

## FIDE LAWS OF CHESS

Approved by the FIDE General Assembly on 07/08/2022

Coming into force beginning 01/01/2023

### CHANGES TABLE:

No.	Current Law	New Law
1	Introduction In these Laws the words 'he', 'him', and 'his' shall be considered to include 'she' and 'her'.	Repealed and the following changes made in he changed to he/she him changed to him/her his changed to his/her
2	Competition Rules	Competitive rules of play
3	5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.	5.1.2 The game is lost by the player who declares he resigns (this immediately ends the game), unless the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. In this case the result of the game is a draw.
4	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), or	6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6), or

No.	Current Law	New Law
5	6.11.4 If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalized in accordance with Article 12.9.	6.11.4 If a player <b>pauses</b> the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for <b>pausing</b> the chessclock, the player shall be penalized in accordance with Article 12.9.
6	8.1.1 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 C), on the 'scoresheet' prescribed for the competition.	8.1.1 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 <b>one of the following ways:</b>
7		8.1.1.1 by writing in the algebraic notation (Appendix C), on the paper 'scoresheet' prescribed for the competition.
8		8.1.1.2 <b>by entering moves on the FIDE certified 'electronic scoresheet' prescribed for the competition.</b>
9	8.1.2 It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1	8.1.2 It is forbidden to <b>record</b> the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1

No.	Current Law	New Law
10	8.1.6 If a player is unable to keep score, an assistant, who must be 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. This adjustment of the clock shall not apply to a player with a disability.	8.1.6 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to <b>record</b> the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.
11	8.3 The scoresheets are the property of the organizer of the competition.	8.3 The scoresheets are the property of the organizer of the competition. <b>An electronic scoresheet with an evident defect shall be replaced by the arbiter.</b>
12	8.7 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.	8.7 At the conclusion of the game both players shall <b>indicate the result of the game by signing both scoresheets, or approve the result on their electronic scoresheets.</b> Even if incorrect, this result shall stand, unless the arbiter decides otherwise.
13	9.2.1.1 is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or	9.2.1.1 is about to appear, if he/she first indicates his/her <b>move, which cannot be changed,</b> by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her intention to make this move, or

No.	Current Law	New Law
14	9.3.1 he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or	9.3.1 he/she indicates his/her move, which cannot be changed, by writing it on the paper scoresheet or entering it on the electronic scoresheet and declares to the arbiter his/her intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
15	12.2.7 follow the Anti-Cheating Rules or Guidelines	12.2.7 follow the Fair-Play Rules or Guidelines
16		A.3 The penalties mentioned in Articles 7 and 9 of the Rules for Competitive Chess shall be one minute instead of two minutes.
17	B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.	Repealed
18		<p>Guidelines</p> <p>Introduction: The following Guidelines are here to assist in organizing events where they may be needed. While they are not part of the FIDE Laws of Chess, it is strongly recommended that they be used across all events where applicable</p>

No.	Current Law	New Law
19	<p>I.1.1 If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop the chessclock. Until he has stopped the chessclock the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his scoresheet as his sealed move.</p>	<p>I.1.1 If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his/her move in unambiguous notation on a paper scoresheet, put his scoresheet and that of his opponent, if any, in an envelope, seal the envelope and only then stop the chessclock. Until he/she has stopped the chessclock the player retains the right to change his/her sealed move. If, after being told by the arbiter to seal his/her move, the player makes a move on the chessboard he/she must write that same move on his/her scoresheet as his/her sealed move.</p>
20	<p>I.9.3 the player who sealed the move is not present, his/her opponent has the right to record his reply on the scoresheet, seal his/her scoresheet in a fresh envelope, stop his/her clock and start the absent player's clock instead of making his/her reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.</p>	<p>I.9.3 the player who sealed the move is not present, his/her opponent has the right to record his/her reply on the scoresheet, seal his/her scoresheet in a fresh envelope, stop his/her clock and start the absent player's clock instead of making his/her reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.</p>