

Laws of Chess 1985

Preface

The Laws of Chess cannot, and should not, regulate all possible situations that may arise during a game, nor can they regulate all questions of organization. In most cases not precisely regulated by an Article of the Laws, one should be able to reach a correct judgement by applying analogies to situations which are discussed in the Laws. In most cases one must presuppose that arbiters have the competence, sound judgement and absolute objectivity necessary. A rule too detailed would deprive the arbiter of his freedom of judgement and might prevent him from finding the solution dictated by fairness and logic. FIDE takes the view that the Laws should be as short and as clear as possible and 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 not be bound by too detailed sub-rules which may not be applicable.

FIDE appeals to all chess federations to accept this view, which is in the interest of all chess players and arbiters. Any chess federation that already operates by or wants to introduce more detailed rules, is perfectly free to do so, provided --

- (a) they do not in any way conflict with the official FIDE Laws;
 - (b) they are limited to the territory of the federation in question; and
 - (c) they are not valid for any FIDE matches, championships or qualifying events.
- In the Articles of these Laws "he" and "his" can refer to "she" and "her".

ARTICLE 1. THE CHESSBOARD








The game of chess is played between two opponents by moving pieces on a square board called a "chessboard".






- 1.1 the chessboard is composed of 64 equal squares alternately light (the "white" squares) and dark (the "black" squares).
- 1.2 the chessboard is placed between the players in such a way that the near corner square to the right of each player is white.
- 1.3 the eight vertical columns of squares are called "files".
- 1.4 the eight horizontal rows of squares are called "ranks".
- 1.5 the lines of squares of the same colour, touching corner to corner, are called "diagonals".

ARTICLE 2. THE PIECES

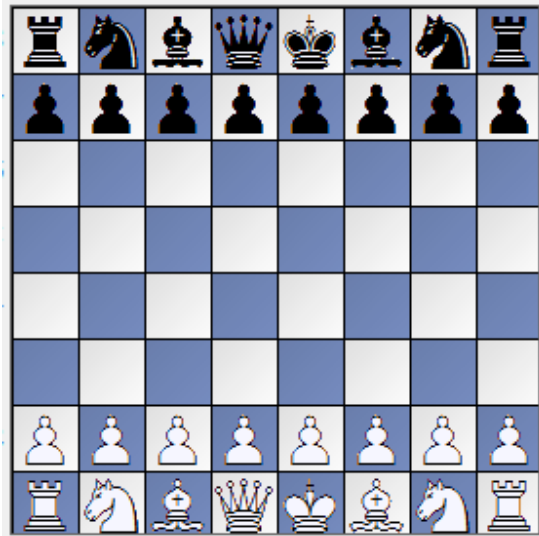
2.1 At the beginning of the game, one player has 16 light-coloured pieces (the "white" pieces) the other has 16 dark-coloured pieces (the "black" pieces)

2.2 These pieces are as follows:

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

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

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



ARTICLE 3. THE RIGHT TO MOVE

3.1 The player with the white pieces commences the game. The players alternate in making one move at a time until the game is completed.

3.2 A player is said to "have the move" when his opponent's move has been completed.

ARTICLE 4. THE GENERAL DEFINITION OF THE MOVE

4.1 With the exception of castling (Article 5.1b), a move is the transfer of a piece from one square to another square which is either vacant or occupied by an opponent's piece.

4.2 No piece except the rook when castling (Article 5.1b) and the knight (Article 5.5) may cross a square occupied by another piece.

4.3 A piece played to a square occupied by an opponent's piece captures it as part of the same move. the captured piece must be removed immediately from the chessboard by the player making the capture. (See Article 5.6c for capturing "en passant.")

ARTICLE 5. THE MOVES OF THE PIECES

The King.

(a) Except when casting, the king moves to any adjoining square that is not attacked by an opponent's piece.

(b) Casting is a move of the king and either rook, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares toward either rook on the same rank;

then that rook is transferred over the king to the square immediately adjacent to the king and on the same rank.

(c) if a player touches a rook and then his king he may not castle with that rook and the situation will be governed by Articles 7.2 and 7.3.

(d) If a player, intending to castle, touches the king first, or king and rook at the same time, and it then appears that castling is illegal, the player may choose either to move his king or to castle on the other side, provided that castling on that side is legal. If the king has no legal move, the player is free to make any other move he chooses.

(e) Castling is illegal---

(i) if the king has already been moved, or

(ii) with a rook that has already been moved.

(f) Castling is prevented for the time being---

(i) if the king's original square or the square which the king must cross over or that which it is to occupy is attacked by an opponent's piece, or

(ii) if there is any piece between the king and the rook with which castling is to be effected.

The Queen .

The queen moves to any square (except as limited by Article 4.2) on the file, rank, or diagonals on which it stands.

The Rook.

The rook moves to any square (except as limited by Article 4.2) on the file or rank on which it stands.

The Bishop.

The bishop moves to any square (except as limited by Article 4.2) on the diagonals on which it stands.

The Knight.

The knight's move is composed of two different steps; first, it makes one step of one single square along its rank or file and then, still moving away from the square of departure, one step of one single square on a diagonal. It does not matter if the square of the first step is occupied.

The Pawn.

(a) The pawn may move only forward.

(b) Except when making a capture, it advances from its original square either one or two vacant squares along the file on which it is placed, and on subsequent moves it advances one vacant square along the file. When capturing, it advances one square along either of the diagonals on which it stands.

(c) A pawn, attacking a square crossed by an opponent's pawn which has been 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. This capture may be made only in reply to such an advance and is called an "en passant" capture.

(d) On reaching the last rank, a pawn must immediately be exchanged, as part of the same move, for a queen, a rook, a bishop, or a knight of the same colour as the pawn, at the player's choice and without taking into account the other pieces still remaining on the chessboard. This exchange of a pawn for another piece is called "promotion" and the effect of the promoted piece is immediate.

(e) In a competition, the player must ask for the assistance of the arbiter before making his move if a new piece is not immediately available. If this request is made and any appreciable delay is foreseen in obtaining the new piece, the arbiter must stop the clock until the required piece is given to the player having the move. If no request is made and the player makes his move and stops his clock without exchanging the promoted pawn for a new piece, he must be given a warning or a disciplinary penalty, such as the advancement of the time on his clock. In any case, the opponent's clock must be set back to the time it registered immediately before the player stopped his clock, the position on the chessboard must be re-established to what it was before the player moved his pawn, and the clock of the player

having the move must be started. The player then must make his move correctly, in the manner specified in Article 5.6d.

ARTICLE 6. THE COMPLETION OF THE MOVE

A move is completed--

6.1 In the case of the transfer of a piece to a vacant square, when the player's hand has released the piece;

6.2 In the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released the piece from his hand;

6.3 In the case of castling, when the player's hand has released the rook on the square crossed by the king. When the player has released the king from his hand, the move is not yet completed, but the player no longer has the right to make any move other than castling on that side, if this is legal.

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

6.5 When determining whether the prescribed number of moves has been made in the allotted time, the last move is not considered completed until after the player has stopped his clock. This applies to all situations except those governed by Articles 10.1, 10.2, 10.3 and 10.4.

ARTICLE 7. THE TOUCHED PIECE

7.1 Provided that he first expresses his intention (e.g., saying "j'adoube"), the player having the move may adjust one or more pieces on their squares.

7.2 Except for the above case, if the player having the move deliberately touches--

(a) one or more pieces of the same colour he must move or capture the first piece touched that can be moved or captured; or

(b) one of his own pieces and one of his opponent's pieces, he must capture his opponent's piece with his own piece; or if this is illegal, move or capture the first piece touched that can be moved or captured.

7.3 If none of the pieces touched has a legal move (or if none of the opponent's pieces touched can legally be captured), the player is free to make any legal move.

7.4 If a player wishes to claim that his opponent has violated Article 7.2, he must do so before he himself touches a piece.

ARTICLE 8. ILLEGAL POSITIONS

8.1 If, during a game, it is found that an illegal move was made, the position shall be reinstated to what it was before the illegal move was made. The game shall then continue by applying the rules of Article 7 to the move replacing the illegal move. If the position cannot be reinstated, the game shall be annulled and a new game played.

This applies to all sessions of play and also to a game awaiting a decision by adjudication.

8.2 If, during a game, one or more pieces have been accidentally displaced and incorrectly replaced, the position before the displacement occurred shall be reinstated, and the game shall continue. If the position cannot be reinstated, the game shall be annulled and a new game played.

8.3 If a player moves and in the course of this inadvertently knocks over a piece or several pieces, he must not stop the clock until the position has been re-established.

8.4 If, after an adjournment, the position is incorrectly set up, the position as it was on adjournment must be set up again and the game continued.

8.5 If, during a game, it is found that the initial position of the pieces was incorrect or that the game began with colours reversed, the game shall be annulled and a new game played.

8.6 if, during a game, it is found that the board has been placed contrary to Article 1.2, the position reached shall be transferred to a board correctly placed and the game continued.

ARTICLE 9. CHECK

9.1 The king is in check when the square it occupies is attacked by one or two of the opponent's pieces; in this case the latter is or are said to be "checking the king."

9.2 Check must be parried by the move immediately following.

9.3 If the check cannot be parried, the king is said to be "checkmated" ("mated"), (See Article 10.1.)

9.4 Declaring a check is not obligatory.

ARTICLE 10. THE COMPLETED GAME

10.1 The game is won by the player who has mated his opponent's king. This immediately ends the game.

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

10.3 The game is drawn when the king of the player who has the move is not in check and the player cannot make any legal move. The king is then said to be "stalemated". This immediately ends the game.

10.4 The game is drawn upon agreement between the two players. This immediately ends the game.

10.5 The game is drawn, upon a claim by the player having the move, when the same position:

(a) is about to appear; or

(b) has just appeared, for the third time, the same player having the move each time. The position is considered the same if pieces of the same kind and colour occupy the same squares and if the possible moves of all the pieces are the same, including the right to castle or to take a pawn en passant.

10.6 If a player executes a move without having claimed a draw for one of the reasons stated in 10.5, he loses the right to claim a draw; this right is restored to him, however, if the same position appears again, the same player having the move.

10.7 The game is drawn when one of the following endings arises, where the possibility of a win is evidently excluded for either side:

(a) king against king,

(b) king against king with bishop or knight,

(c) king and bishop against king and bishop, with both bishops on diagonals of the same colour.

10.8 The game is drawn when a player having the move claims a draw demonstrates that at least the last 50 consecutive moves have been made by each side without the capture of any piece and without the movement of any pawn. This number of 50 moves can be increased for certain positions, provided that this increase in number and these positions have been clearly established in the Laws of Chess (Article 10.9).

10.9 The number of 50 moves mentioned in Article 10.8 will be extended to 100 moves for the following positions:

(a) king, rook and bishop against king and rook;

(b) king and two knights against king and pawn if the following conditions are met:

(I) the pawn is safely blocked by a knight;

(II) the pawn is not further advanced than: for Black: a4,b6,c5,d4,e4,f5,g6 or h4; for White: a5,b3,c4,d5,e5,f4,g3 or h5.

(c) king, rook and pawn versus king, bishop and pawn, if:

i) white has a pawn at a2, black has a pawn at a3 and a black-squared bishop, or

(ii) white has a pawn at h2, black has a pawn at h3 and a white-squared bishop, or

(iii) conditions of (i) or (ii) with colours reversed and therefore a black pawn at h7 or a7 and white having a pawn at h6 (with black-squared bishop) or at a6 (with white-squared bishop).

10.10 A proposal of a draw under the provision of Article 10.4 may be made by a player only at the moment when he has just moved a piece. On then proposing a draw, he starts the clock of his opponent. The latter may accept the proposal, or he may reject it either orally or by completing a move; in the interval the player who has made the proposal cannot withdraw it.

(a) If a player proposes a draw while his opponent's clock is running, the opponent may agree to the draw or reject the offer. A player who offers a draw in this manner, however, should be warned by the arbiter (15.1.(d)).

(b) If a player proposes a draw while his own clock is running, the opponent may accept or reject the offer, or he may postpone his decision until after he has seen his opponent's move. In the case where the move is a sealed move, the decision may wait until after the sealed move envelope has been opened and the move played on the board.

(c) In these situations the player may reject the proposal orally or by completing a move at his first opportunity. In the interval between the offer of a draw and the opponent's response, the player who made the proposal cannot withdraw it.

10.11.1 The right to claim a draw under the provision of Article 10.5 belongs exclusively to a player---

(a) who is in a position to make a move leading to such a repetition of the position, if he first declares to the arbiter his intention of making this move, and writes this move on his score-sheet; or

(b) whose turn it is to reply to a move that has produced the repeated position.

10.11.2 The right to claim a draw before overstepping his time limit also belongs to a player whose opponent has only the king remaining.

10.12 If a player claims a draw under the provisions of Articles 10.8 and 10.11, the Arbiter must first stop the clock while the claim is being investigated.

(a) if the claim is found to be correct, the game is drawn.

(b) if the claim is found to be incorrect, the arbiter shall then add five minutes to the claimant's used time. If this means that the claimant has overstepped the time limit, his game will be declared lost. Otherwise the game will be continued and the player who has indicated a move according to Article 10.11.1 (a) is obliged to execute this move on the chessboard.

(c) A player who has made a claim under this article cannot withdraw the claim.

10.13 The game is lost by a player who has not completed the prescribed number of moves in the allotted time.

10.14 The game is lost by a player who arrives at the chessboard more than one hour late, for the beginning of the game or for the resumption of an adjourned game. The time of delay is counted from the start of the session. However, in the case of an adjourned game, if the player who made the sealed move is the late player, the game is decided otherwise if:

(a) the absent player has won the game by virtue of the fact that the sealed move is checkmate; or

(b) the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or if one of the positions in 10.7 has arisen as the consequence of the sealed move; or

(c) the player present at the chessboard has lost the game according to Article 10.13 by exceeding his time limit.

10.15 The game is lost by a player who has sealed a move the real significance of which is impossible to establish, or who has sealed an illegal move.

10.16 The game is lost by a player who during the game refuses to comply with the Laws. If both players refuse to comply with the Laws or if both players arrive at the chessboard more than one hour late, the game shall be declared lost by both players.

ARTICLE 11. THE RECORDING OF GAMES

11.1 In the course of play each player is required to record the game (his own moves and those of his opponent), move after move, as clearly and legibly as possible in the Algebraic notation, on the

scoresheet prescribed for the competition. It is irrelevant whether the player first makes his move and then writes down the move on his scoresheet or vice-versa.

11.2 If a player has less than five minutes on his clock until the time control, he is not obliged to meet the requirements of Article 11.1. As soon as the special device (e.g. flag) on the clock indicates the end of his allotted time, the player must immediately complete his record of the game by filling in the moves omitted from his scoresheet.

11.3 If both players cannot keep score, the arbiter, or his deputy, must endeavour to be present and keep score. the arbiter must not intervene unless one flag falls, and he should refrain from signalling in any manner to the players that the time-control has been reached.

11.4 If Article 11.2 does not apply, and a player refuses to record the game according to Article 11.1, then Article 10.16 should be applied.

11.5 If a player does not refuse to comply with the arbiter's request for a completed scoresheet, but declares that he cannot complete his scoresheet without consulting his opponent's, the request for this scoresheet must be made to the arbiter, who will determine whether the scoresheet can be completed before the time-control without inconveniencing the other player. The latter cannot refuse his scoresheet because the scoresheet belongs to the organizers and the reconstruction will be made in his opponent's time. in all other cases the scoresheets can be completed only after the time-control.

11.6 If, after the time-control, one player alone has to complete his scoresheet, he will do so before making another move, and with his clock running if his opponent has moved.

11.7 If, after the time-control, both players need to complete their scoresheets, both clocks will be stopped until the two scoresheets are completed, if necessary with the help of a chessboard under the control of the arbiter who should have recorded the actual game position beforehand.

11.8 If, in Article 11.6, the arbiter sees that the scoresheets alone cannot help in the reconstruction of the game, he will act as in 11.7.

11.9 If it is impossible to reconstruct the moves as prescribed under Article 11.7, the game shall continue. In this case, the next move played will be considered to be the first one of the following time control.

ARTICLE 12. THE CHESS CLOCK

12.1 Each player must make a certain number of moves in an allotted period of time, these two factors being specified in advance. The time saved by a player during one period is added to his time available for the next period.

12.2 Control of each player's time is effected by means of a clock equipped with a flag (or another special device) for this purpose. the flag is considered to have fallen when the arbiter observes the fact, or when the arbiter determines that the allotted time has been exceeded even though the flag, because of a defect, has not fallen when the end of the minute-hand has passed the end of the flag. In cases where no arbiter is present, the flag is considered to have fallen when a claim has been made to that effect by a player.

12.3 At the time determined for the start of the game, the clock of the player who has the white pieces is started. During the game, each of the players, having made his move, stops his own clock and starts his opponent's clock.

12.4 Every indication given by a clock is considered to be conclusive in the absence of evident defects. A player who wishes to claim any such defect must do so as soon as he himself has become aware of it but not later than immediately after his flag has fallen at the time control. A clock with an obvious defect should be replaced, and the time used by each player up to the time the game was interrupted should be indicated on the new clock as accurately as possible. the arbiter shall use his best judgement in determining what times shall be shown on the new clock. If the arbiter decides to add time to the clock

of one or both of the players, he shall under no circumstances (except as provided for in Article 10.12(b)) leave a player with :

- (a) less than five minutes to the time control; or
- (b) less than one minute for every move to the time control.

12.5 If the game needs to be interrupted for some reason for which neither player is responsible, the clocks shall be stopped by the arbiter. This should be done, for example, in the case of an illegal position being corrected, in the case of a defective clock being changed, or if the piece which a player has declared he wishes to exchange for a promoted pawn is not immediately available.

12.6 In the case of Articles 8.1 and 8.2, when it is not possible to determine the time used by each player up to the moment when the irregularity occurred, each player shall be allotted up to that moment a time proportional to that indicated by the clock when the irregularity was ascertained. For example, after Black's 30th move it is found that an irregularity took place at the 20th move. For these thirty moves the clock shows 90 minutes for White and 60 minutes for Black, so it is assumed that the times used by the two players for the first twenty moves were as follows:

White: $\frac{90 \times 20}{30} = 60$ minutes

Black: $\frac{60 \times 20}{30} = 40$ minutes

12.7 A resignation or an agreement to draw remains valid even when it is found later that the flag had fallen.

12.8 If both flags have fallen virtually at the same time and the arbiter is unable to establish clearly which flag fell first, the game shall continue.

12.9 The arbiter shall refrain from calling a player's attention to the fact that his opponent has made a move, or that the player has forgotten to stop his clock after he has made a move, or informing him how many moves he has made, etc.

ARTICLE 13. THE ADJOURNMENT OF THE GAME

13.1 If a game is not finished at the end of the time prescribed for play, the player having the move 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 then stop the clocks. Until he has stopped the clocks, the player retains the right to change his sealed move. If the player makes the said move on the chessboard, he must write this same move on his scoresheet as his sealed move.

13.2 Upon the envelope shall be indicated--

- (a) the names of the players,
- (b) the position immediately before the sealed move,
- (c) the time used by each player, and
- (d) the name of the player who has sealed the move and the number of that move.

13.3 The arbiter is responsible for the envelope.

ARTICLE 14. THE RESUMPTION OF THE ADJOURNED GAME

14.1 When the game is resumed, the position immediately before the sealed move shall be set up on the chessboard, and the time used by each player when the game was adjourned shall be indicated on the clocks.

14.2 The envelope shall be opened only when the player having the move (the player who must reply to the sealed move) is present. This player's clock shall be started after the sealed move has been made on the chessboard.

(a) If the two players in an adjourned game have agreed to a draw and announce their decision to the arbiter, and then find, when the envelope is opened, that a move has been sealed which is invalid according to Article 10.15, then the draw stands.

(b) if one of the players in an adjourned game notifies the arbiter that he resigns and then finds, when the envelope is opened, that his opponent has sealed a move which is invalid according to Article 10.15, then the resignation is still valid.

14.3 If the player having to respond to the sealed move is absent, his clock shall be started but the envelope containing the sealed move shall be opened only when he arrives.

14.4 If the player who has sealed the move is absent, the player having the move is not obliged to reply to the sealed move on the chessboard. He has the right to record his move in reply on his scoresheet, to seal the scoresheet in an envelope, to stop his clock, and to start his opponent's clock. The envelope should then be put into safekeeping and opened on the opponent's arrival.

14.5 If the envelope containing the move recorded in accordance with Article 13.1 and Article 13.2 has disappeared—

(a) the game shall be resumed from the position at the time of adjournment and with the clock times recorded at the time of adjournment;

(b) if it is impossible to re-establish the position the game is annulled and a new game must be played;

(c) if the time used at the time of the adjournment cannot be re-established this question is decided by the arbiter. The player who sealed the move makes it on the board.

14.6 If, upon resumption of the game, the time used has been incorrectly indicated on either clock, and if either player points this out before making his first move, the error must be corrected. If the error is not so established, the game continues without correction unless the arbiter feels that the consequences will be too severe.

14.7 The duration of the adjourned game session shall be controlled by the wall clock with the starting time and finishing time announced in advance.

ARTICLE 15. THE CONDUCT OF THE PLAYERS

15.1 Prohibitions.

(a) During play the players are forbidden to make use of handwritten, printed or otherwise recorded matter, or to analyse the game on another chessboard; they are also forbidden to have recourse to the advice or opinion of a third party, whether solicited or not.

(b) The use of notes made during the game as an aid to memory is also forbidden, aside from the actual recording of the moves and the times on the clocks.

(c) No analysis is permitted in the playing rooms during play or during adjourned sessions.

(d) It is forbidden to distract or annoy the opponent in any manner whatsoever.

15.2 Infractions of the rules indicated in Article 15.1 may incur penalties even to the extent of the loss of the game.

ARTICLE 16. THE ARBITER

An arbiter should be designated to control the competition. His duties are:

16.1 To see that the Laws are strictly observed;

16.2 To supervise the progress of the competition, to establish that the prescribed time-limit has not been exceeded by the players, to arrange the order of resumption of play of adjourned games, to see that the arrangements contained in Article 13 are observed, (to see that the information on the envelope is correct), to keep the sealed-move envelope until the resumption of the adjourned game, etc.;

16.3 To enforce the decisions he may make in disputes that have arisen during the course of the competition;

16.4 To act in the best interests of the competition to ensure that a good playing environment is maintained and that the players are not disturbed by each other or by the audience;

16.5 To impose penalties on the players for any fault or infraction of the Laws.

ARTICLE 17. SCORING

For a won game the winner gets 1 (one) point and the loser 0 (zero); for a draw each player gets $\frac{1}{2}$ (half a point).

ARTICLE 18. THE INTERPRETATION OF THE LAWS

In case of doubt as to the application or interpretation of the Laws, FIDE will examine the evidence and render official decisions. Rulings published are binding on all affiliated federations. All proposals and questions about interpretations should be submitted by member federations, with complete data.

ARTICLE 19. VALIDITY

This English text is the authentic version of the Laws of Chess which was adopted by the 1984 FIDE Congress. These Laws are to take effect from 1st January 1985.