in the main Laws or Appendices but have now been downgraded. Where appropriate arbiters should apply them.

Guidelines I. Adjourned games

I.1.1 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 the chessclock. Until he has stopped the chessclock 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.

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.

I.1.2 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.

I.2. The following shall be indicated upon the envelope:

- I.2.1 the names of the players,
- I.2.2 the position immediately before the sealed move,
- I.2.3 the time used by each player,
- I.2.4 the name of the player who has sealed the move,
- I.2.5 the number of the sealed move,
- I.2.6 the offer of a draw, if the proposal is current,
- I.2.7 the date, time and venue of resumption of play.

I.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

I.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.

I.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.

I.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.

I.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

I.8 Except in the cases mentioned in Articles 5, 6.9, 9.6 and 9.7, the game is lost by a player

whose recording of his sealed move:

I.8.1 is ambiguous, or

I.8.2 is recorded in such a way that its true significance is impossible to establish, or

I.8.3 is illegal.

I.9 If, at the agreed resumption time:

I.9.1 the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his clock is started,

I.9.2 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 is made on the chessboard; his clock is then restarted,

I.9.3 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 safekeeping and opened on the absent player's arrival.

I.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.

This states that the default time which applied to the first session also applies to any adjournment sessions. If the default time was 30 minutes and the player arrives 35 minutes late then he will lose (unless arbiter decides otherwise) even if he had considerably more time remaining on his clock.

I.11 If the rules of a competition specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

I.12.1 If the envelope containing the sealed move is missing, the game shall continue from the adjourned 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 shall make the move he states he sealed on the chessboard.

I.12.2 If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.

I.13 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 shall continue without correction unless the arbiter decides otherwise.

I.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

Guidelines II. Chess960 Rules

II.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.

II.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:

II.2.1 the king is placed somewhere between the two rooks, and

II.2.2 the bishops are placed on opposite-coloured squares, and

II.2.3 the black pieces are placed opposite the white pieces.

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

II.3 Chess960 castling rules

II.3.1 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 rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.

II.3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods:

II.3.2.1 double-move castling: by making a move with the king and a move with the rook, or

II.3.2.2 transposition castling: by transposing the position of the king and the rook, or

II.3.2.3 king-move-only castling: by making only a move with the king, or

II.3.2.4 rook-move-only castling: by making only a move with the rook.

II.3.2.5 Recommendations:

II.3.2.5.1 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 position to its final position, and then the king be placed on his final square.

II.3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in standard chess.

II.2.3.6 Clarification:

Thus, after c-side castling (notated as 0-0-0 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 0-0 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).

II.2.3.7 Notes

II.2.3.7.1 To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.2.3.7.2 In some starting positions, the king or rook (but not both) does not move during castling.

II.2.3.7.3 In some starting positions, castling can take place as early as the first move.

II.2.3.7.4 All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

II.2.3.7.5 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 0-0-0, it is possible to have a,

b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Guidelines III. Games without increment including Quickplay Finishes

Quickplay Finishes, which were relegated to an appendix in the previous Laws are further relegated. It is possible that they will be removed completely in 2021. Organisers should therefore be encouraged to move to incremental times.

III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.2.2 These Guidelines shall apply only to standard play and rapidplay games without increment and not to blitz games.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

III.5 If Article III.4 does not apply and 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 chessclock (see Article 6.12.2). He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means:

III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

III.5.2 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 the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

This is the Law which causes most problems. It was previously known as 10.2 or G5. 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.

III.6 The following shall apply when the competition is not supervised by an arbiter:

III.6.1 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:

III.6.1.1 that his opponent cannot win by normal means, and/or

III.6.1.2 that his opponent has been making no effort to win by normal means.

In III.6.1.1 the player must write down the final position and his opponent must verify it.

In III.6.1.2 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.

III.6.2 The claim shall be referred to the designated arbiter.

Glossary of terms in the Laws of Chess

The number after the term refers to the first time it appears in the Laws.

adjourn: 8.1. Instead of playing the game in one session it is temporarily halted and then continued at a later time.

algebraic notation: 8.1. Recording the moves using a-h and 1-8 on the 8x8 board.

analyse: 11.3. Where one or more players make moves on a board to try to determine what is the best continuation.

appeal: 11.10. Normally a player has the right to appeal against a decision of the arbiter or organiser.

arbiter: Preface. The person(s) responsible for ensuring that the rules of a competition are followed.

arbiter's discretion: There are approximately 39 instances in the Laws where the arbiter must use his judgement.

assistant: 8.1. A person who may help the smooth running of the competition in various ways.

attack: 3.1. A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.

black: 2.1. 1. There are 16 dark-coloured pieces and 32 squares called black. Or 2. When capitalised, this also refers to the player of the black pieces.

blitz: B. A game where each player's thinking time is 10 minutes or less.

board: 2.4. Short for chessboard.

Bronstein mode: 6.3.2 See delay mode.

capture: 3.1. Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7.4.1 i 3.4.7.2. In notation x.

castling: 3.8.2 A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.

cellphone: See mobile phone.

check: 3.9. Where a king is attacked by one or more of the opponent's pieces. In notation +.

checkmate: 1.2. Where the king is attacked and cannot parry the threat. In notation ++ or #.

chessboard: 1.1. The 8x8 grid as in 2.1.

chessclock: 6.1. A clock with two time displays connected to each other.

chess set: The 32 pieces on the chessboard.

Chess960: A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions

claim: 6.8. The player may make a claim to the arbiter under various circumstances.

clock: 6.1. One of the two time displays.

completed move: 6.2.1 Where a player has made his move and then pressed his clock.

contiguous area: 12.8. An area touching but not actually part of the playing venue. For example, the area set aside for spectators.

cumulative (Fischer) mode: Where a player receives an extra amount of time (often 30 seconds) prior to each move.

dead position: 5.2.2 Where neither player can mate the opponent's king with any series of legal moves.

default time: 6.7. The specified time a player may be late without being forfeited.

delay (Bronstein) mode: 6.3.2 Both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

demonstration board: 6.13. A display of the position on the board where the pieces are moved by hand.

diagonal: 2.4. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.

disability: 6.2.6 A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.

displaced: 7.4.1 to put or take pieces from their usual place. For example, a pawn from a2 to a4.5; a rook partway between d1 and e1; a piece lying on its side; a piece knocked onto the floor.

draw: 5.2. Where the game is concluded with neither side winning.

draw offer: 9.1.2 Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).

e-cigarette: 11.3.4 Device containing a liquid that is vaporised and inhaled orally to simulate the act of smoking tobacco.

en passant: 3.7.4.1 See that article for an explanation. In notation e.p.

exchange: 1. 3.7.5.3 Where a pawn is promoted. Or 2. Where a player captures a piece of the same value as his own and this piece is recaptured. Or 3. Where one player has lost a rook and the other has lost a bishop or knight.

explanation: 11.9. A player is entitled to have a Law explained.

fair play: 12.2.1 Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.

file: 2.4. A vertical column of eight squares on the chessboard.

Fischer mode: See cumulative mode.

flag: 6.1. The device that displays when a time period has expired.

flag-fall: 6.1. Where the allotted time of a player has expired.

forfeit: 4.8.1. To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.

handicap: 2.6 See disability.

I adjust: 4.2 See j'adoube.

illegal: 3.10.1. A position or move that is impossible because of the Laws of Chess.

impairment: See disability.

increment: 6.1. An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.

intervene: 12.7. To involve oneself in something that is happening in order to affect the outcome.

j'adoube: 4.2. Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.

kingside: 3.8.1. The vertical half of the board on which the king stands at the start of the game.

legal move: 1.4 See Article 3.10a.

made: 1.1. A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.

mate: Abbreviation of checkmate.

minor piece. Bishop or knight.

mobile phone: 11.3.2. Cellphone.

monitor: 6.13. An electronic display of the position on the board.

move: 1.1. 1. 40 moves in 90 minutes, refers to 40 moves by each player. Or 2. having the move refers to the player's right to play next. Or 3. White's best move refers to the single move by White.

move-counter: 6.10.2. A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.

normal means: II.1.5. Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.

organiser. 8.3. The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.

over-the-board: Introduction. The Laws cover only this type of chess, not internet, nor correspondence, and so on.

penalties: 12.3. The arbiter may apply penalties as listed in 12.9 in ascending order of severity.

piece: 2. 1. One of the 32 figurines on the board. Or 2. A queen, rook, bishop or knight.

playing area: 11.2. The place where the games of a competition are played.

playing venue: 11.2. The only place to which the players have access during play.

points: 10. Normally a player scores 1 point for a win, $\frac{1}{2}$ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.

press the clock: 6.2.1 The act of pushing the button or lever on a chess clock which stops the player's clock and starts that of his opponent.

promotion: 3.7.5.3 Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.

queen: As in queen a pawn, meaning to promote a pawn to a queen.

queenside: 3.8.1. The vertical half of the board on which the queen stands at the start of the game.

quickplay finish: G. The last part of a game where a player must complete an unlimited number of moves in a finite time.

rank: 2.4. A horizontal row of eight squares on the chessboard.

rapidplay: A. A game where each player's thinking time is more than 10 minutes, but less than 60.

repetition: 5.3.1. 1. A player may claim a draw if the same position occurs three times. 2. A game is drawn if the same position occurs five times.

resigns: 5.1.2 Where a player gives up, rather than play on until mated.

rest rooms: 11.2. Toilets, also the room set aside in World Championships where the players can relax.

result: 8.7. Usually the result is 1-0, 0-1 or $\frac{1}{2}$ - $\frac{1}{2}$. In exceptional circumstances both players may lose (Article 11.8), or one score $\frac{1}{2}$ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).

rules of the competition: 6.7.1 At various points in the Laws there are options. The competition rules must state which have been chosen.

sealed move: 11.1. Where a game is adjourned the player seals his next move in an envelope.

scoresheet: 8.1. A paper sheet with spaces for writing the moves. This can also be electronic.

screen: 6.13. An electronic display of the position on the board.

spectators: 11.4. People other than arbiters or players viewing the games. This includes players after their games have been concluded.

standard play: III.2.3. A game where each player's thinking time is at least 60 minutes.

Stalemate: 5.2.1 Where the player has no legal move and his king is not in check.

square of promotion: 3.7.5.1 The square a pawn lands on when it reached the eighth rank.

supervise: 12.2.5 Inspect or control.

time control: 1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1. Or 2. A player is said 'to have reached the time control', if, for example he has completed the 40 moves in less than 90 minutes.

time period: 8.6. A part of the game where the players must complete a number of moves or all the moves in a certain time.

touch move: 4.3. If a player touches a piece with the intention of moving it, he is obliged to move it.

vertical: 2.4. The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.

white: 2.2. 1. There are 16 light-coloured pieces and 32 squares called white. Or 2. When capitalised, this also refers to the player of the white pieces.

zero tolerance: 6.7.1. Where a player must arrive at the chessboard before the start of the session.

50-move rule: 5.3.2 A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.

75-move rule: 9.6.2 The game is drawn if the last 75 moves have been completed by each player

without the movement of any pawn and without any capture.