2005 Changes to the Laws of Chess

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| 2001 | 2005 |
| RULES OF PLAY | BASIC RULES OF PLAY |
| 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 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. | The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game. |
| 1.3 If the position is such that neither player can possibly checkmate, the game is drawn. | It is not allowed to capture the King. |
| 3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8. | 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 a square if it can capture an opponent’s piece on that square even if this piece cannot itself move  A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack. |
| 3.7d 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 may  only be made 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, is only legal on the move following this advance and is called an 'en passant' capture. This move must be made in the event that no other legal move is possible |
| 3.7e When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate. | When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate. |
| 3.8i moving to any adjoining square not attacked by one or more of the opponent's pieces. | 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 are constrained from moving to that square because they would then leave or place their own king in check. |
| 3.8ii (1) Castling is illegal: | The right for castling has been lost: |
| 3.8ii (2) c 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 cannot themselves move. are constrained from moving to that square because they would then leave or place their own king in check. |  |
| 3.8ii (2) d Declaring a check is not obligatory. | deleted |
| 3.9 No piece can be moved that will expose its own king  to check or leave its own king in check. | No piece can be moved that will either expose the king of the same colour to check or leave that king in check. |
| 4.3b one or more of his opponent's pieces, he must capture the first piece touched, which can be captured. |  |
| 4.3d new | If a player touched more than one piece simultaneously without a note for J'adoube, and it wasn’t known what piece he touched first, then he must move one of these touched pieces. I.e. he is given the choice to choose which of them he wants to move. |
| 4.4d new | If a player promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion. |
| 4.7 renamed 4.7.1 |  |
| 4.7.1a new | in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand; |
| 4.7.1b new | in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal; |
| 4.7.1c new | in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square. |
| 5.2e 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) | The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3) |
| 6.8d 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. | 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. His clock shall be adjusted by the arbiter in an equitable way. |
| 6.11 Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use his best judgement when determining the times to be shown on the replacement chess clock. | Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgement when determining the times to be shown on the replacement chess clock. |
| 6.12 If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue. | If both flags have fallen and it is impossible to establish which flag fell first,  then   1. the game shall continue if it happens in any period of the game except the last period. 2. the game is drawn in case it happens in the period of a game, in which all remaining moves must be completed. |
| 6.15 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim based on information shown in this manner. | Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner. |
| 7.1a If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played. | 7.1a If during a game it is found by the arbiter or one of the players that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played. |
| 7.4a If during a game it is found that an illegal move has been made , the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position. | If during a game it is found by the arbiter or one of the players that an illegal move, including not exchanging a pawn who reached the last rank for a queen rook, bishop or knight and capturing the opponent’s king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position. |
| 7.4b 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. | 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. If the opponent cannot checkmate the player by any possible series of legal moves even with the most unskilled counterplay, the arbiter shall decide the result of the game. |
| 7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be 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. | If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. 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 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. | 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.  It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3.  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. Both players must record the offer of a draw on the scoresheet. (Appendix E.12)  If a player is unable to keep score, an assistant, who is 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. |
| 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 before moving a piece on the chessboard. | 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 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. |
| 9.1b The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E). | The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E13). |
| The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by sequential repetition of moves)   1. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or 2. 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. | The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)   1. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or 2. 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 in this manner be captured or if the right to castle has been changed temporarily or permanently. |
| 9.3a he writes on his scoresheet, and declares to the arbiter his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or | he writes his move on his scoresheet, and declares to the arbiter his intention to make this move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or |
| 9.3b the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece. | the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture. |
| 9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game. | The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game, provided that the move producing this position was legal. |
| 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. The arbiter shall declare the final result after a flag has fallen. | If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result later in the game or after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means. |
| 10.3 If both flags have fallen and it is impossible to establish which flag fell first the game is drawn. | deleted |
| 12.2a During play the players are forbidden to make use of any notes, sources of information, advice, or to analyse on another chessboard. The scoresheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim. | During play the players are forbidden to make use of any notes, sources of information, advice, or analyse on another chessboard. |
| 12.2b new | It is strictly forbidden to bring mobile phones or other electronic means of communication, not authorised by the arbiter, into the playing venue. If a player's mobile phone rings in the playing venue during play, that player shall lose the game. The score of the opponent shall be determined by the arbiter. |
| 12.3 new | The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, matters relating to a claim and other relevant data. |
| 12.4 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 who have finished their games shall be considered to be spectators. | Players who have finished their games shall be considered to be spectators. |
| 12.5 renumbered as 12.6  It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw. | 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. |
| 12.6 renumbered as 12.7 | It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or unreasonable offers of a draw. |
| 12.7 renumbered as 12.8 | Infraction of any part of the Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4. |
| 12.8 renumbered as 12.9 | 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. |
| 12.9 | If both players are found guilty according to Article 12.8, the game shall be declared lost by both players. |
| 13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time.  The arbiter shall refrain from informing a player that his opponent has completed a move. | The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock. |
| 13.7b new | It is forbidden for anybody to use a mobile phone in the playing venue by the arbiter |
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