

A BRIEF HISTORY OF THE LAWS OF CHESS

FIDE was founded in Paris on 20 July 1924 and one of its main objectives was to unify the rules of the game. The first official rules for chess were published in 1929 in French.

An update of the rules was published (once more in French) in 1952 with the amendments by the FIDE General Assembly.

There was another edition in 1966, with comments to the rules. Finally, in 1974 the Permanent Rules Commission published the first English edition with new interpretations and some amendments. In the following years the FIDE Rules Commission made some more changes, based on experience from competitions.

Major change was made in 1997, when the ‘more or less’ actual Laws of Chess were split into three parts: The Basic Rules of Play, the Competition Rules and Appendices.

In 2016 the Laws of Chess were split in 5 parts: The Basic Rules of Play, the Competition Rules, the Appendices, the Guidelines and the Glossary of terms of the Laws of Chess

The first part - Articles 1 to 5 - is important for all people playing chess, including the basic rules that anyone who wants to play chess need to know.

The second part – Articles 6 to 12 - mainly applies to chess tournaments.

The third part includes some appendices for Rapid games, Blitz games, the Algebraic notation of the games and the rules for play with blind and visually disabled players

The fourth part includes guidelines for adjourned games, for Chess 960 games and for games without increment, including Quick play finishes.

The fifth part includes a glossary of terms of the laws of Chess.

Starting from 1997 the FIDE Rules Commission (RC) makes changes of the Laws of Chess only every four years, coming into force on 1st July of the year following the decision.

Let us finish the history with the prefaces of the 1958 and 1974 Rules of Chess:

1958

“GENERAL OBSERVATIONS. The Laws of Chess cannot, and should not, regulate all possible situations that may arise during a game, nor they can regulate all questions of organization. In most cases not precisely regulate by an Article of the Laws, one should be able to reach a correct judgment by applying analogous stipulations for situations of a similar character. As to the arbiters’ tasks, in most cases one must presuppose that arbiters have the competence, sound of judgment, and absolute objectivity necessary. A regulation too detailed would deprive the arbiter of his freedom of judgment and might prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case, since one cannot foresee every possibility.”

“FIDE INTERPRETATIONS. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing. However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instructions concerning “how to act in such and such case”. This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter. The Commission in it’s entirety takes the firm position that the laws of Chess should be as short and as clear as possible. The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have the opportunity, in case of a conflict, to take into account all the factors of the case and should be not bound by too detailed sub-regulations which may be not applicable to the case in question. According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope to the arbiter to deal with exceptional or unusual cases. The Commissions appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided:

- a) they do not in any way conflict with the official FIDE rules of play;*
- b) they are limited to the territory of the federation in question; and*
- c) they are not valid for any FIDE tournament played in the territory of the federation in question.”*

FIDE LAWS OF CHESS

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 88th FIDE Congress at Goynuk, Antalya, Turkey) coming into force on 1 January 2018.

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.

The Preface of the Laws is one of the most important parts. Of course, the Laws of Chess cannot cover all possible situations arising during a game. Sometimes only a small part of a situation is changed and the Arbiter can make a decision based mainly on the Laws of Chess. For cases, however that are not covered completely by the Laws, the arbiter has to make a decision based on analogue situations that have happened in the past, as well as based on common logic, fairness and probably special factors. But it is always necessary for an arbiter to make his decisions and to solve any problem during the game.

Therefore, the excellent knowledge of the Laws of Chess and his experience, obtained from his working in tournaments, are the most important qualifications of an Arbiter.

BASIC RULES OF PLAY

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).

Sometimes, neither white nor black can checkmate the opponent. In such a case, the game is drawn. The simplest example is when on the chessboard there are only the two kings.

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



Two white knights usually indicated by the symbol



Eight white pawns usually indicated by the symbol



A black king usually indicated by the symbol



A black queen usually indicated by the symbol



Two black rooks usually indicated by the symbol



Two black bishops usually indicated by the symbol



Two black knights usually indicated by the symbol



Eight black pawns usually indicated by the symbol



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’.

A chessboard can be made of different materials, but the colour of the squares (dark = brown or black and light = white or cream) must be clearly different. It is useful that it is not shiny to avoid reflects and disturbance of players. The dimension of the chessboard must fit with the dimension of the pieces. (For more information see FIDE Handbook C.05 FIDE Tournament Rules).

It is very important to check the orientation of the chessboard and the correct position of all the pieces before starting the game. By doing this, an arbiter can avoid a lot of possible claims about reversed Kings and Queens or Knights and Bishops.

Sometimes, there is a disagreement between players how to place the knights. Each player has his own habit regarding this. Each player may place his own knights as he likes before the start of the game. He may only do so during the game after he has informed his opponent that he is going to adjust them (See Article 4: “J’adoube” – “I adjust”).

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.

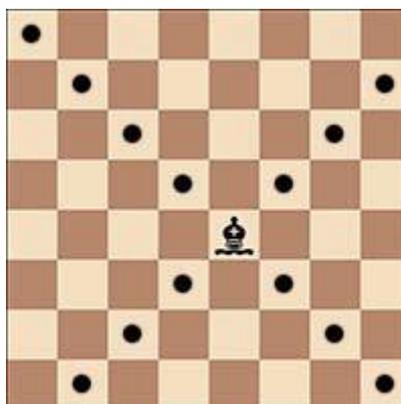
3.1.1 If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move.

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.

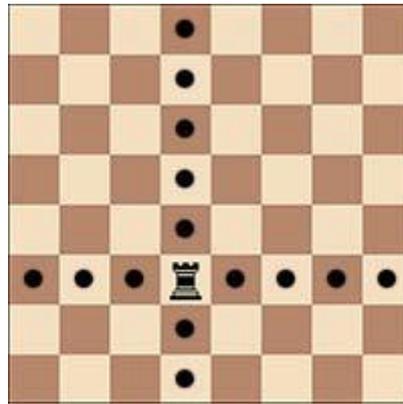
Even if a piece is pinned against its own king, it attacks all the squares to which it would be able to move, if it were not pinned.

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

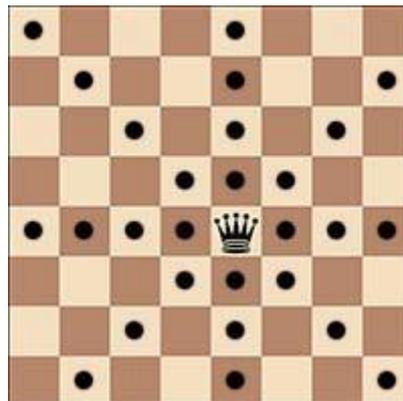


Initially, each player has two bishops, one of which moves on light squares, the other one on dark squares. If a player has two or more bishops on squares of the same colour, it must be that the second bishop is the result of a promotion (See article 3.7.5.1), or an illegal move was played.

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

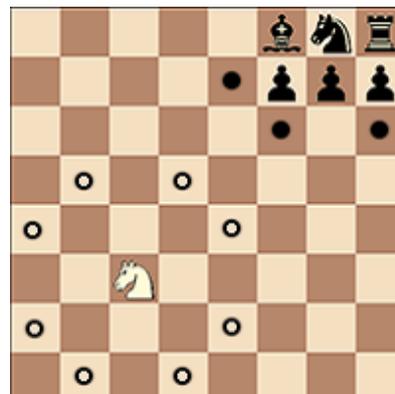


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



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

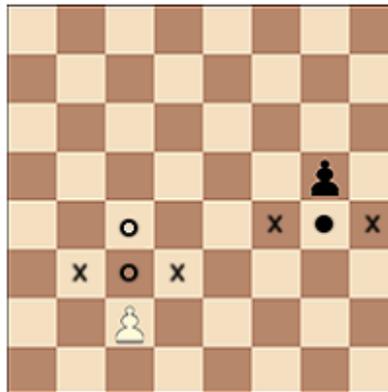
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



3.7.1 The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or

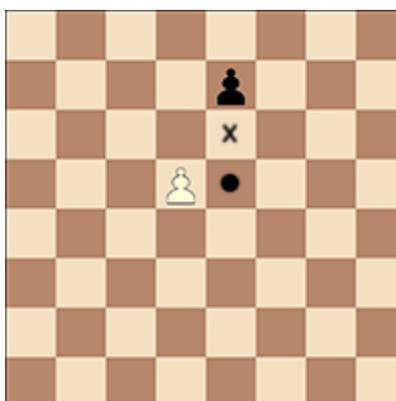
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

3.7.3 the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.



3.7.4.1 A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.

3.7.4.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.



3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

3.7.5.2 The player's choice is not restricted to pieces that have been captured previously.

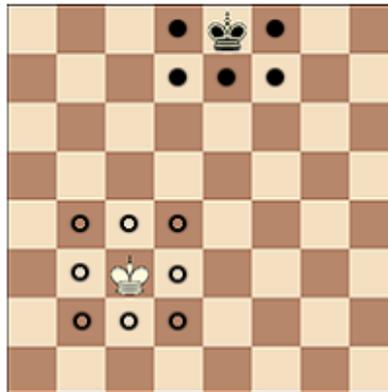
3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

When a player places an inverted (upside – down) Rook in the promotion square and continues the game, the piece is considered as a Rook, even if he names it as a “Queen” or any other piece. If he moves the upside-down rook diagonally, it becomes an illegal move.

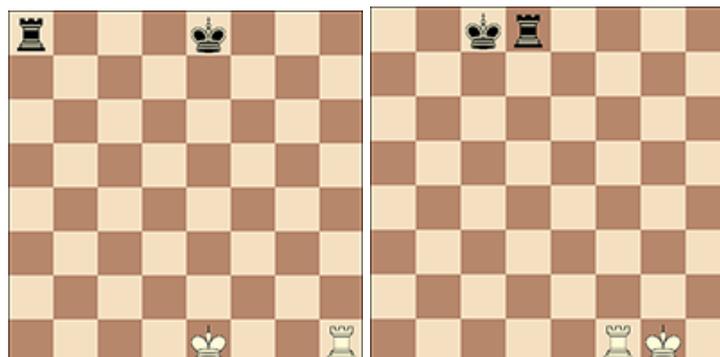
In case of a promotion and if the player cannot find the required piece, he has the right to stop the clock immediately and ask the Arbiter to bring him the piece he wants. Then the game will continue after the promotion will be completed.

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.

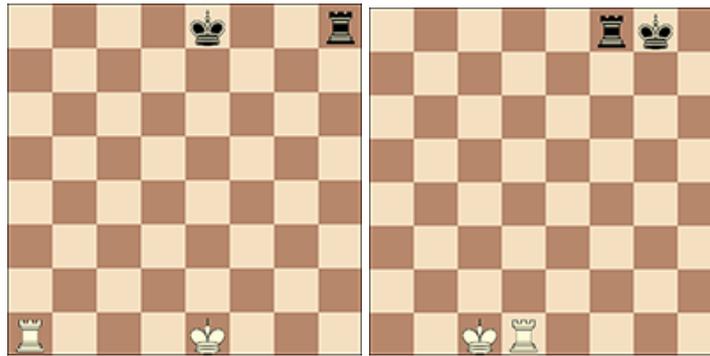


Before white kingside castling

After white kingside castling

Before black queenside castling

After black queenside castling



Before white queenside castling

After white queenside castling

Before black kingside 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.

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.

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”).

Article 4.2.1 may only be used to correct displaced pieces. In the case the opponent is not present at the board of a player should inform the arbiter- if there is an arbiter present – before he starts to adjust the pieces on the chess board.

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.

According to this rule, if a player has not said “I adjust” before touching a piece and touching the piece is not accidental, the touched piece must be moved.

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.

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.

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.

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.

If an arbiter observes a violation of Article 4, he must always intervene immediately. He should not wait for a claim to be submitted by a player.

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.

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

A player may resign in a number of different ways:

- *stopping the clock*
- *announcing his resignation*
- *knocking over the king*
- *reaching out his hand to the opponent*
- *signing a score sheet, and so on.*

All of these possibilities are capable of being misinterpreted. Therefore the situation has to be clarified.

A player who does not wish to continue a game and leaves without resigning – or notifying the arbiter – is being discourteous. He may be penalized at the discretion of the Chief Arbiter, for poor sportsmanship.

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.

This rule is applicable, only if Article 9.1.1 (not to agree for a draw before a specified number of moves by each player) is not enforced.

The best way to conclude a game is to write down the result on the score sheet (if there is any, see Article 8) and for both players to sign it. This then forms a legal document, even if things can go wrong.

COMPETITION RULES

Article 6: The chessclock

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.

Some digital clocks show “ – “ instead of a flag.

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.

Normally, when the player forgets to press his clock after making his move, the opponent has the following possibilities:

(a) To wait for the player to press his clock. In this case there is a possibility to have a flag fall and the player to lose on time. It is quite unfair, but the Arbiter cannot intervene and inform the player.

(b) To inform the player to press his clock. In this case the game will continue normally.

(c) To make his next move. In this case the player can also make his next move and press his clock. If the game is played with move counter, then one move has been missed by both players. In such a situation the Arbiter must consider it and at an appropriate moment (when he is sure that he does not cause a big disturbance to both players) he must intervene and press the lever of the clock once for each player (adding by this way one move on the clock of each player). In this way the additional time of the next period (in case there is any) will be added properly (after move 40 has been completed) and without any problem.

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.

The following situation may happen:

A player makes a move, forgets to press the clock and leaves the table (i.e. to go to the toilet). After he returns he sees that his clock is running and believing that his opponent has completed his move he makes another move and presses the clock. In this situation the Arbiter must be summoned immediately to clarify the case (did the opponent make a move or not?) and make the necessary corrections on the clock (time, move counter).

A game may have more than one period. The requirements of the allotted number of moves and the additional amount of time with each move for each period must be specified in advance. These parameters should not change during a tournament.

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.

Sometimes the following happens:

A player displaces some pieces; in this situation the opponent keeps his finger on the clock button to avoid the player pressing his clock. This is forbidden according to this Article.

If a player makes a move with one hand and presses the clock with the other, it is not considered as an illegal move and it is penalized according to the article 12.9.

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.

In case that a player presses the clock without making a move, as mentioned in the article 6.2.4, it is considered as an illegal move and it is penalized according to the article 7.5.3. and not according to the 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.

It is clear that the player himself has to provide an assistant. He has to present this assistant in time to the arbiter, not just before the round.

It is usual that 10 minutes are deducted from the time of the player who needs an assistant. No deduction should be made in the case of a disabled player.

6.3.1 When using a chessclock, each player must complete a minimum number of moves or all 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.

1. *Cumulative (Fischer) mode: In this mode each player has a main thinking time and receives a fixed extra time (increment) for each move. This increment for his first move is added before he starts his game and then immediately after he has completed each of his following moves. If a player completes his move before the remaining time of this increment for the move expires, this remaining time will be added to the main thinking time.*
2. *Bronstein mode: The main difference between Fisher mode and Bronstein mode is the handling of the extra time. If the player does not use the whole extra time in Bronstein mode the remaining part is deleted.*
3. *Time delay mode: Each player receives a main thinking time. When a player has the move the clock will not start counting for a fixed period (increment). After this period expired the clock is counting down the main playing time.*

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

This means that the arbiter (or the player) has to check if the minimum numbers of moves have been completed.

Consider a game 90 minutes for 40 moves and 30 minutes for the rest of the game. It is normal to investigate whether 40 moves have been made by both players only after a flag has fallen.

If a move (push) counter is used in a digital clock, then it is possible to establish whether 40 moves have been made before a flag fall, as a "--" indication appears on the clock in case that the player does not complete the 40 moves before the allotted time. When a digital board is used this may also help in determining the number of moves played.

In the majority of the top tournaments the move counter is used.

In case that the indications are 0.00 in both clocks and electronic clocks are used, the Arbiter has always the possibility to establish which flag fell first, with the help of the "--" or any other flag indication. Therefore there is always a winner.

In case mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes are applied.

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

In individual tournaments the chess clock is normally placed on the right side of the player who has the black pieces. The chess boards shall be placed in a way so that the arbiter will be able to check at once as many clocks as possible. In case of a left-handed player with black pieces, the arbiter might arrange for the players to sit on the other side of the board. In team competitions the members of the same team usually sit in a row. Then the pieces are set alternate black and white and the clocks all point the same way. Be careful! It happens quite often in team competitions that a player presses the clock of his neighbour.

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

*In small tournaments the arbiter starts all clocks.
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 White's clock has been started on all boards.*

6.7.1 The regulations of an event 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 regulations of an event 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 regulations of an event specify or the arbiter decides otherwise.

The start of the session is the moment, when the arbiter announces it. If the default time is 0, the arbiter has to declare the game lost for the players who are not present on their chessboards. It is preferable for events with more than 30 participants a large digital countdown device to be installed in the playing hall. For FIDE events with fewer than 30 players an appropriate announcement must be made five minutes before the round is due to start and again one minute before start of the game. Alternatively a clock should be on the wall inside the playing hall and provide the official time of the tournament.

*If the default time is not 0, it is advisable that the arbiter publicly announces the time of the start of the round and that he writes down the starting time.
If the default time is for example 30 minutes and the round was scheduled to start at 15.00, but actually started at 15.15, then any player who doesn't come before 15.45 loses.*

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.

A flag is considered to have fallen when it is noticed or claimed, not when it physically happened.

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.

It means that a simple flag fall may not lead the Arbiter to declare the game lost for the player whose flag has fallen. The Arbiter has to check the final position on the chessboard and only if the opponent can checkmate the player's king by any possible series of legal moves (i.e. if there is a checkmate icon on the chessboard, even by the most unskilled play), he can declare the game as won by the opponent. In case there are forced moves that lead to a checkmate by the player or to a stalemate position, then the result of the game is declared as a draw.

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.

To have the possibility to determine as accurately as possible the indications on the replaced chess clock, it is advisable to check the clocks during the round, for instance every 30 minutes, and to record the times and the number of moves made, by using a time-control sheet (see at the end of the Manual).

This can be particularly valuable when an increment is used.

If a chess clock must be replaced, it is essential to mark it as defective and to separate it from the clocks that work correctly.

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.

It is advisable to write down all the known details of the two clocks before making an adjustment.

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.

A player may stop the clocks if he feels disturbed by his opponent or by spectators or is unwell. Going to the toilet is not necessarily a valid reason for stopping the clocks. The Arbiter may decide otherwise, in case there are medical reasons (i.e. a bleeding nose, etc.).

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.

An arbiter must realise that the information displayed may be incorrect.

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 it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.

Be aware that the incorrectness was found during and not after the game. It is not mentioned how the mistake was found or who found it. If a game is played on an electronic chessboard, it can happen that the computer stops to record the moves. In such cases the operator may inform the arbiter that something went wrong and the arbiter has the duty to check what happened.

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.

7.3 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.

This article is quite clear: after 10 moves or more the game shall continue, otherwise, a new game shall be played with the correct colors. It doesn't matter what is the current position on the chessboard and how many pieces or pawns have been captured, after the ninth move.

In case a game with reversed colours will end by normal means (i.e. checkmate, resignation, draw agreement, if allowed), before ten (10) moves will be played, then the result stands.

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.

The Arbiter must be very careful here. Suppose player A has the move and his clock is running. Then player B displaces one of his own pieces (by accident). It is not correct that player A starts player B's clock. Of course, if player A is really disturbed, he shall summon the arbiter, after he has stopped both clocks. This Article should be applied with flexibility.

Problems may happen mainly in Rapid and Blitz games, where it is possible to have many situations with displacement of the pieces, because of the short of the time and the speed of making the moves. The penalty that the Arbiter must apply should be according to the Article 12.9. It is unacceptable to forfeit immediately the player who displaced (by accident) a piece, except if it is obvious that he did it on purpose (i.e. in order to gain some more time), or he did it more than once.

7.5.1 An illegal move is completed once the player has pressed his clock. If during a game 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 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

First of all, it is very important that the irregularity must be discovered during the game. After the players have signed the score sheets or in another way it is clear that the game is over, corrections are not possible. The result stands. Furthermore in case the irregularity is discovered during the game, it is important, that the game continues with the piece that the illegal move was played or that the piece which was taken will be taken with another piece, if possible.

A move cannot be declared illegal until the player stops his clock. So, the player can correct his move without being penalized, even if he had already released the piece on the board, provided he hasn't press the clock. Of course, he must comply with relevant parts of article 4.

7.5.2 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.

7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall 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.

7.6 If, during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

It is advisable that the investigation to determine from which position the game shall be continued, will take place by the two players and under supervision of the arbiter.

The player is forfeited in case he completes two (2) of ANY of the above illegal moves. However when there are two (2) illegal moves in one move (i.e. illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited.

The capturing of the King is illegal move and is penalized accordingly.

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.

Notice that it is forbidden to record the move in advance. Only in case of a draw claim (Article 9.2. and 9.3) and adjourning it is allowed.

It is permitted to record the moves as a pair (his opponent's move and his own move), but he must have recorded his previous own move before making his next move.

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

Nowadays there are generally no problems with this Article. The habit of concealing the written on the score sheet moves with a pen does not violate this article. But still the arbiter has full right to remove the pen from the score sheet, whenever he wants to check the number of the moves played by the player.

8.3 The scoresheets are the property of the organiser of the competition.

A player is not allowed to keep the original score sheet. It belongs to the Organizers. The player has to deliver it to the arbiter when the game is finished and keep a copy (if any).

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.

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.

It happens quite often that in this time trouble phase the player asks the arbiter how many moves are left until the time control. The arbiter shall never give any information about the number of the moves that have been made, even not after a player or both players have completed the required number of moves. Only after a flag fall the arbiter shall come into action: he stops both clocks and orders the players to update the score sheets. Only after both players have updated their score sheets the arbiter shall start the clock of the player who has the move.

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.

Notice that, in this situation, after a flag fall, the arbiter does not stop the clocks.

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.

The reconstruction should take place after both clocks have been stopped and should be done away from the other players' chessboards, so that not to disturb them.

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.

It is very important for the Arbiter to record the correct results of the games. At the moment the Arbiter sees that a game has been finished, he should go to that board and check if the players have written the result of the game and have signed the score sheets. The arbiter should immediately check that both score sheets show the identical results.

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.

This article gives the possibility to the Chief Arbiter of a tournament to overrule wrong decisions made by the Arbiters of the tournament, even after the players have signed the score sheets or the match protocols.

Article 9: The drawn game

9.1.1 The regulations of an event 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.

If a competition applies this rule, then the mentioned number of moves or the no agreement at all, should be communicated with the players in the invitation to the tournament. It is advisable for the Arbiter to repeat the rule before the start of the tournament. It is clear that the rule applies only for a draw agreement. The Articles 9.2, 9.3 and 9.6 still apply during the whole game and give the possibility to the players to have a draw in less than the specified number of moves, which must be accepted by the Arbiter (i.e. if two players make a draw by three fold repetition after 20 moves, in a tournament where there is a draw restriction rule before 30 moves have been completed by both players, then the Arbiter must accept the draw).

9.1.2 However, if the regulations of an event 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.

The correct sequence of a draw offer is clear:

1. *making a move*
2. *offering of a draw*
3. *pressing the clock.*

If a player deviates from this order, the offer still stands though it is in fact incorrect. The arbiter in this case has to penalise the player, according to the Article 12.9.

No conditions can be attached to a draw offer.

Some examples: The player forces the opponent to accept the offer within 2 minutes.

In a team competition: a draw is offered under the condition that another game in the match shall be resigned or shall be drawn as well.

In both cases the offer of a draw is valid, but not the attached condition.

Regarding 9.1.2.3: If a player claims a draw, the opponent has the possibility to agree immediately to the draw. In this case the arbiter does not need to check the correctness of the claim. But be careful. If there is a draw restriction (for example: no draw offers are allowed before 30 moves have been completed by both players) and the claim has been submitted before that move (i.e. after 28 moves), then the claim has to be checked by the Arbiter in any case, even if the opponent would agree to the draw.

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.

The correctness of a claim must be checked in the presence of both players. It is also advisable to replay the game and not to decide by only using the score sheets. If electronic boards are used it is possible to check it on the 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.

See comment to article 9.2.

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.

The player loses his right to claim a draw only on that move. He has always the possibility to make a new claim in the game later.

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.

It is mentioned that the intended move must be played, but if the intended move is illegal, another move with this piece must be made. All the other details of Article 4 are also valid.

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.

In 9.6.1 case, the five times need not be consecutive.

In both 9.6.1 and 9.6.2 cases the Arbiter must intervene and stop the game, declaring it as a draw.

Article 10: Points

10.1 Unless the regulations of an event 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 ($\frac{1}{2}$).

Another scoring system from time to time used is for a win 3 points, for a draw 1 point and for a lost game 0 points.

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.

This means, first, that the total score achieved by both players in a game cannot exceed the score achieved by winning the game: with the traditional system (1, ½, 0), the total score cannot be more than 1 point; or more than 3 points with 3, 1, 0 system. And, second, that a player cannot receive a score other than 1, ½ or 0 in the traditional system or 3, 1 or 0 in the 3, 1, 0 system.

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 is an Article which can be used for any infringements that are not specifically mentioned in the articles of the Laws of Chess.

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.

If possible, spectators should not enter the playing area. It is advisable to have all other rooms (smoking areas, toilet areas, bar areas, etc.) always under control of Arbiters or assistants.

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

This article should not be confused with Articles 11.2.3.1 and 11.2.3.2. In 11.2.3.1 it is prohibited for any player to leave the playing venue without the permission of the arbiter and in 11.2.3.2 it is prohibited to leave the playing area for the player having the move. But in 11.2.4 it is contemplated the possibility of including in the regulations of the event the prohibition to leave the playing area without permission of the arbiter to the player not having the move.

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 regulations of an event 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 players 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 regulations of an event 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.

The regulations about electronic devices are now very strict. No mobile phone is allowed in the playing venue and it makes no difference if it is switched on or off.

If a mobile phone (even switched off) is found with a player, his game is immediately lost and the opponent shall win. The result shall be 1-0 or 0-1. It doesn't matter if, when the mobile phone is found, the opponent cannot checkmate the offender player by any series of legal moves: he wins the game.

It is different if the game has not yet started. Suppose the following situation occurs: There is no zero- tolerance. Player A is in the playing hall at the start of the round. His opponent, Player B is absent. Immediately after player A made his first move his mobile rings. The arbiter declares the game lost for Player A. Some minutes later, but still on time, Player B arrives. The score is "- /+", it is not a "played" game and it cannot be rated.

However, there is the possibility for an arbiter or an organizer to specify in advance (in the regulations of the event) a less severe penalty for a violation of this article (i.e. a fine)

And they can also include in the regulations of the event the possibility of bringing such a device to the tournament provided that certain conditions are fulfilled: that it is completely switched off and stored in a separate bag, so that it is not in contact with the player and the player does not have access to the bag during the game, without the arbiter's permission (and he cannot take the bag with him in the toilet, etc.).

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

If possible, this smoking area should be close to the playing area and supervised by an Arbiter or an Assistant.

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

It means that the players, who finished their games, have to leave the playing area. Nevertheless, give them a few minutes to watch the other boards, being sure that they do not disturb the players who continue their games.

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.

Even if the draw offers or claims are quite reasonable, by repeating them too often can annoy the opponent. The Arbiter must always intervene when the opponent is disturbed or distracted.

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.

It is very difficult to give a general guideline for the application of this Article, but if an arbiter for the third or fourth time has to warn the player, there is a good reason to declare the game lost. It is necessary to inform the player that Article 11.7 shall be applied at the next infringement.

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.

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

*It is necessary to advise the player to make an appeal, in case he does not agree with an Arbiter's decision. In any way, the game will continue according to the decision of the Arbiter. If the player will refuse to continue the game, then his clock will be running and he will lose on time.
It must be always a dead line for the submission of the appeal.
The details of appeals procedure should be part of the regulations of the event.*

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 a the players, under supervision of the arbiter.

The reconstruction of the game due, for example, to draw claims (threefold repetition or 50 moves) is not only duty of the arbiter. The players must make this reconstruction, under supervision of the arbiter.

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

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

*The Arbiter must be present and control the games.
In case the arbiter observes an infringement, he may interfere. He must not wait for a claim from the opponent.
Example: A player touches a piece and makes a move with another one. The arbiter shall force the player to play the touched piece.*

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

The Arbiter must take care to avoid any kind of cheating by the players.

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.

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to 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.

This Article includes also the calling of a flag fall.

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.

Spectators, Officials, Organizers, Captains and Arbiters are also not allowed to use their mobiles in the playing hall during the games.

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 12.9.9. may be applied in cooperation with the organizer of the event.

APPENDICES

Appendix A. Rapid chess

A.1 A 'Rapid chess' 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.

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move. That is: for 60 moves we would get $30' + (30'' \times 60) = 30' + 30' = 60'$. So as according to the Article A1 "A Rapidplay" is a game where all moves must be completed in less than 60 minutes for each player, then such a game is considered to be standard chess.
Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get $10' + (5'' \times 60) = 10' + 5' = 15'$. So as according to the Article A.1 such a game is considered to be Rapidplay chess

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, in order to write the moves.

Players are allowed to record the moves, but they may stop recording any time they wish.

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 may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

In case that a player asks the Arbiter to show him the score sheet, the clock should not be stopped.

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

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

In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. 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.

It means that the player does not lose the game with the first illegal move, but only with the second, as it is in standard chess. The penalty is also the same as in standard chess.

A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. 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.

In case that both clocks show the indication 0.00, no claim for win on time can be submitted by the players, but the Arbiter shall decide the result of the game according to the indication of " - " that is shown on one of the clocks. The player whose clock shows this indication loses the game.

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.

If the player completes a move by giving a check and the opponent completes his next move by also giving a check (creating a position where both Kings are in check), and the player, instead of claiming the opponent's illegal move, completes his next move with his King, avoiding the check, then the game shall be continued by the next opponent's move, as the new position is not illegal any more. No illegal move can be claimed by the opponent.

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

It is an obligation of the Arbiter to call the flag fall, if he sees it.

A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

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.

According to the Tournament Regulations of an event the time control is 5 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get $5' + (5' \times 60) = 5' + 5' = 10'$. According to Art. B.1 we have a Blitz game.

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 may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

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

B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

In Blitz games the Arbiter SHALL CALL the flag fall, if he observes it, as in Rapid play

In Blitz games, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped, as in Rapidplay.

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 is 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.
e5xd6 e.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.1.3 have a securing aperture in each square,

D.1.4 The requirements for the pieces are:

D.1.4.1 all are provided with a peg that fits into the securing aperture of the board,

D.1.4.2 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, Laeuffer, 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.6.2.2 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.

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.2.10.5 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.2.10.6 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.2.10.1 and D.2.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.

GUIDELINES

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.

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.

I.11 If the regulations of an event 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 regulations of an event 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 regular 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 regular chess rules are needed for castling, because the regular 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 regular chess.

II.3.2.6 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.3.2.7 Notes

II.3.2.7.1 To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.3.2.7.2 In some starting positions, the king or rook (but not both) does not move during castling.

II.3.2.7.3 In some starting positions, castling can take place as early as the first move.

II.3.2.7.4 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.3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular 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

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

Example 1: According to the Tournament Regulations of an event, the time control is 2 hours for 40 moves and then 1 hour for the end of the game. The last 1 hour will be played according to the rules of the Quick play finish.

Example 2: According to the Tournament Regulations of an event, the time control is 2 hours for the whole game. It means that the whole game will be played according to the rules of the Quick play finish.

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 chess and rapid chess 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.

It means that the Arbiter may make a decision to declare a game as a draw, even after a flag fall has occurred.

As it may cause many conflicts between Arbiters and players, the games played according to Quick play finish must be avoided.

For this reason, it is advisable to use in the tournaments time controls WITH increment.

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

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 straightline 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: 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: See disability.

I adjust: 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: 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: G.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.

rapid chess: 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).

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

sealed move: E. 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 chess: G3. 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.

GUIDELINES FOR THE ORGANISERS

Introduction

Evolution of the FIDE Laws of Chess has given more freedom to the organisers about the regulations of a specific event. The Competition Rules enable organisers to choose options which are the best, in their opinion, for a given tournament. But greater freedom means greater responsibility.

The FIDE Laws of Chess regulate many of the specific rules, but not always. For example, in Rapid chess and Blitz, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules or with some exceptions. Apart of that, is good to remind the player of such important things as the default time and the conditions when a draw can be agreed.

If the organisers forget to make these matters clear in advance, it will not be any use making an announcement at the start of a round. Players may not be present and, anyway, do not listen.

To avoid such situations, the FIDE Rules Commission has decided to prepare Guidelines for the Organisers. These are divided in three parts: what must be specified in the regulations of the event; what the RC recommends be specified; and optional rules. The RC strongly recommends to the organisers that their choice should always be exercised in conjunction with the Chief Arbiter.

1. Rules that must be specified in the tournament regulations

1.1 Default time

According to the article 6.7.1 of the FIDE Laws of Chess, the regulations of an event shall specify a default time. If the default time is not specified, then it is zero.

1.2 Using the Competition Rules in Rapid chess or Blitz

According to the article A.5/B.5 of the FIDE Laws of Chess, the regulations of an event shall specify if the entire event shall be played according to the Competition Rules (all articles from 6 to the 12 of the FIDE Laws of Chess) or with some exceptions as described in the article A.4/B.4.

1.3 Standard chess and Rapid chess without an increment – less than two minutes draw claim

The regulation of the event shall specify if the game is played according to Guidelines III (Quickplay Finishes), as described in the article III.2.1. If yes, then the regulations of an event shall specify the procedure for the player having the move and less than two minutes left on his clock for a draw claim. There are two options: according to the article III.4 of the FIDE Laws of Chess, an increment extra five seconds be introduced for both players or according to the article III.5 of the FIDE Laws of Chess, a draw claim procedure shall follow. If these matters are not specified, then, for example, king and knight v king and knight can be played on until one flag falls.

2. Rules that are recommended to be specified in the tournament regulations

2.1 Draw condition

According to the article 9.1.1 of the FIDE Laws of Chess, the regulations of an event 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. If the draw condition is not specified then, according to the article 5.3.2 of the FIDE Laws of Chess, players can offer or agree to a draw when both have made at least one move.

2.2 Electronic device

According to the article 11.3.2.1 of the FIDE Laws of Chess, the regulations of an event may allow to the player to have an electronic device not specifically approved by the arbiter in the playing venue, provided that this device is stored in a player's bag and the device is completely switched off. This bag must be placed as agreed with the arbiter. Neither player is allowed to use this bag without permission of the arbiter. If the above permission is not specified, then is forbidden to have any electronic device in the playing venue.

3. Optional Rules that may be specified in the tournament regulations

3.1 Scoring

According to the article 10.1 of the FIDE Laws of Chess, the regulations of an event may specify a different scoring system. For example a player who wins his game, or wins by forfeit, scores three points (3), a player who draws his game scores a two points (2), a player who loses his game scores one point (1), a player who loses by default scores zero points (0). If not specified, normal scoring is used (1, ½, 0).

3.2 Leaving the playing area

According to Article 11.2.4 of the FIDE Laws of Chess, the regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area. If this is not specified, there is no obligation for the opponent to communicate his intention to leave.

3.3 Appeal procedure

According to the article 11.10 of the FIDE Laws of Chess, the regulations of an event may specify that a player cannot appeal against any decision of the arbiter, if he has signed the scoresheet. If not specified, the player may appeal even after signing the scoresheet. It is strongly recommended that an Appeal Committee should be set up in advance.

3.4 Adjourned games – elapsed time before arrival of the players

According to the article I.11 of the FIDE Laws of Chess, the regulations of an event may specify the procedure regarding elapsed time before arrival of the players. If not specified, then the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, even if both players are not present initially.