

FIDE LAWS OF CHESS- 1 JULY 2018

The table of changes - from 2014

2014 Version	2018 Version
<p>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.</p>	<p>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”).</p> <p>4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.</p>
<p>4.3.3 one of each colour, he must capture the opponent’s piece with his <u>piece</u> or, if this is illegal, move or capture the first piece touched that 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</p>	<p>4.3.3 one <u>or more pieces</u> of each colour, he must capture the <u>first touched</u> opponent’s piece with his <u>first touched</u> piece or, if this is illegal, move or capture the first piece touched that 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.</p>
<p>5.2.3 The game is drawn upon agreement between the two players during the game. This immediately ends the game.</p>	<p>5.2.3 The game is drawn upon agreement between the two players during the game, <u>provided both players have made at least one move.</u> This immediately ends the game.</p>
<p>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).</p> <p>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).</p>	<p>Deleted – see 9.2 i 9.3</p>

<p>6.7.1 The <u>rules of a competition</u> 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.</p>	<p>6.7.1 The <u>regulations of an event</u> shall specify a default time in advance. <u>If the default time is not specified, then it is zero.</u> Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.</p>
<p>6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:</p>	<p>Moved to the Guidelines III – see III.3.1, III.3.1.1 and III.3.1.2</p>
<p>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.</p>	
<p>7.3 If a game has <u>begun</u> with colours reversed then <u>it shall continue, unless the arbiter rules otherwise.</u></p>	<p>7.3 If a game has <u>started</u> with colours reversed then, <u>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.</u></p>
<p>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.</p>	<p>7.5.1 <u>An illegal move is completed once the player has pressed his clock.</u> 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.</p>

new	<p><u>7.5.2</u> If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.</p>
new	<p><u>7.5.3.</u> <u>If the player presses the clock without making a move, it shall be considered as an illegal move.</u></p> <p><u>7.5.4</u> <u>If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered and penalised as an illegal move.</u></p> <p><u>7.5.5</u> <u>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.</u></p>

<p>9.1.1 The <u>rules of a competition</u> 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.</p>	<p>9.1.1 The <u>regulations of an event</u> may specify that players cannot <u>offer or</u> agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.</p>
<p>9.2.2.2 a king <u>or rook</u> had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.</p>	<p>9.2.2.2 a king had castling rights <u>with a rook that has not been moved</u>, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.</p>

<p>9.6.1 the same position has appeared, as in 9.2.2 <u>for</u> at least five <u>consecutive alternate moves by each player.</u></p>	<p>9.6.1 the same position has appeared, as in 9.2.2 at least five <u>times.</u></p>
<p>9.6.2 any <u>consecutive</u> 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.</p>	<p>9.6.2 any series of <u>at least</u> 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.</p>
<p>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.</p>	<p>deleted – see 5.2.2</p>
<p>new</p>	<p><u>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 $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.</u></p>
<p>new</p>	<p>11.2.4 <u>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.</u></p>
<p>11.3.2 During play, a player is forbidden to have <u>a mobile phone and/or other electronic means of communication</u> in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game.</p>	<p>11.3.2.1 During a game, a player is forbidden to have <u>any electronic device not specifically approved by the arbiter</u> in the playing venue. <u>However, the regulations of an event may allow such devices to be stored</u></p>

<p>The opponent shall win. The rules of a competition may specify a different, less severe, penalty.</p>	<p><u>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.</u></p> <p>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.</p>
<p>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.</p>	<p>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.</p>
<p>11.3.4 Smoking is permitted only in the section of the venue designated by the arbiter.</p>	<p>11.3.4 Smoking, <u>including e-cigarettes,</u> is permitted only in the section of the venue designated by the arbiter.</p>
<p>new</p>	<p><u>11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.</u></p>
<p>new</p>	<p><u>11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.</u></p>
<p>12.1 The arbiter shall see that the Laws of Chess are <u>strictly</u> observed.</p>	<p>12.1 The arbiter shall see that the Laws of Chess are observed.</p>
<p>new</p>	<p><u>12.2.7 follow the Anti-Cheating Rules or Guidelines</u></p>
<p>new</p>	<p><u>12.9.8 exclusion from one or more rounds,</u></p>

A.2 Players do not need to record the moves,	A.2 Players do not need to record the moves, <u>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.</u>
new	<u>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.</u>

	<u>This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.</u>
A.4.2 <u>An illegal move is completed once the player has pressed his clock.</u> 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 action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, 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.

<p>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.</p>	<p>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.</p>
<p>new</p>	<p><u>A.4.5 The arbiter shall also call a flag fall, if he observes it.</u></p>
<p>new</p>	<p><u>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.</u></p>
<p>B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.</p>	<p>B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article <u>A.2 and A.4.</u></p>
<p>new</p>	<p>B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.</p>
<p>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.</p>	<p>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 <u>need for a</u> hyphen between <u>name</u> and <u>square</u>. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5. <u>A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.</u></p>

<p>D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. <u>It shall incorporate the following features:</u></p> <p>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</p> <p>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.</p> <p>D.2.6.1.3 <u>optionally, a means of announcing audibly to the visually disabled player the number of moves.</u></p>	<p>D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. <u>It should be able to announce the time and number of moves to the visually disabled player.</u></p> <p>D.6.2.2 <u>Alternatively an analogue clock with the following features may be considered:</u></p> <p>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</p> <p>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.</p>
<p>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.</p>	<p>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. <u>An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.</u></p>
<p>III.2 <u>Before the start of an event it shall be announced whether this Appendix shall apply or not.</u></p>	<p>III.2.1 <u>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.</u></p>
<p>new here, moved from 6.11.1, 6.11.1.1 and 6.11.1.2</p>	<p><u>III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:</u></p> <p><u>III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.</u></p> <p><u>III.3.1.2the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.</u></p>

<p>III.4 If the player having the move has less than two minutes left on his clock, he may request that <u>a time delay or cumulative time of an</u> extra five seconds be introduced for both players, <u>if possible.</u> 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.</p>	<p>III.4 If the player having the move has less than two minutes left on his clock, he may request that <u>an increment</u> extra five seconds be introduced for both players. This constitutes the offer of a draw. If <u>the offer</u> 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.</p>
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The table of changes – wording

old wording new wording

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<p>Introduction</p> <p>The English text is the authentic version of the Laws of Chess (which were adopted at the <u>84th FIDE Congress at Tallinn (Estonia) coming into force on 1 July 2014.</u></p>	<p>Introduction</p> <p><u>The English text is the authentic version of the Laws of Chess (which were adopted at the 88th FIDE Congress at Goynuk, Antalya, Turkey) coming into force on 1 January 2018.</u></p>
<p>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 <u>are</u> not allowed.</p>	<p>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 <u>is</u> not allowed.</p>
<p>4.1 Each move must be <u>made</u> with one hand only.</p>	<p>4.1 Each move must be <u>played</u> with one hand only.</p>

6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, <u>5.2.3</u> , 9.6.1, 9.6.2 and <u>9.7</u>),	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, <u>in case</u> his previous move was not completed.	6.2.1.2 the player has made his next move, <u>when</u> 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 <u>and/or may be allocated an</u> 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 <u>including any</u> additional amount of time with each move. All these must be specified in advance.
6.7.2 If the <u>rules of a competition</u> 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 <u>rules of a competition</u> specify or the arbiter decides otherwise.	6.7.2 If the <u>regulations of an event</u> 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 <u>regulations of an event</u> specify or the arbiter decides otherwise.

9.1.2 However, if the <u>rules of a competition</u> allow a draw agreement the following shall apply:	9.1.2 However, if the <u>regulations of an event</u> allow a draw agreement the following shall apply:
10.1 Unless the <u>rules of a competition</u> 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 <u>regulations of an event</u> 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).
11.10 Unless the <u>rules of a competition</u> 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 <u>regulations of an event</u> specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).
12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games <u>are</u> 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 <u>must</u> 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.
Appendix A <u>Rapidplay</u>	Appendix A <u>Rapid chess</u>
A.1 A ‘ <u>Rapidplay</u> ’ 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 ‘ <u>Rapid chess</u> ’ 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.4.1. From the initial position, once <u>ten</u> moves have been completed by each player,	A.4.1. From the initial position, once <u>10</u> moves have been completed by each player,
A.5 The <u>rules of a competition</u> shall specify whether Article A.3 or Article A.4 shall apply for the entire event.	A.5 The <u>regulations of an event</u> shall specify whether Article A.3 or Article A.4 shall apply for the entire event.
B.5 The <u>rules for a competition</u> shall specify whether Article B.3 or Article B.4 shall apply for the entire event.	B.5 The <u>regulations of an event</u> shall specify whether Article B.3 or Article B.4 shall apply for the entire event.
I.11 If the <u>rules of a competition</u> 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 <u>rules of a competition</u> specify or the arbiter decides otherwise.	I.11 If the <u>regulations of an event</u> 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 <u>regulations of an event</u> 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 <u>standard</u> 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 <u>regular</u> chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.
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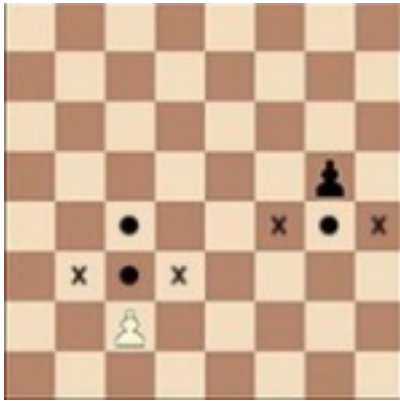
<p>II.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of standard chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960.</p>	<p>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.</p>
<p>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.</p>	<p>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.</p>
<p>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.</p>	<p>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.</p>
<p>Guidelines III Quickplay Finishes</p>	<p>Guidelines III Games without increment including Quickplay Finishes</p>
<p>III.2.2 This Appendix shall only apply to standard play and rapidplay games without increment and not to blitz games.</p>	<p>III.2.2 This Appendix shall only apply to standard chess and rapid chess games without increment and not to blitz games.</p>

The table of changes – diagrams

old diagrams new diagrams

<p>3.6</p> 	
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3.7.3



3.8.1

