

The Official Rules of Chess

Professional, Scholastic & Internet Chess Rules

The Official Rules of Chess

Professional, Scholastic & Internet Chess Rules

ERIC SCHILLER

CARDOZA PUBLISHING

ABOUT THE AUTHOR

Eric Schiller, widely considered one of the world's foremost chess analysts, writers and teachers, is internationally recognized for his definitive works on chess. He is the author of more than 100 chess books including *World Champion Openings*, *Standard Chess Openings*, *Gambit Chess Openings* and *Unorthodox Chess Openings*—an exhaustive opening library of more than 2,500 pages! – as well as *Encyclopedia of Chess Wisdom* and *639 Essential Endgame Positions*. Schiller is a National and Life Master, an International Arbiter of F.I.D.E., and the official trainer for many of America's top young players. Schiller was the arbiter of the 2000 Braingames World Championship match between Kasparov and Kramnik and has been involved with organizing world championship and other major events for over 20 years.

Copyright© 2001, 2003 by Eric Schiller
- All Rights Reserved -

New, Revised Edition

Library of Congress: 2003100559
ISBN 1-58042-092-3

Write for your free catalogue of gaming and chess books,
equipment, software and computer games.

CARDOZA PUBLISHING

PO Box 1500, Cooper Station, New York NY 10276

Email: cardozapub@aol.com

Web Site: www.cardozapub.com

TABLE OF CONTENTS

Preface	9
1. Introduction	11
2. The Official Rules of Chess	15
Scope	15
Rules of Play	16
Article 1: The Nature and Objectives of the Game of Chess	16
Article 2: The Initial Position of the Pieces on the Chessboard	16
Article 3: The Moves of the Pieces	17
Article 4: The Act of Moving the Pieces	19
Article 5: The Completed Game	20
Tournament Rules	21
Article 6: The Chess Clock	21
Article 7: Illegal Positions	24
Article 8: The Recording of the Moves	25
Article 9: The Drawn Game	26
Article 10: Sudden Death Finish	29
Article 11: Scoring	30
Article 12: The Conduct of the Players	30
Article 13: The Role of the Arbiter	31
Article 14: The Role of the Tournament Director	32
Chess Notation	33
Chess Equipment	35
Chess Sets and Boards	35
Chess Clocks	35
The Scoresheet	36
3. Rules for Scholastic Chess	39
Rule Modifications for Scholastic Chess	39
The Role of the Arbiter in Scholastic Competition	41
4. Rules for Amateur Chess	43
Amateur Tournaments	43
Casual Play	44
5. Rules for Online Chess	45
6. Etiquette	49
7. Chess Tournaments	53
Types of Tournaments	55
Swiss System	55

Round Robin Tournaments	56
Matches	57
Team Matches	57
Scheveningen System	58
Schiller System	58
Knockout Format	59
Double Knockout	59
Ladders	59
Tie-Breaking Methods	59
Performance Rating	60
Bucholtz	60
Color-Adjusted Score	61
Progressive Score	61
Withdrawing from a Tournament	61
How to Read Crosstables and Reports	62
Crosstables	62
Standings	65
Rating Reports	66
Results of an Individual Round	67
Recommended Prize Distribution	68
Cash Prizes	68
Trophies and Other Prizes	69
Section Prizes	69
Scholastic Prizes	70
Brilliance Prizes	71

8. Time Controls 73

Standard Time Controls	73
Amateur Time Controls	74
Commonly Used Time Controls	76
Blitz Chess	77
What Happened to Adjournments?	78

9. Chess Rating Systems 79

Professional Chess Ratings	80
FIDE Ratings	80
United States Chess Federation Ratings	81
Internet Chess Club Ratings	82
Scholastic Ratings	82

10. Chess Teachers, Coaches, Trainers 85

Responsibilities of Parents, Teachers, Coaches, Trainers	88
Additional Responsibilities of Chess Coaches	90
Additional Responsibilities of Parents and Other Spectators	91
On Kibitzing	92

11. The Role of the Tournament Director 95

Resolving Disputes	96
Pairing Problems	96

12. Responsibilities of the Players	99
13. Selected Resources	103
14. Pairing Systems	109
Round Robin Pairings	109
Scheveningen Pairings	111
Swiss System	112
15. 2000 World Chess Championship Regulations	113
1. Structure of the Match	114
2. Prizes	114
3. Schedule	114
4. Tournament Director	114
5. Match Committee	114
6. Arbiters	115
7. Time Control	117
8. Specific Penalties	117
9. Equipment	118
10. Playing Conditions	118
11. Toilet and Refreshment Facilities	119
12. Player Responsibilities	120
13. Drawing of Lots	120
14. Opening and Closing Ceremonies	120
15. Press Conferences	121
16. Photography	121
17. Illness and Circumstances Beyond the Control of the Organizers	122
18. Official Language	122
16. A Few Words on USCF Rules	123
17. Update	125
18. Last Words	127



Arbiters Schiller and Reuben at an international in Hawaii



PREFACE

This new rulebook updates the standard rules for the new millennium, providing the official rules used in World Championship, scholastic and online competition. The rules presented here were used in the 2000 World Chess Championship match between Garry Kasparov and Vladimir Kramnik, for which I had the privilege of serving as one of the arbiters. Working with the players and their representatives, all of the match rules and regulations were developed in accordance with the internationally recognized rules of chess. They are the standard rules of chess, substantially the same as the rules used by the World Chess Federation (FIDE) with a few updates prompted by modern technology.

For this new edition, the scholastic rules have been expanded based on experience at the Coastside Scholastic Chess Meets in Half Moon Bay and Montara, California. The participants in these events were playing their very first tournaments, for the most part, and included children as young as four years old. I was present at each of the events, and acted as arbiter. Special attention has been paid to keeping the scholastic events as free of stress as possible.

Playing chess online has its own special rules, most of which are enforced by computer programs at the website or server. The Internet Chess Club has years of experience with online play, and their rules are presented here.

CARDOZA PUBLISHING

In addition to the actual rules, I present important advice on chess equipment, etiquette, the duties and responsibilities of the arbiters, codes of conduct for parents and coaches, and information on chess tournaments.

The reader will find all the information needed to play chess at school, amateur, professional and even World Championship level competitions. Some of this information will change over time, so I recommend that you visit our website www.chesscity.com to keep abreast of later developments. You can also use the resources presented in chapter 13 to find relevant information about the rules and regulations of many important chess federations and authorities.

The rules presented in this book were worked out by many top players and arbiters. I wish to acknowledge the valuable contributions of the following individuals:

- 14th World Champion Vladimir Kramnik (Russia)
- 13th World Champion Garry Kasparov (Russia)
- Grandmaster and International Arbiter Yuri Averbakh (Russia)
- Grandmaster and International Arbiter Raymond Keene (England)
- Grandmaster and International Arbiter Lothar Schmid (Germany)
- Grandmaster Miguel Illescas (Spain)
- International Master and Arbiter Andrzej Filipowicz (Poland)
- International Arbiter Vladimir Dvorkovich (Russia)
- International Arbiter Stewart Reuben (England)
- Richard Peterson, Chess Education Association



INTRODUCTION

The standard rules of chess have been around for well over a century, undergoing minor modifications from time to time. The vast majority of chess tournaments are played under these rules, as are most casual and online games. At the dawn of the new millennium, it is appropriate that the various rules for serious, casual, scholastic and online chess be collected into one reference book so that all chess players can have a clear understanding of the rules.

I concentrate on the basics: rules, etiquette and standards which can be used in any chess competition. My goal is to present the official rules actually used in competitions.

The first section of the book is devoted to the rules of play and basic tournament rules, including the correct method of recording moves. While there are still a few organizations that adopt their own set of rules, following the rules as presented here will almost always keep a player out of trouble. A few exceptions involving the unorthodox rules of the United States Chess Federation are discussed at the end of the book.

With the general rules out of the way, I will turn to specific exceptions for scholastic chess, taking into account the capabilities of young players. Some kids learn chess before they can read and write, so chess notation and complex rules need to be eliminated. The basic rules of the game are unchanged, however. These rules can also

CARDOZA PUBLISHING

be applied to amateur chess, but there are a few additional considerations for competitions among amateurs, both adults and children. The development of online chess has simplified some matters (it is not necessary to write down the moves when playing online, as the software records the game) but additional ethical questions arise. We'll provide interpretations based on years of experience at the Internet Chess Club.

I will also discuss appropriate etiquette for players, teachers, coaches, trainers, and even parents. While this advice is not part of the technical rules, the reader is advised to treat them just as seriously in order to be a good standing member of the chess community.

There are many different types of chess competitions, from informal games in the park to online games, right on up to the World Championship itself. While the technical details of the tournaments and rating systems lie outside the scope of this book, we'll present the basics without complex mathematical formulae and algorithms. It is important to understand the principles of the pairing systems used in most tournaments, as this is where the majority of disputes arise. Unfortunately, there are no standard rules, and even when a local organization or national federation has strict guidelines, tournament directors often stray from the designated path. We'll provide the understanding necessary to evaluate the pairing systems during tournament play.

Finally, just to give a picture of the complexity of running a chess event with professional players, I added the technical regulations of the 2000 Braingames.net World Championship. You might find some of these rules picky to the point of being amusing, but with millions of dollars

THE OFFICIAL RULES OF CHESS

on the line, the players insist on clear interpretations of even minor details.

I have avoided indulging in personal interpretations of the rules in order not to blur the line between the rules themselves and my particular interpretations when working as arbiter or tournament director of a chess tournament. As with baseball umpires, the “strike zone” may vary. Serious tournaments have procedures in place to appeal rulings by arbiters and directors, and in many circumstances the officials have a wide degree of latitude. There are some who prefer a system based on precedent, as in law, but in my experience, precedent is only a guideline. Any good sport official can tell you that sometimes you have to act based on your knowledge of an individual player and the precise circumstances of a rule infraction.



THE OFFICIAL RULES OF CHESS

The following are the standard rules of chess as applied in World Championship competition. In later chapters I present some of the variations of the rules used in amateur, scholastic, and online competitions. These rules conform in most part to those of the World Chess Federation (FIDE), but differ significantly from those found in American tournaments conducted under the auspices of the United States Chess Federation. Since most American tournaments are amateur events, those rules are discussed in the section on amateur rules.

This set of rules was composed by International Arbiter Eric Schiller with the cooperation and valuable assistance of International Arbiters Andrzej Filipowicz (Poland) and Yuri Averbakh (Russia). They were used verbatim in the 2000 Braingames.net World Chess Championship and were personally approved by World Champion Garry Kasparov and his challenger Vladimir Kramnik. Additional advice was provided by Lothar Schmid of Germany, the International Arbiter who oversaw the Fischer vs. Spassky matches in 1972 and 1992.

SCOPE

The Laws of Chess cannot cover all possible situations that may arise during a game. The arbiter's judgment will apply when there is no specific rule available.

RULES OF PLAY

Article 1:

The Nature and Objectives of the Game of Chess

1.1. The game of chess is played between two opponents who move pieces alternately on a square board called a *chessboard*. The player who has control of the white pieces (White) starts the game. A player is said to ‘have the move’, when the opponent’s move has been completed.







1.2. The objective of each player is to arrive at a position such that the opponent has no legal move which would avoid the capture of the king on the following move. This situation is called *checkmate* and the player who checkmates his opponent wins the game. The player who has been checkmated loses the game.

Article 2:

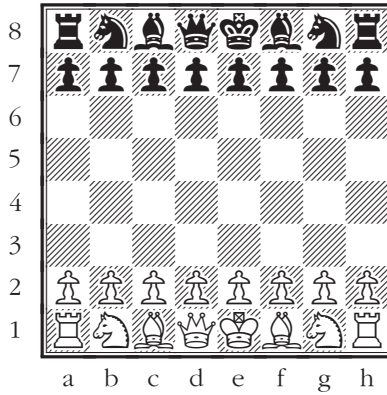
The Initial Position of the Pieces on the Chessboard

2.1. The chessboard is composed of an 8 x 8 grid of 64 equal alternating light and dark squares. The chessboard is placed between the players in such a way that the near corner square to the right of the player is a light square.

2.2. At the beginning of the game one player has 16 light-colored pieces (the *white* pieces); the other has 16 dark-colored pieces (the *black* pieces). Each side has one king, one queen, two rooks, two bishops, two knights and eight pawns.

2.3. The initial position of the pieces on the chessboard is as follows where the following symbols represent the pieces:  = pawn,  = knight,  = bishop,  = rook,  = queen,  = king:

THE OFFICIAL RULES OF CHESS



2.4. The eight vertical columns of squares are referred to as *files*. The eight horizontal rows of squares are referred to as *ranks*. A straight line of squares of the same color, touching corner to corner, is referred to as a *diagonal*.

Article 3: **The Moves of the Pieces**

3.1. No piece can be moved to a square occupied by a piece of the same color (white or black). If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to *attack* a square if the piece could move to that square on the next turn and capture an opponent's piece if one occupies the square.

3.2. (a) The queen moves to any square along the file, the rank or a diagonal on which it stands.

(b) The rook moves to any square along the file or the rank on which it stands.

(c) The bishop moves to any square along a diagonal on which it stands.

CARDOZA PUBLISHING

When making these moves the queen, rook or bishop cannot move over any intervening pieces.

3.3. The knight moves to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

3.4. The pawn has five legal moves:

(a) The pawn moves forward to the unoccupied square immediately in front of it on the same file

(b) On its first move, each pawn may advance two squares along the same file provided both squares are unoccupied

(c) The pawn moves to a square occupied by an opponent's piece which is diagonally in front of it on an adjacent file, capturing that piece.

(d) A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture can be made only on the move following this advance and is called an 'en passant' capture.

(e) When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a queen, rook, bishop or knight of the same color. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate. If the desired piece is not physically available, the player should summon the arbiter, who will provide the piece. Alternatively, the player may use an inverted rook to represent a queen, or may lay the pawn on its side and verbally indicate which piece it represents. If an arbiter is present, the arbiter should replace the in-

THE OFFICIAL RULES OF CHESS

verted rook or pawn with a queen.

3.5. The king can move in two different ways, by:

(a) moving to any adjoining square that is not attacked by one or more of the opponent's pieces, provided that the king is not in check at the conclusion of the move. The king is said to be in *check*, if it is under attack by one or more of the opponent's pieces, even if those opposing pieces cannot themselves move.

(b) *Castling* This is a move of the king and either rook of the same color on the same rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook, then that rook is transferred over the king to the square the king has just crossed.

Castling is illegal in the following situations:

[i] if the king has already been moved.

[ii] with a rook that has already been moved.

[iii] while the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces.

[iv] while there is any piece between the king and the rook with which castling is to be effected.

Article 4:

The Act of Moving the Pieces

4.1. Each move must be made with one hand only.

4.2. Provided that he first expresses the intention (e.g. by saying *adjust*), the player having the move may adjust one or more pieces on their squares.

4.3. Except as provided in Article 4.2, if the player having the move deliberately touches one or more of either player's pieces on the chessboard, the first piece

CARDOZA PUBLISHING

touched must be moved or captured, if the resulting move is legal. If a player touches one piece belonging to each side, the opponent's piece must be captured using the player's own touched piece, or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, the player's own piece shall be considered to have been touched before the opponent's.

4.4. (a) If a player deliberately touches the king and a rook he must castle on that side if it is legal.

(b) If a player deliberately touches a rook and then the king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.

(c) If a player intending to castle, touches the king or king and a rook at the same time, but castling on that side is illegal, the player must choose either to castle on the other side, provided that castling on that side is legal, or to move the king. If the king has no legal move, the player is free to make any legal move.

4.5. If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6. If the opponent violates Article 4.3 or 4.4, the player cannot claim this after he himself deliberately touches a piece.

4.7. When a piece has been released on a square, it cannot then be moved to another square, and the turn is completed. The move is considered to be made when all the relevant requirements of Article 3 have been fulfilled.

Article 5: The Completed Game

5.1. (a) The game is won by the player who has checkmated the opponent's king with a legal move. This imme-

THE OFFICIAL RULES OF CHESS

diately ends the game.

(b) The game is won by the player whose opponent *resigns*. Resignation takes place when the opponent either verbally informs the player by saying “I resign” or who indicates resignation on the scoresheet by...

[i] Writing the word “resigns” in the space which would normally hold the move to be played.

[ii] Circling the appropriate result.

[iii] Writing “0-1” (in the case that White is resigning) or “1-0” (in the case the Black is resigning) and signs the scoresheet. This immediately ends the game.

5.2. The game is drawn when the player to move has no legal move and the king is not in check. The game is said to end in *stalemate*. This immediately ends the game.

5.3. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

5.4. The game may be drawn if the identical position is about to appear or has appeared on the chessboard three times. (See Article 9.2)

5.5. The game may be drawn if the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece. (See Article 9.3)

TOURNAMENT RULES

Article 6: The Chess Clock

6.1. A chess clock is a device with two time displays, connected to each other in such a way that only one of them can run at one time. *Clock* in the Laws of Chess means one of the two time displays. *Expiration* means the expiry of the allotted time for a player.

CARDOZA PUBLISHING

6.2. When using a chess clock, each player must make a certain number or all moves in an allotted period of time; or may be allocated an additional amount of time after each move. The time saved by a player during one period is added to the time available for the next period, except in the *incremental* mode. In the *incremental* mode both players receive an allotted *primary thinking time*. They also receive a *fixed extra time* for every move. The count down of the main time only commences after the fixed time has expired. Provided the player stops the clock before the expiry of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3. Each chess clock has a device which indicates when time has expired.

6.4. The arbiter or tournament director determines where the chess clock is placed. In the absence of relevant authority, the clock is placed on the right side of the board, from the perspective of the player of the Black pieces.

6.5. At the time determined for the start of the game the clock of the player who has the white pieces is started by the black player.

6.6. The player shall lose the game if he arrives at the chessboard more than one hour after the scheduled start of the session.

6.7. (a) During the game each player, having made the move on the chessboard, shall stop the clock controlling the player's time and start the opponent's clock. A player must always be allowed to stop the clock. The move is not considered to have been completed until he has done so, unless the made move ends the game. (See Articles 5.1, 5.2 and 5.3)

THE OFFICIAL RULES OF CHESS

The time between making the move on the chessboard and stopping the clock and starting the opponent's clock is regarded as part of the time allotted to the player.

(b) A player must stop the clock with the same hand as that with which he made the move. It is forbidden for either player to obstruct the access of the opponent to the clock.

(c) The players must handle the chess clock gently. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalized in accordance with Article 13.4.

6.8. Expiration of the time control occurs when the arbiter observes the fact or when a valid claim to that effect has been made by either player.

6.9. Except where Articles 5.1, 5.2 and 5.3 apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player by any possible series of legal moves.

6.10. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use best judgment when determining the times to be shown on the replacement chess clock.

6.11. If the clock in use allows both expiration of time on both sides, and it is impossible to establish which player's time expired first, the game shall continue.

6.12. (a) If the game needs to be interrupted, the arbiter shall stop the clocks.

(b) A player may stop the clocks in order to seek the arbiter's assistance.

CARDOZA PUBLISHING

(c) The arbiter shall decide when the game is to be restarted.

6.13. If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall determine the times to be shown on the clocks, using the best evidence at available.

6.14. Devices and displays showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, these devices are not to be considered conclusive evidence in support of any claim, and remain at all times unofficial.

Article 7: Illegal Positions

7.1. (a) If during a game it is found that the initial position of the pieces was incorrect, the game shall be canceled and a new game played.

(b) If during a game it is found that the only error is that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

7.2. If a game has begun with colors reversed then it shall continue, unless the arbiter rules otherwise.

7.3. If a player displaces one or more pieces, that player shall re-establish the correct position while the player's clock is running. If necessary, the opponent has the right to restart the player's clock without making a move in order to make sure the player re-establishes the correct position on his or her own time.

7.4. If during a game it is found that an illegal move has been made, or that pieces have been displaced from

THE OFFICIAL RULES OF CHESS

their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13 and, in the case of an illegal move, Article 4.3 applies to the move replacing the illegal move. The game shall then continue.

Article 8: The Recording of the Moves

8.1. In the course of play each player is required to record all moves by both players, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the scoresheet prescribed for the competition.

A player may reply to the opponent's move before recording it, but must record that move before making a reply to the opponent's next move. The offer of a draw must be recorded on the scoresheet by both players. (Appendix E.12) If a player due to physical or religious reasons, is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from the allotted time at the beginning of the game, and an assistant may be supplied to record the game.

8.2. The entire scoresheet shall be made available to the arbiter at any time.

8.3. The scoresheets are the exclusive property of the organizers of the event.

8.4. If a player has less than five minutes left on the clock and does not have additional time of 30 seconds or more added with each move, then the player is not obliged to meet the requirements of Article 8.1. Immediately after

one side's time has expired the player must update the scoresheet completely.

8.5. (a) If neither player is required to keep score under Article 8.4, the arbiter or an assistant should attempt to keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

(b) If only one player is not required to keep score under Article 8.4, that player must update the scoresheet completely as soon as time has expired in any given time control. Provided it is the player's move, access to opponent's scoresheet is permitted upon request. The player is not permitted to move until after he has completed the scoresheet and returned the opponent's, if it was consulted.

(c) If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant, who shall first record the actual game position before reconstruction takes place. Notation recorded by demonstration devices may be used to help with the reconstruction.

8.6. If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

Article 9: The Drawn Game

9.1. A player can propose a draw after making a move on the chessboard. This must be done before stopping the clock and starting the opponent's clock. An offer at any

THE OFFICIAL RULES OF CHESS

other time during play is still valid, but Article 12.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by making a move, or the game is concluded in some other way.

The offer may be made either orally or by means of a device (see 9.7). Oral offers may be made by any reasonable means which clearly indicate the offer, for example:

- [i] “I offer you a draw”
- [ii] “Would you like a draw?”
- [iii] “Draw?”
- [iv] “Remis?” (pronounced Ray-mee)
- [v] “Nichya?” (pronounced Nee-chya)

The offer of a draw shall be noted by each player on the scoresheet with the symbol (=).

9.2. The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by repetition of moves)...

(a) is about to appear, if the player first writes the move on the scoresheet and declares to the arbiter the intention to make this move.

(b) has just appeared.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and color occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn could have been captured en passant or if the right to castle immediately or in the future has been changed.

9.3. The game is drawn, upon a correct claim by the

CARDOZA PUBLISHING

player having the move, if:

(a) the player writes on the scoresheet, and declares to the arbiter the intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or

(b) the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.

9.4. If the player makes a move without having claimed the draw, the right to claim a draw on that move per Article 9.2 or 9.3, is lost.

9.5. If a player claims a draw as in Article 9.2 or 9.3 the player shall immediately stop both clocks. The player is not allowed to withdraw the claim.

(a) If the claim is found to be correct the game is immediately drawn.

(b) If the claim is found to be incorrect, the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes and add three minutes to the opponent's remaining time. Then the game shall continue and the intended move must be made.

9.6. The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play (except as per article 10, where applicable). This immediately ends the game.

9.7 A *draw flag* may be used to offer a draw. A draw flag is a device which, when is activated by a player, raises a physical flag or makes visible in some way the offer of the draw to players and arbiters. The organizers may require the use of a draw flag in addition to or in place of the oral offer of a draw.

THE OFFICIAL RULES OF CHESS

Article 10: **Sudden Death Finish**

10.1. A *Sudden Death* finish is the last phase of a game, when all the remaining moves must be made in a limited time with no time increment.

10.2. If the player has less than two minutes left on the clock, the player may claim a draw before the expiration of time by stopping the clocks and summon the arbiter.

(a) If the arbiter is satisfied the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone the decision.

(b) If the arbiter postpones the decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of the arbiter.

(c) Having postponed the decision, the arbiter may subsequently declare the game drawn, even after time has expired on one player's clock.

10.3. Illegal moves do not necessarily lose. After the action taken under Article 7.4, for a first illegal move by a player, the arbiter shall give two minutes extra time to the opponent; for a second illegal move by the same player, the arbiter shall give another two minutes extra time to the opponent; for a third illegal move by the same player, the arbiter shall declare the game lost by the player who played incorrectly.

10.4. If the clock shows that time has expired for both players and it is impossible to establish which flag fell first, the game is drawn.

Article 11:

Scoring

11.1. A player who wins the game scores one point (1), a player who loses the game scores no points (0) and a player who draws the game scores a half point (1/2).

Article 12:

The Conduct of the Players

12.1. High standards of etiquette are expected of the players.

12.2. During play the players are forbidden to make use of any notes, sources of information, advice, or to analyze on another chessboard. The scoresheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.

12.3. No analysis is permitted in the playing room when play is in progress, whether by players or spectators.

12.4. The players are not allowed to leave the *competition area* without permission from the arbiter. The competition area is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.

12.5. It is forbidden to distract or annoy the opponent in any manner whatsoever; this includes the persistent offer of a draw.

12.6. Infraction of any part of the Articles 12.2 to 12.5 shall lead to penalties in accordance with Article 13.4.

12.7. The game is lost by a player who persistently refuses to comply with the Laws of Chess. The opponent's score shall be decided by the arbiter.

THE OFFICIAL RULES OF CHESS

12.8. If both players are found guilty according to Article 12.7, the game shall be declared lost by both players.

Article 13: The Role of the Arbiter

13.1. The arbiter shall see that the Laws of Chess are strictly observed.

13.2. The arbiter shall act in the best interest of the competition. The arbiter should ensure that a good playing environment is maintained and that the players are not disturbed.

13.3. The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.

13.4. Penalties open to the arbiter include:

- (a) A warning.
- (b) Increasing the remaining time of the opponent.
- (c) Reducing the remaining time of the offending player.
- (d) Declaring the game to be lost.
- (e) Expulsion from the event.

13.5. The arbiter may award either or both players additional time in the event of external disturbance of the game.

13.6. The arbiter must not intervene in a game to indicate the number of moves made, except in applying Article 8.5, when at least one player has used all the allotted time. The arbiter shall refrain from informing a player that the opponent has made a move, or that he has failed to press the clock. The arbiter intervenes after one player's time has expired to require updating of scoresheets, if nec-

CARDOZA PUBLISHING

essary.

13.7. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing room.

13.8. The ruling of the arbiter may be appealed after the game has concluded by making a written request to the tournament director before the start of the following round, but not later than 2 hours following the conclusion of the game. A deposit may be required by the tournament director. If the ruling of the arbiter is upheld, the deposit may be forfeited in the case that the appeals committee decides that the appeal did not have sufficient basis. If the ruling of the arbiter is modified in any way, the deposit shall be returned promptly.

Article 14:

The Role of the Tournament Director

14.1. The tournament director is responsible for all pairings and organizational matters not explicitly belonging to the arbiter.

14.2 The tournament director is responsible for insuring proper lighting and conditions in the playing area, access to refreshments, rest room facilities and displays of information pertaining to the event.

THE OFFICIAL RULES OF CHESS

CHESS NOTATION

This section of the rules provides a technical description of the chess notation system as required during play.

E1. Each piece is indicated by an abbreviation. English language values are:

King	K
Queen	Q
Rook	R
Bishop	B
Knight	N
Pawns	(omitted)

E2. Players are free to use the first letter of the name which is commonly used in their own country. In printed matter, iconic representations of the pieces are often used instead of letters, but drawings of pieces may not be used by players when notating a game.

E3. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter.

E4. The eight files (from left to right for White and from right to left for Black) are indicated by the letters, a, b, c, d, e, f, g and h, respectively. Lower case is preferred.

E5. The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7 and 8, respectively. In the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

E6. Each of the sixty four squares is therefore indicated by a unique combination of a letter and a number.

E7. Each move of a piece is indicated by (a) the first letter of the name of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b).

E8. When a piece makes a capture, an x is inserted

CARDOZA PUBLISHING

between the first letter of the name of the piece in question and the square of arrival. When a pawn makes a capture, not only the square of arrival but also the file of departure must be indicated, followed by an x. In the case of an “en passant” capture, the square of arrival is given as the square on which the capturing pawn finally rests.

E9. If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

(1) If both pieces are on the same rank: by the first letter of the name of the piece, the rank of the square of departure, and the square of arrival.

(2) If both pieces are on the same file: by the first letter of the name of the piece, the rank of the square of departure, and the square of arrival.

(3) If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted before the square of arrival.

E10. If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by the letter of the file of departure, an x, the square of arrival

E11. Special moves

In the case of a pawn promotion, the actual pawn move is indicated, followed immediately by the first letter of the new piece. En passant captures require no special indication.

Kingside castling is indicated by two zeroes separated by a dash: 0-0. Queenside castling is represented by three zeroes separated by dashes: 0-0-0.

Check is indicated by a plus sign (+). Checkmate is indicated by the symbol #.

E12. The offer of a draw is indicated by an equal sign (=).