

FIDE LAWS OF CHESS TAKING EFFECT FROM 1 JULY 2017

The table of changes

old rule	new rule
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.
4.3.3 one of each colour, he must capture the opponent’s piece with his 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	4.3.3 one or more pieces of each colour, he must capture the first touched opponent’s piece with his first touched 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.
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 i 9.3
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 rules of a competition 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.
6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:	Moved to the Guidelines III – see III.3.1, III.3.1.1 and III.3.1.2

<p>6.11.1.1 the game shall continue if this occurs in any period of the game except the last period.</p> <p>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>7.2.1 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 shall be played.</p>	<p>7.2.1 If during a game, before 10 moves have been completed by each player, it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played. Once 10 moves have been completed by each player, the game shall continue.</p>
<p>new here, moved from Appendix A</p>	<p>7.2.3 Castling is not allowed if the king is placed incorrectly. If the rook is placed incorrectly, castling with this rook is not allowed.</p>
<p>7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.</p>	<p>7.3 Where each player has made his first move, with the colours opposite to those allocated, then the game shall continue, unless the arbiter rules otherwise.</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 An illegal move is completed once the player has pressed his clock. If during a game, and before 10 further moves have been completed by both players, 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 4.3-4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.</p>
<p>new</p>	<p>7.5.2 If during a game, 10 further moves have been completed by both players since the illegal move was completed, the game shall continue.</p>
<p>7.5.4 After the action taken under Article 7.5.1, 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.</p>	<p>7.5.4 After the action taken under Article 7.5.1, for the first completed illegal move by a player, the arbiter shall warn the player and may give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the</p>

	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.		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.
7.6.1	If, during a game it is found that any piece has been displaced from its correct square, the position 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 game shall then continue from this reinstated position.	7.6.1	If, during a game and before 10 further moves have been completed by both players, it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. The game shall then continue from this reinstated position.
		7.6.2	If the 10 further moves have been completed or the position before the irregularity cannot be determined, the game shall continue from the last known position.
new		7.7	If a player uses two hands to make a single move (in case of castling, capturing or promotion), the arbiter shall warn the player and may give two minutes extra thinking time to his opponent.
new		7.8.2	For the first violation of the rule 7.8.1, the arbiter shall warn the player and may 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.
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 rules of a competition 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.
9.2.2.2	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	9.6.2	any series of at least 75 moves have been made by each player without the movement of any pawn and without

	without any capture. If the last move resulted in checkmate, that shall take precedence.		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
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 $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.
new		11.2.4	The regulations of an event may specify that a player 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 rules of the competition 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 player 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 rules of a competition 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.
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 a 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
new		12.9.8	exclusion from one or more rounds,
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.
new		A.3.2	The player can at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet.
A.4.1.1	no change can be made to the clock setting, unless the schedule of the event would be adversely affected	A.4.1.1	no change can be made to the clock setting, unless the schedule of the event would be adversely affected or the arbiter decides otherwise
A.4.1.2	no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.	A.4.1.2	no claim can be made regarding incorrect set-up or orientation of the chessboard.
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	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

	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.		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.
new		A.4.5	The arbiter can also call a flag fall, if he observes it.
new		B.3.2	The player can at any time, when it is his, move ask the arbiter or his assistant to show him the scoresheet.
B.4	Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.	B.4	Otherwise, play shall be governed by the Rapidplay Laws as in Article A.2 and A.4.
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 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.	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	A specially constructed chessclock for the visually disabled shall be admissible. It shall incorporate the following features:	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	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.6.2.2	Alternatively an analogue clock with the following features may be considered:
D.2.6.2	a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel	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

<p>the minute hand during the last 5 minutes of the full hour,</p>	<p>raised dots, and</p>
<p>D.2.6.3 optionally, a means of announcing audibly to the visually disabled player the number of moves.</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 9.1 and 9.2.</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.10.1 and D.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.</p>
<p>III.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.</p>	<p>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.</p>
<p>new here, moved from 6.11.1, 6.11.1.1 and 6.11.1.2</p>	<p>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.</p>
<p>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.</p>	<p>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.</p>