**Recent Changes to the Laws**

Changes are shown in **bold.** Deletions between editions are shown in ***bold/italic.***

Cosmetic/grammatical changes are shown in highlight.

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| 2014 Laws | Changes to Laws 2017 | Changes to Laws 2018 |
| 1.4.1 The player who achieves this goal is said to have ‘checkmated’ the opponent’s king and to have won the game. Leaving one’s own king under attack, exposing one’s own king to attack and also ’capturing’ the opponent’s king are not allowed. | 1.4.1 The player who achieves this goal is said to have ‘checkmated’ the opponent’s king and to have won the game. Leaving one’s own king under attack, exposing one’s own king to attack and also ’capturing’ the opponent’s king is not allowed. |  |
| 4.1 Each move must be made with one hand only. | 4.1 Each move must be played with one hand only. |  |
| 4.2 Provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”), only the player having the move may adjust one or more pieces on their squares. | 4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).  4.2.2 **Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.** |  |
| 5.2.3 The game is drawn upon agreement between the two players during the game. This immediately ends the game | 5.2.3 The game is drawn upon agreement between the two players during the game**, provided both players have made at least one move**. This immediately ends the game. |  |
| 5.3.1 The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).  5.3.2 The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (see Article 9.3). | Deleted – see 9.2 and 9.3 |  |
| 6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, ***5.2.3*** , 9.6.1, 9.6.2 and ***9.7***) | 6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and , 9.6.2), |  |
| 6.2.1.2 the player has made his next move, in case his previous move was not completed. | 6.2.1.2 the player has made his next move, when his previous move was not completed. |  |
| 6.3.1 When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance. | 6.3.1 When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance |  |
| 6.7.1 The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. | 6.7.1 The regulations of an event shall specify a default time in advance. **If the default time is not specified, then it is zero.** Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. |  |
| 6.7.2 If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of a competition specify or the arbiter decides otherwise. | 6.7.2 If the regulations of an event specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise. |  |
| 6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:  6.11.1.1 the game shall continue if this occurs in any period of the game except the last period. 6.11.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed. | Moved to the Guidelines III – see III.3.1, III.3.1.1 and III.3.1.2 |  |
| 7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise. | 7.3 If a game has **started** with colours reversed then**, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.** |  |
| 7.5.1 If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position. | 7.5.1 **An illegal move is completed once the player has pressed his clock.** If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position. |  |
|  | 7.5.3 After the action taken under Article 7.5.1 or 7.5.2, for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves | 7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move. |
|  |  | 7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move. |
|  |  | 7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves. |
| New | 7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.  7.7.2 For the first violation of the rule 7.7.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.7.1 by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves. | 7.7.1 and 7.7.2 – article to be deleted |
| New | 7.8.1. If the player presses the clock without making a move, it shall be considered as an illegal move.  7.8.2 For the first violation of the rule 7.8.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves. | 7.8.1 and 7.8.2 – article to be deleted |
| 9.1.1 The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter. | 9.1.1 The regulations of an event may specify that players cannot **offer or** agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter. |  |
| 9.1.2 However, if the rules of a competition allow a draw agreement the following shall apply: | 9.1.2 However, if the regulations of an event allow a draw agreement the following shall apply: |  |
| 9.2.2.2 a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved. | 9.2.2.2 a king had castling rights **with a rook that has not been moved**, but forfeited these after moving. The castling rights are lost only after the king or rook is moved. |  |
| 9.6.1 the same position has appeared, as in 9.2.2 for at least five consecutive alternate moves by each player. | 9.6.1 the same position has appeared, as in 9.2.2 at least five **times.** |  |
| 9.6.2 any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence | 9.6.2 any **series of at least** 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence |  |
| 9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2 4.7. | Deleted – see 5.2.2 |  |
| 10.1 Unless the rules of a competition specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½). | 10.1 Unless the regulations of an event specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (½). |  |
| New | 10.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of ¾ - ¼ is not allowed. |  |
| New | 11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area. |  |
| 11.3.2 During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty. | 11.3.2.1 During a game, a player is forbidden to have **any electronic device not specifically approved by the arbiter** in the playing venue. **However, the regulations of an event may allow such devices to be stored in a player’s bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.**  11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty. |  |
| 11.3.3 The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9. | 11.3.3 The arbiter may require the player to allow his clothes, bags, other items **or body** to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9. |  |
| 11.3.4 Smoking is permitted only in the section of the venue designated by the arbiter. | 11.3.4 Smoking, **including e-cigarettes**, is permitted only in the section of the venue designated by the arbiter. |  |
| 11.10 Unless the rules of a competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7). | 11.10 Unless the regulations of an event specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7) |  |
| New | 11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims. |  |
| New | 11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter. |  |
| 12.1 The arbiter shall see that the Laws of Chess are **strictly** observed. | 12.1 The arbiter shall see that the Laws of Chess are observed. |  |
| New | 12.2.7 follow the Anti-Cheating Rules or Guidelines |  |
| 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games are not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue. | 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games **must** not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue. |  |
| New | 12.9.8 exclusion from one or more rounds, |  |
| Appendix A Rapidplay | Appendix A Rapid chess |  |
| A.1 A ‘Rapidplay’ game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player. | A.1 A ‘Rapid chess’ game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player |  |
| A.2 Players do not need to record the moves, | A.2 Players do not need to record the moves**, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.** |  |
| New | A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent. |  |
| A.4.1. From the initial position, once ten moves have been completed by each player, | A.4.1. From the initial position, once 10 moves have been completed by each player, |  |
| A.4.2 An illegal move is completed once the player has pressed his clock. If the arbiter observes this, he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. 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. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter. | A.4.2 **If the arbiter observes an illegal move has been completed**, he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. ***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***. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter. | **A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5**, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter. |
| A.4.3 To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player’s king by any possible series of legal moves. | A.4.3 To claim a win on time, the claimant **may** stop the chessclock and notify the arbiter. ***For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped***. However, the game is drawn if the position is such that the claimant cannot checkmate the player’s king by any possible series of legal moves. | A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player’s king by any possible series of legal moves. |
| New | A.4.5 The arbiter can also call a flag fall, if he observes it. | A.4.5 The arbiter **shall** also call a flag fall, if he observes it. |
| A.5 The rules of a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event | A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event. |  |
| New | B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent. |  |
| B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A. | B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article **A.2 and** A.4. |  |
| B.5 The rules for a competition shall specify whether Article B.3 or Article B.4 shall apply for the entire event | B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event |  |
| C.8 Each move of a piece is indicated by a) the abbreviation of the name of the piece in question and b) the square of arrival. There is no hyphen between a) and b). Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5. | C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no **need** **for a** hyphen between **name** **and square**. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.  **A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.** |  |
| D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It shall incorporate the following features:  D.2.6.1.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and  D.2.6.1.2 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.  D.2.6.1.3 optionally, a means of announcing audibly to the visually disabled player the number of moves. | D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. **It should be able to announce the time and number of moves to the visually disabled player.**  **D.2.6.1.1 – D.2.6.1.3 moved to D.2.6.2** |  |
| New D.2.6.2  and repositioned D.2.6.1 – D.2.6.2 | **D.2.6.2 Alternatively an analogue clock with the following features may be considered:**  D.2.6.2.1 a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and D.2.6.2.2 a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour. |  |
| D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. | D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. **An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.** |  |
| I.11 If the rules of a competition specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of a competition specify or the arbiter decides otherwise. | I.11 If the regulations of an event specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise. |  |
| II.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as standard chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king | II.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king. |  |
| II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960. | II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960. |  |
| II.3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in standard chess | II.3.2.5.2 After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess. |  |
| II.3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in standard chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled. | II.3.2.7.5 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled. |  |
| Guidelines III Quickplay Finishes | Guidelines III **Games without increment including Quickplay Finishes** |  |
| III.2 Before the start of an event it shall be announced whether this Appendix shall apply or not. | III.2.1 **The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.** |  |
| III.2.2 This Appendix shall only apply to standard play and rapidplay games without increment and not to blitz games. | III.2.2 This Appendix shall only apply to standard chess and rapid chess games without increment and not to blitz games |  |
| Moved here from 6.11.1, 6.11.1.1 and 6.11.1.2 | **III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then: III.3.1.1 the game shall continue if this occurs in any period of the game except the last period. III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.** |  |
| III.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue. | III.4 If the player having the move has less than two minutes left on his clock, he may request that **an increment** extra five seconds be introduced for both players. This constitutes the offer of a draw. If **the offer** refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue. |  |