

Selected FIDE Laws of Chess taking effect from 1 January 2018

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Full rules: <https://handbook.fide.com/chapter/E012018>

More: <https://ajedrezreglas.com/>

- 4.1 Each move must be played with one hand only.
- 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 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
 - 4.3.1 one or more of his own pieces, he must move the first piece touched that can be moved
 - 4.3.2 one or more of his opponent's pieces, he must capture the first piece touched that can be captured
 - 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.
- 4.4 If a player having the move:
 - 4.4.1 touches his king and a rook he must castle on that side if it is legal to do so
 - 4.4.2 deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1
 - 4.4.3 intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
 - 4.4.4 promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.
- 4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.
- 4.6 The act of promotion may be performed in various ways:
 - 4.6.1 the pawn does not have to be placed on the square of arrival,
 - 4.6.2 removing the pawn and putting the new piece on the square of promotion may occur in any order.
 - 4.6.3 If an opponent's piece stands on the square of promotion, it must be captured.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

4.7.1 a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand,

4.7.2 castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.7.3 promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

6.2.1 During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:

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

6.2.1.2 the player has made his next move, when his previous move was not completed.

6.2.2 A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

6.2.3 A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.

6.2.4 The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

6.2.5 Only the player whose clock is running is allowed to adjust the pieces.

6.6 At the time determined for the start of the game White's clock is started.

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 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.

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time.

7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance.

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.

7.5.2 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.

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.

11.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.