**“CHESS” magazines proposed Laws of Chess March 1949**

1. **The Game, Object and Materials.**
	* 1. *Chess:* A game played by two competitors on a chessboard, each playing with sixteen men, those used by one competitor being light in colour and called “white” and those used by the other competitor being dark and called “black”. The object of each competitor is to give mate to the other.
		2. *Chessboard or Board:* A square divided into sixty-four eaual squares coloured light and dark alternately.
		3. *Description of the men:* Eachcompetitors men shall be:-

*(as expected)*

1. **Definitions (for the purpose of these Laws**
	* 1. *Square:* One of the sixty-four equal square into which the board is divided.
		2. *File:* A straight row of eight squares of alternate colours from the side of the board nearest to one competitor to the side nearest to the other.
		3. *Rank:* A straight row of eight squares of alternate colours from the side of the board at right angles to the files.
		4. *Diagonal:* A continuous straight line of squares of the same colour touching at angles and extending from one side of the board to an adjoining one.
		5. *Man:* A king, queen, rook, bishop, knight or pawn.
		6. *Piece:* Any man other than a pawn.
		7. *Pinned Man:* A man which if moved might expose to check the king of the same colour.
		8. *Player and Opponent:* The competitor whose turn it is to move is the Player and the other is the Opponent*.*
		9. *Check:* A king Is in check when on a square commanded by a man of the other colour, whether a pinned man or not.
		10. *Checkmate or Mate:* A check from which the king cannot be legally relieved.
		11. *Stalemate:* The Player is in stalemate when he cannot make a legal move and his king is not in check.
		12. *Move:* The transference of a man from one square to another.
		13. *Legal Move:* A move (including the interpretation of a sealed move) that complies with these Laws.
		14. *Capture:* To move a man to a square occupied by an opposing man (subject to section q of this law) and remove that opposing man from the board.
		15. *Castling:* A composite move; a king is transferred two squares towards a rook of the same colour which is then transferred to the square over which the king has passed.
		16. *Promotion* is the replacing of a pawn by a piece under Law 7 (f) iv and the pawn is said to be promoted.
		17. *In passing or en passant:* A pawn which has been moved two squares in one move over a square on which it could have been captured by a pawn of the other colour may on the following move be captured by that pawn as if it had been moved one square only and if so captured is said to be captured in passing or en passant.
		18. *Position and Initial position;* A position is the arrangement of the men on the board after the completion of a move, and the initial position is the arrangement before the first move is made.
		19. *Same Position:* Positions are the same if for every man in one there is in the other a man of the same name and colour on the corresponding squares
		20. *Commanded:* A square is commanded by a man who may legally move to it.
		21. *Sealed Move:* A move is sealed when the Player on adjournment of a game records it in a recognised system of notation and ensures that it shall not be accessible to either competitor before resumption.
		22. *To adjust* a man is to move it nearer to the middle of the square it occupies.
		23. *Chess Clock or Clock or Clocks;* A means of regulating separately the times taken by two competitors respectively for consideration of their moves.
		24. *Flag:* Any means of indicating the end of a period of time on a clock.
2. **Position of the Board.**

The board shall be so placed between the two competitors, regarded as two persons facing each other, that the corner square nearest the left hand of each is black.

1. **Initial Position of the Men.**

The men shall be arranged on the board before the commencement of the game as shown in the diagram below.

1. **Order of the Moves.**

A white man shall be moved first, then a black and a white man alternately.

1. **Moves of the Men in general.**
2. A man shall be moved to a square
3. Unoccupied or
4. Occupied by an opposing man.
5. No man except a knight shall be moved over an occupied square.
6. A player shall not move so that his king is in check.
7. **Moves of the Individual Men**

Subject to the provisions of Laws 6 and 8;

1. A king can be moved to a square adjoining the square it occupies except when castling.

Castling shall be legal except when:

1. Either king or rook involved has previously been moved;
2. Any square between the king and the rook involved is occupied;
3. The king is in check; or
4. The king would pass over a commanded square.
5. A queen can be moved to any square of a file, rank or diagonal a square of which the queen occupies.
6. A rook can be moved to any square of the file or rank a square of which the rook occupies.
7. A bishop can be moved to any square of the diagonal a square of which the bishop occupies.
8. A knight can be moved like a rook one square, then like a bishop one square, such movements are such movements are constituting one move which shall not commence and end on adjoining squares.
9. A pawn
10. when not making a capture, can be moved forward on the file one or two squares on its first move and thenceforth shall be moved forward one square only per move;
11. when making a capture, shall be moved forward one square along a diagonal a square of which it occupies;
12. may capture in passing;
13. when moved to the rank furthest from the Player must as part of the move be promoted to a queen, rook, bishop or knight of the same colour at the choice of the Player irrespective of the number or denomination of pieces on the board.
14. **Move consequent on check.**

A king must be relieved from check if possible.

For this purpose

1. the king may move; or
2. the checking man may be captured; or
3. a man may be placed between the checking piece (being other than a knight) and the king.
4. **Completion of the Move.**

A move is complete:

1. in capturing when a Player has removed the captured man from the board and quitted the man capturing;
2. in castling when the Player has quitted the rook;
3. in promoting a pawn when the Player has replaced the pawn by the selected piece and quitted the latter;
4. in sealing a move when the Player has secured the record of the move;
5. in other cases when the Player has quitted the man moved.
6. **Retracting the Moves**

Except under the provisions of Law 13 a completed legal move shall not be retracted.

1. **Won Game.**
2. A game is won
3. by the player who gives mate; or
4. by the competitor whose adversary resigns; or
5. by the competitor whose adversary
6. exceeds, whether present or absent, the time specified for the consideration of his moves; or
7. seals an illegal move or, having claimed to seal a move, fails to do so.

b) A competitor may be declared winner whose adversary

1. wilfully upsets the board or disarranges the men or wilfully disturbs the opponent; or
2. refuses to comply with a requirement of these Laws; or
3. refuses to conform to any regulations or arrangement made for the conduct of the game.
4. **Drawn Game.**

A game is drawn

1. when stalemate occurs; or
2. when the competitors so agree; or
3. when the Player establishes that he can check the Opponent’s king perpetually and claims the draw; or
4. when the same position has occurred more than twice in the same game at the same player’s turn to move and the draw is claimed; or
5. when a competitor proves that in the course of the last fifty moves on each side no man has been captured or pawn moved and claims the draw.

The right to claim the draw by (c), (d) or (e) shall lapse if the situation is altered by further play.

1. **Annulments.**
2. If in the course of a game it is proved that the initial position of the men on the board was incorrect the game shall be annulled.
3. If in the course of the game (including resumption after an adjournment) the number or position of the men be altered illegally or accidentally the position immediately before the alteration occurred must be reinstated and the game resumed therefrom. If this position cannot be ascertained or the clock times registered at the moment of the alteration cannot be determined or agreed to by the competitors the game shall be annulled.
4. An annulled game shall be replayed under the original conditions.
5. **Adjustment and Touching of Men.**
6. The Player, after notifying the Opponent, may adjust men.
7. If the Opponent wilfully touches any man he shall forfeit the game.
8. If the Player, except as provided in Section (a) wilfully touch
9. one only of his men he must move it;
10. one only of his Opponent’s men he must take it;
11. one man of his own and one og his opponent’s he must capture the one with the other if possible, otherwise the Opponent shall decide which penalty (i) or (ii) shall be exacted;
12. more than one of his men the Opponent shall determine which man touched he shall move;
13. more than one of the Opponent’s men the Opponent shall determine which man touched he shall capture;
14. more than one of his men and more than one of the Opponent’s men the Opponent shall determine either which man touched the Player shall move or which man touched he shall capture.
15. No penalty can be exacted if
16. A man to be moved or captured under the provisions of section © cannot be legally moved or captured.
17. The Opponent fails to claim the penalty before he has touched a man.
18. If under this law the Player is requested to move his king or rook, the move shall not be castling.
19. **Games played under Time Limit.**
20. The regulations governing the match or tournament in which the game is played shall specify the number of moves that each competitor shall make in any period.
21. Clocks shall in the absence of any obvious defect be accepted as efficient timekeepers.
22. At the commencement of a game the clocks be so adjusted that the first period of control shall end at a clock hour.
23. The indication supplied by a flag shall be conclusive.
24. The Opponent shall ensure that the time taken by the Player to decide his moves shall be registered on the Player’s clock. If he fails to do so he shall have no redress.
25. The Player shall not stop his clock until his move has been completed except as provided under (h).
26. Unless excused for some valid reason, both competitors shall record their moves against appropriate numbers in a clear and intelligible manner and this record shall be open to inspection by the official in charge and no Player shall move until he has recorded all his previous moves.
27. If a game is suspended for any reason, both clocks must be stopped.
28. Time taken by the Opponent to determine the move or form of penalty under 14 (c) or 16(e) shall be registered on his clock.
29. Neither Player not Opponent shall interfere with the action of either of their clocks otherwise than to start and stop them under these Laws.
30. **Adjourned Games**
31. The adjournment of a game shall take place immediately on the completion of a move which may be a sealed move.
32. On adjournment the position and clock times registered shall be recorded.
33. At the time fixed for resumption of an adjourned game
34. the position shall be reinstated and the clocks set to the correct times;
35. the Player’s clock shall be started unless Player is present and Opponent (sealer of the move) absent, in which case the Opponent’s clock shall be started.
36. The sealed move shall be disclosed and made only when both competitors are present.
37. If a sealed move on disclosure is found to be capable of more than one interpretation as a legal move the Opponent (sealer of the move) shall make whichever of these legal moves the Player shall select.
38. **Notation.**

To describe men, moves, squares or files for official purposes there shall be used one of the recognised systems of notation described in the schedule to these Laws. (No Schedule available.)

1. Written or printed notes dealing with or having any bearing on the game, apart from a record of the moves made, shall not be referred to or utilised by the Player or the Opponent and neither shall have recourse to any extraneous advice or information during actual play.
2. No competitor shall, during actual play, analyse the position on a separate board.

The Bureau of the F.I.D.E. shall have the right to give an official and final decision in any case referred to it as to the interpretation or application of any of these Laws.