2001 Changes to the Laws of Chess

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| 1997 | 2001 |
| 1.1 The game of chess is played between two opponents who move pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been completed. | The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been made. |
| 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move which would avoid the 'capture' of the king on the following move. The player who achieves this is said to have 'checkmated' the opponent and to have won the game. The opponent who has been checkmated has lost the game. | 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 which would avoid the 'capture' of the king on the following move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. The opponent whose king has been checkmated has lost the game. |
| 2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces) | At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces): These pieces are as follows: |
| Section 3 *Note that the subsections of this chapter has been reordered and renumbered. This is not expressed by change marks.* |  |
| 3.1 No piece can be moved to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack a square if the piece could make a capture on that square according to Articles 3.2 to 3.5. | It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8. |
| 3.2 The bishop moves to any square along a diagonal on which it stands. | The bishop may move to any square along a diagonal on which it stands. |
| 3.3 The rook moves to any square along the file or the rank on which it stands. | The rook may move to any square along the file or the rank on which it stands. |
| 3.4 The queen moves to any square along the file, the rank or a diagonal on which it stands. | The queen may move to any square along the file, the rank or a diagonal on which it stands. |
| 3.6 The knight moves to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal. It does not pass directly over any intervening square. | 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. |
| 3.7a The pawn moves forward to the unoccupied square immediately in front of it on the same file, or | The pawn may move forward to the unoccupied square immediately in front of it on the same file, or |
| 3.7b on its first move the pawn may advance two squares along the same file provided both squares are unoccupied, or | on its first move the pawn may move as in (a); alternatively it may advance two squares along the same file provided both squares are unoccupied, or |
| 3.7c the pawn moves to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece. | the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece. |
| 3.7d A pawn attacking a square crossed by an opponent's pawn which has 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 can be made only on the move following this advance and is called an 'en passant' capture. | A pawn attacking a square crossed by an opponent's pawn which has 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 only be made on the move following this advance and is called an 'en passant' capture. |
| 3.8a The king can move in two different ways, by:  i moving to any adjoining square that is not attacked by one or more of the opponent's pieces.  or  ii 'castling'. This is a move of the king and either rook of the same colour on the same 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, then that rook is transferred over the king to the square the king has just crossed. | There are two different ways of moving the king, by:  i moving to any adjoining square not attacked by one or more of the opponent's pieces.  The opponent's pieces are considered to attack a square, even if such pieces cannot themselves move.  or  ii 'castling'. This is a move of the king and either rook of the same colour on the same 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, then that rook is transferred to the square the king has just crossed. |
| 3.8 (1) Castling is illegal:   1. if the king has already been moved, or 2. with a rook that has already been moved | Castling is illegal:   1. if the king has already moved, or 2. with a rook that has already moved |
| 3.8 (2)  Castling is prevented for the time being: | (2)  Castling is prevented temporarily: |
| 3.8 b.  The king is said to be 'in check', if it is under attack  by one or more of the opponent's pieces, even if such pieces cannot themselves move.  Declaring a check is not obligatory.  A player must not make a move which places or leaves his own king in check. | b.  The king is said to be 'in check', if it is under attack attacked by one or more of the opponent's pieces, even if such pieces cannot themselves move.  Declaring a check is not obligatory.  A player must not make a move which places or leaves his own king in check. |
| 3.9 | No piece can be moved that will expose its own king to check or leave its own king in check. |
| 4.2 Provided that he first expresses his intention (e.g. by saying "j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares. | Provided that he first expresses his intention (e.g. by saying "j'adoube"), the player having the move may adjust one or more pieces on their squares. |
| 4.3a one or more pieces of the same colour, he must move or capture the first piece touched that can be moved , or captured, or | one or more of his own pieces, he must move the first piece touched that can be moved, or |
| 4.3b | one or more of his opponent's pieces, he must capture the first piece touched, which can be captured. |
| 4.3c one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear the player's own piece shall be considered to have been touched before his opponent's. | one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's. |
| 4.4a If a player deliberately touches his king and rook he must castle on that side if it is legal. | If a player deliberately touches his king and rook he must castle on that side if it is legal to do so. |
| 4.4b If a player 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. | If a player deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3(a). |
| 4.4c If a player, intending to castle, touches the king or king and a rook at the same time, but castling on that side is illegal, the player must choose either to castle on the other side, provided that castling on that side is legal, or to move his king. If the king has no legal move, the player is free to make any legal move. | If a player, intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move. |
| 4.6 If the opponent violates Article 4.3 or 4.4 the player cannot claim this after he himself deliberately touches a piece. | A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4, once he deliberately touches a piece. |
| Art 5 The completed game | The completion of the game |
| 5.1a The game is won by the player who has checkmated his opponent's king with a legal move. This immediately ends the game. | The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move. |
| 5.2 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. | 5.2a The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal. |
| 5.2b new | The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal. |
| 5.2c formally 5.2 |  |
| 5.2d formally 5.3  The game may be drawn if the identical position is about to appear or has appeared on the chessboard three times. (See Article 9.2) | The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2) |
| 5.2e formally 5.4  The game may be drawn if the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece. (See Article 9.3) | The game may be drawn if each player has made the last 50 consecutive moves without the movement of any pawn and without the capture of any piece. (See Article 9.3) |
| Tournament Rules | Competition Rules |
| 6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.  'Clock' in the Laws of Chess means one of the two time displays.  'Flag fall' means the expiry of the allotted time for a player. | 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.  'Clock' in the Laws of Chess means one of the two time displays.  'Flag fall' means the expiration of the allotted time for a player. |
| 6.2a When using a chess clock, each player must make a certain number or all moves in an allotted period of time; or may be allocated an additional amount of time after each move. All this must be specified in advance. | When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance. |
| 6.2b The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an alloted 'main thinking time'. They also receive a 'fixed extra time' for every move. The count down of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiry of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used. | The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The count down of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used. |
| 6.3 Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 8.1 must be checked. | Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 6.2(a) must be checked. |
| 6.4 The arbiter decides where the chess clock is placed. | Before the start of the game the arbiter decides where the chess clock is placed. |
| 6.6 The player shall lose the game if he arrives at the chessboard more than one hour after the scheduled start of the session (unless the rules of the competition specify or the arbiter decides otherwise). | If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives; unless the rules of the competition specify or the arbiter decides otherwise. |
| 6.7 new | Any player who arrives at the chessboard more than one hour after the scheduled start of the session shall lose the game unless the rules of the competition specify or the arbiter decides otherwise. |
| 6.8a formally 6.7 During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the made move ends the game. (See Articles 5.1, 5.2 and 5.3)  The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player. | During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1, 5.2a and 5.2b) The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player. |
| 6.8b A player must stop his clock with the same hand as that with which he made his move. It is forbidden to keep the finger on the button or to 'hover' over it. | A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it. |
| 6.8d new | If a player is unable to use the clock, an assistant, who is acceptable to the arbiter, may be provided by the player to perform this operation. The clocks shall be adjusted by the arbiter in an equitable way. |
| 6.9 formally 6.8  A flag is considered to have fallen when the arbiter observes the fact or when a valid claim to that effect has been made by either player. | 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 has been made by either player. |
| 6.10 formally 6.9  Except where Articles 5.1, 5.2 and 5.3 apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves ( i.e. by the most unskilled counterplay). | Except where Articles 5.1 or one of the Articles 5.2 (a), (b) and (c) apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, even with the most unskilled counterplay). |
| 6.12 formally 6.11 |  |
| 6.13 formally 6.12 |  |
| 6.13b A player may stop the clocks in order to seek the arbiter's assistance. | A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available. |
| 6.13d new | If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised according to article 13.4. |
| 6.14 formally 6.13  If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. | If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter. |
| 6.15 formally 6.14 |  |
| Art 7 Illegal positions | Irregularities |
| 7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary the opponent has the right to restart the player's clock without making a move in order to make sure the player re-establishes the correct position on his own time. | If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces |
| 7.4a If during a game it is found that an illegal move has been made, or that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13 and, in the case of an illegal move, Article 4.3 applies to the move replacing the illegal move. The game shall then continue. | If during a game it is found that an illegal move has been made,  the position immediately before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position. |
| 7.4b new | After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. |
| 7.5 new | If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. The game shall then continue from this re-instated position. |
| 8.1 In the course of play each player is required to record his own moves and those of his opponent, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the scoresheet prescribed for the competition.  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. The offer of a draw must be recorded on the scoresheet by both players. (Appendix E.12)  If a player due to physical or religious reasons, is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game. | 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 E), on the 'scoresheet' prescribed for the competition.  A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. Both players must record the offer of a draw on the scoresheet. (Appendix E.12)  If a player is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game. |
| 8.2 The scoresheet shall be visible to the arbiter at all times. | 8.2 The scoresheet shall be visible to the arbiter throughout the game. |
| 8.4 If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely. | If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard. |
| 8.5b If only one player is not required to keep score under Article 8.4, he must update his scoresheet completely as soon as a flag has fallen.  Provided it is the player's move, he may use his opponent's scoresheet. The player is not permitted to  move until after he has completed his own scoresheet and returned his opponent's. | If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move. |
| 8.5c 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, who shall first record the actual game position before reconstruction takes place. | If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place. |
| 8.7 new | 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. |
| 9.1a A player can propose  a draw after making a move on the chessboard. He must do so before stopping his own clock and starting his opponent's clock. An offer at any other time during play is still valid, but Article 12.5 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 making a move, or the game is concluded in some other way. | A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his  clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.5 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. |
| 9.1b The offer of a draw shall be noted by each player on his scoresheet with the symbol (=). | The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E). |
| 9.1c new | A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw. |
| 9.2b has just appeared.  Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.  Positions are not the same if a pawn could have been captured en passant or if the right to castle immediately or in the future has been changed. | has just appeared, and the player claiming the draw has the move.  Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.  Positions are not the same if a pawn that could have been captured en passant can no longer be captured or if the right to castle has been changed temporarily or permanently. |
| 9.5b If the claim is found to be incorrect, the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes and add three minutes to the opponent's remaining time. Then the game shall continue and the intended move must be made. | If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining time. Additionally, if the claimant has more than two minutes on his clock the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes. If the claimant has more than one minute, but less than two minutes, his remaining time shall be one minute. If the claimant has less than one minute, the arbiter shall make no adjustment to the claimant's clock. Then the game shall continue and the intended move must be made. |
| 10.2 If the player has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter. | If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter. |
| 10.2a If the arbiter is satisfied the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision. | If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim. |
| 10.2b If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. Having postponed his decision, the arbiter may subsequently declare the game drawn, even after a flag has fallen. | If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen. |
| 10.2c Illegal moves do not necessarily lose. After the action taken under Article 7.4, for a first illegal move by a player the arbiter shall give two minutes extra time to his opponent; for a second illegal move by the same player the arbiter shall give another two minutes extra time to his opponent; for a third illegal move by the same player, the arbiter shall declare the game lost by the player who played incorrectly. | If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time. |
| 10.2d new | The decision of the arbiter shall be final relating to 10.2 a, b, c. |
| 10.3 deleted |  |
| 10.4 renumbered 10.3 |  |
| 11.1 A player who wins his game scores one point (1), a player who loses his game scores no points (0) and a player who draws his game scores a half point (½). | Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (½). |
| 12.1 High standards of etiquette are expected of the players. | The players shall take no action that will bring the game of chess into disrepute. |
| 12.3 No analysis is permitted in the playing room when play is in progress, whether by players or spectators. Players who have finished their games shall be considered to be spectators. | Players who have finished their games shall be considered to be spectators. |
| 12.4 The players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.  The player having the move is not allowed to leave the playing area without permission of the arbiter. | Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.  The player having the move is not allowed to leave the playing area without permission of the arbiter. |
| 12.5 It is forbidden to distract or annoy the opponent in any manner whatsoever; this the persistent offer of a draw. | It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw. |
| 12.6 Infraction of any part of the Articles 12.2 to 12.5 shall lead to penalties in accordance with Article 13.4. | Infraction of any part of the Articles 12.1 to 12.5 shall lead to penalties in accordance with Article 13.4. |
| 12.7 The game is lost by a player who persistently refuses to comply with the Laws of Chess. The opponent's score shall be decided by the arbiter. | Persistent refusal by a to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent. |
| 13.4 Penalties open to the arbiter include: | The arbiter can apply one or more of the following penalties: |
| 13.4e renumbered as 13.4g |  |
| 13.4e new | reducing the points scored in a game by the offending party, |
| 13.4f new | increasing the points scored in a game by the opponent to the maximum available for that game, |
| 13.6 The arbiter must not intervene in a game to indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time. The arbiter shall refrain from informing a player that his opponent has made a move, or that he has failed to press his clock. | The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time. The arbiter shall refrain from informing a player that his opponent has completed a move. |
| Appendix | Appendices |
| A1b 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 | 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. |
| A2f the offer of a draw, if the proposal was made before the adjournment of the game. | the offer of a draw, if the proposal is current. |
| A8 Except in the cases mentioned in Article 6.9 and 9.6, the game is lost by a player whose recording of his sealed move | Except in the cases mentioned in Article 6.10 and 9.6, the game is lost by a player whose recording of his sealed move |
| A8b is false, in such a way that its true significance is impossible to establish, or | is recorded such that its true significance is impossible to establish, or |
| A9c 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 his opponent's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the opponent's arrival. | the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the absent player's arrival. |
| A10 The game is lost by the player who arrives more than one hour late for the resumption of an adjourned game. | The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition or the arbiter decides otherwise). |
| A10c the player present at the chessboard has lost the game according to Article 6.9. | the player present at the chessboard has lost the game according to Article 6.10. |
| A11 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 clocks shall be set by the arbiter. The player who sealed the move makes the move he states he sealed on the chessboard. | If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move makes the move he states he sealed on the chessboard. |
| B1 A 'rapidplay’ game' is one where all the moves must be made in a fixed time between 15 to 60 minutes. | A ‘Rapidplay game' is one where all the moves must be made in a fixed time from 15 to 60 minutes for each player. |
| B2 Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws. | Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws of Rapidplay. |
| B4 Once each player has made three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. | Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed. |
| B5a The arbiter shall make a ruling according to Articles 4 and 10, only if requested to do so by one or both players. | The arbiter shall make a ruling according to Article 4 (The touched piece), only if requested to do so by one or both players. |
| B5b new | The player loses the right to claim according to Articles 7.2, 7.3 and 7.5 (Irregularities, illegal moves) once he has touched a piece according to Article 4.3. |
| B6 The flag is considered to have fallen when a valid claim to that effect has been made by a player. The arbiter shall refrain from signalling a flag fall. | The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall. |
| C1 A 'blitz game' is one where all the moves must be made in a fixed time less than 15 minutes. | A 'Blitz game' is one where all the moves must be made in a fixed time less than 15 minutes for each player. |
| C2 Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws. | Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws of Blitz. |
| C3 An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim a win before making his own move.  Once the opponent has made his own move, an illegal move cannot be corrected. | An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player by any possible series of legal moves with the most unskilled counterplay, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected. |
| C4 In order to win, a player must have 'mating potential'. This is defined as adequate forces eventually to produce a position legally, possibly by 'helpmate', where an opponent having the move cannot avoid being checkmated in one move. Thus two knights and a king against a lone king is insufficient, but a rook and king against a knight and king is sufficient.  Article 10.2 does not apply. | Article 10.2 does not apply. |
| D1 … The claim shall be referred to an arbiter whose decision shall be final. | … The claim shall be referred to an arbiter whose decision shall be the final one. |
| E8 When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.  When a pawn makes a capture, not only the square of arrival but also the file of departure must be indicated, followed by an x. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation. | When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.  When a pawn makes a capture, the file of departure must be indicated, an x, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation. Example: exd6 e.p.. |
| E9 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:   1. If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival. 2. If both pieces are on the same file: by the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival. 3. If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted between (b) and (c).   Examples:   1. There are two knights, on the squares g1 and d2, and one of them moves to the square f3: either Ngf3 or Ndf3, as the case may be. 2. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be. 3. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.   If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Ndxf3, (2) either N5xf3 or N1xf3, (3) either Nhxf3 or Ndxf3, as the case may be. | If two identical pieces can move to the same square, the piece that is moved is indicated as follows:   1. If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the file of the square of departure, and (c) the square of arrival. 2. If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival. 3. If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted between (b) and (c).   Examples:   1. There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be. 2. There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be. 3. There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.   If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Nexf3, (2) either N5xf3 or N1xf3, (3) either Nhxf3 or Ndxf3, as the case may be. |
| E12  Essential 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" |   Sample game: 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bd2 0-0 5.e4 d5 6.exd5 exd5 7.cxd5 Bxc3 8.Bxc3 Nxd5 9.Nf3 b6 10.Qb3 Nxc3 11.bxc3 c5 12.Be2 cxd4 13.Nxd4 Re8 14.0-0 Nd7 15.a4 Nc5 16.Qb4 Bb7 17.a5 ... etc. | The offer of a draw shall be marked as (=).  Essential 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" |   Sample game: 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bd2 0-0 5.e4 d5 6.exd5 exd5 7.cxd5 Bxc3 8.Bxc3 Nxd5 9.Nf3 b6 10.Qb3 Nxc3 11.bxc3 c5 12.Be2 cxd4 13.Nxd4 Re8 14.0-0 Nd7 15.a4 Nc5 16.Qb4 Bb7 17.a5 ... etc. |
| App F New | F. Rules for play with Blind and Visually HandicappedF1. Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two boards, the sighted players using a normal board, the visually handicapped player using one specially constructed. The specially constructed board must meet the following requirements:   1. at least 20 by 20 centimetres; 2. the black squares slightly raised; 3. a securing aperture in each square; 4. every piece provided with a peg that fits into the securing aperture; 5. pieces of Staunton design, the black pieces being specially marked.  F2. The following regulations shall govern play:   1. The moves shall be announced clearly, repeated by the opponent and executed on his board. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters, algebraic  A-Anna B-Bella C-Cesar D-David E-Eva F-Felix G-Gustav H-Hector  Ranks from white to black shall receive the German numbers:  1-eins 2-zwei 3-drei 4-vier 5-fuenf 6-sechs 7-sieben 8-acht  Castling is announced "Lange Rochade" (German for long castling) and "Kurze Rochade" (German for short castling).  The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer. 2. On the visually handicapped player's board a piece shall be considered "touched" when it has been taken out of the securing aperture.. 3. A move shall be considered "executed" when:    1. in the case of a capture, the captured piece has been removed form the board of the player whose turn it is to move;    2. a piece is placed into a different securing aperture;    3. the move has been announced. Only then the opponent's clock shall be started. As far as points 2 and 3 are concerned the normal rules are valid for the sighted player. 4. A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:    1. A dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots.    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 5 minutes of the full hour. 5. The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder. 6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started. 7. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the controller and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores. 8. If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clock accordingly. 9. The visually handicapped player shall have the right to make use of an assistant who shall have any or al of the following duties:    1. Make either player's move on the board of the opponent.    2. Announce the moves of both players.    3. Keep the game score of the visually handicapped player and start his opponent's clock, (keeping rule 3.c in mind).    4. Inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players.    5. Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.    6. Carry out the necessary formalities in case the game is adjourned. If the visually handicapped player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under point 9a and b. |
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