

be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he/she states he/she sealed on the chessboard.

- I.12.2 If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.
- I.13 If, upon resumption of the game, either player points out before making his/her first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game shall continue without correction unless the arbiter decides otherwise.
- I.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

## Guidelines II. Chess960 Rules

- 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 regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

### II.2 Starting Position Requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

- II.2.1 the king is placed somewhere between the two rooks, and
- II.2.2 the bishops are placed on opposite-coloured squares, and
- II.2.3 the black pieces are placed opposite the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

### II.3 Chess960 castling rules

- 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.
- II.3.2 How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods:
- II.3.2.1 double-move castling: by making a move with the king and a move with the rook, or
- II.3.2.2 transposition castling: by transposing the position of the king and the rook, or
- II.3.2.3 king-move-only castling: by making only a move with the king, or
- II.3.2.4 rook-move-only castling: by making only a move with the rook.
- II.3.2.5 Recommendations:
- When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his/her final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.
  - After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

#### II.3.2.6 Clarification

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in ortho-dox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

#### II.3.2.7 Notes

1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.
2. In some starting positions, the king or rook (but not both) does not move during castling.
3. In some starting positions, castling can take place as early as the first move.
4. All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.
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.

## Guidelines III. Games without Increment including Quickplay Finishes

- III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.
- 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.

- III.2.2 These Guidelines shall apply only to standard chess and rapid chess games without increment and not to blitz games.
- 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.
- III.4 If the player having the move has less than two minutes left on his/her clock, he/she 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.
- III.5 If Article III.4 does not apply and the player having the move has less than two minutes left on his/her clock, he/she may claim a draw before his/her flag falls (see also Article 6.12.2). He/She shall summon the arbiter and may pause the chessclock. He/She may claim on the basis that his/her opponent cannot win by normal means, and/or that his/her opponent has been making no effort to win by normal means:
- III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he/she shall declare the game drawn. Otherwise he/she shall postpone his/her decision or reject the claim.
  - III.5.2 If the arbiter postpones his/her decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He/She shall declare the game drawn if he/she agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he/she was not making sufficient attempts to win by normal means.
  - III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.
- III.6 The following shall apply when the competition is not supervised by an arbiter:
- III.6.1 A player may claim a draw when he/she has less than two minutes left on his/her clock and before his/her flag falls. This concludes the game. He/She may claim on the basis:
    - III.6.1.1 that his/her opponent cannot win by normal means, and/or
    - III.6.1.2 that his/her opponent has been making no effort to win by normal means. In III.6.1.1 the player must write down the final position and his/her opponent must verify it. In III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.
  - III.6.2 The claim shall be referred to the designated arbiter.

## Glossary of Terms in the Laws of Chess

Term	First Reference	Definition
adjourn	8.1	Instead of playing the game in one session it is temporarily halted and then continued at a later time.
algebraic notation	8.1	Recording the moves using a-h and 1-8 on the 8x8 board.
analyse	11.3	Where one or more players make moves on a board to try to determine what is the best continuation.
appeal	11.10	Normally a player has the right to appeal against a decision of the arbiter or organiser.
arbiter	Preface	The person(s) responsible for ensuring that the rules of a competition are followed.
arbiter's discretion	N/A	There are approximately 39 instances in the Laws where the arbiter must use his/her judgement.
assistant	8.1	A person who may help the smooth running of the competition in various ways.
attack	3.1	A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.
black	2.1.1	There are 16 dark-coloured pieces and 32 squares called black. Or 2. When capitalised, this also refers to the player of the black pieces.
blitz	B	A game where each player's thinking time is 10 minutes or less.
board	2.4	Short for chessboard.
Bronstein mode	6.3.2	See delay mode

capture	3.1	Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board. See also 3.7.4.1 and 3.4.7.2. In notation x.
castling	3.8.2	A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.
cellphone	N/A	See mobile phone.
check	3.9	Where a king is attacked by one or more of the opponent's pieces. In notation +.
checkmate	1.2	Where the king is attacked and cannot parry the threat. In notation ++ or #.
chessboard	1.1	The 8x8 grid as in 2.1.
chessclock	6.1	A clock with two time displays connected to each other.
chess set	N/A	The 32 pieces on the chessboard.
Chess960	II	A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions
claim	6.8	The player may make a claim to the arbiter under various circumstances.
clock	6.1	One of the two time displays.
completed move	6.2.1	Where a player has made his/her move and then pressed his/her clock.
contiguous area	12.8	An area touching but not actually part of the playing venue. For example, the area set aside for spectators.
cumulative (Fischer) mode	N/A	Where a player receives an extra amount of time (often 30 seconds) prior to each move.
dead position	5.2.2	Where neither player can mate the opponent's king with any series of legal moves.
default time	6.7	The specified time a player may be late without being forfeited.
delay (Bronstein) mode	6.3.2	Both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his/her clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.
demonstration board	6.12.1	A display of the position on the board where the pieces are moved by hand.
diagonal	2.4	A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.
disability	6.2.6	A condition, such as a physical or mental handicap, that results in partial or complete loss of a person's ability to perform certain chess activities.
displaced	7.4.1	to put or take pieces from their usual place. For example, a pawn from a2 to a4.5; a rook partway between d1 and e1; a piece lying on its side; a piece knocked onto the floor.
draw	5.2	Where the game is concluded with neither side winning.
draw offer	9.1.2	Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).
e-cigarette	N/A	Device containing a liquid that is vaporised and inhaled orally to simulate the act of smoking tobacco.
en passant	3.7.4.1	See that article for an explanation. In notation e.p.
exchange	3.7.5.3	1. 3.7.5.3 Where a pawn is promoted. 2. Where a player captures a piece of the same value as his/her own and this piece is recaptured. 3. Where one player has lost a rook and the other has lost a bishop or knight.
explanation	11.9	A player is entitled to have a Law explained.
fair play	12.2.1	Whether justice has been done has sometimes to be considered when an arbiter finds that the Laws are inadequate.
file	2.4	A vertical column of eight squares on the chessboard.

Fischer mode	N/A	See cumulative mode
flag	6.1	The device that displays when a time period has expired.
flag-fall	6.1	Where the allotted time of a player has expired.
forfeit	4.8.1	To lose the right to make a claim or move. Or 2. To lose a game because of an infringement of the Laws.
handicap	N/A	See disability
I adjust	N/A	See j'adoube
illegal	3.10.2	A position or move that is impossible because of the Laws of Chess.
impairment	N/A	See disability
increment	6.1	An amount of time (from 2 to 60 seconds) added from the start before each move for the player. This can be in either delay or cumulative mode.
intervene	12.7	To involve oneself in something that is happening in order to affect the outcome.
j'adoube	4.2	Giving notice that the player wishes to adjust a piece, but does not necessarily intend to move it.
kingside	3.8.1	The vertical half of the board on which the king stands at the start of the game.
legal move	3.10.1	See the article for an explanation
made	1.1	A move is said to have been 'made' when the piece has been moved to its new square, the hand has quit the piece, and the captured piece, if any, has been removed from the board.
mate	N/A	Abbreviation of checkmate
minor piece	N/A	Bishop or knight
mobile phone	11.3.2	Cellphone
monitor	6.12.1	An electronic display of the position on the board.
move	1.1	1. 40 moves in 90 minutes, refers to 40 moves by each player. 2. Having the move refers to the player's right to play next. 3. White's best move refers to the single move by White.
Move-counter	6.10.2	A device on a chessclock which may be used to record the number of times the clock has been pressed by each player.
normal means	G.III.5	Playing in a positive manner to try to win; or, having a position such that there is a realistic chance of winning the game other than just flag-fall.
organiser	8.3	The person responsible for the venue, dates, prize money, invitations, format of the competition and so on.
over-the-board	Introduction	The Laws cover only this type of chess, not internet, nor correspondence, and so on.
penalties	12.3	The arbiter may apply penalties as listed in 12.9 in ascending order of severity.
piece	2.1	One of the 32 figurines on the board. Or 2. A queen, rook, bishop or knight.
playing area	11.2	The place where the games of a competition are played.
playing venue	11.2	The only place to which the players have access during play.
points	10	Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss. An alternative is 3 for a win, 1 for a draw, 0 for a loss.
press the clock	6.2.1	The act of pushing the button or lever on a chess clock which stops the player's clock and starts that of his/her opponent.
promotion	3.7.5.3	Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.
queen	N/A	As in queen a pawn, meaning to promote a pawn to a queen.
queenside	3.8.1	The vertical half of the board on which the queen stands at the start of the game.

quickplay finish	III	The last part of a game where a player must complete an unlimited number of moves in a finite time.
rank	2.4	A horizontal row of eight squares on the chessboard.
rapid chess	A	A game where each player's thinking time is more than 10 minutes, but less than 60.
repetition	9.2.1	1. A player may claim a draw if the same position occurs three times. 2. A game is drawn if the same position occurs five times.
resigns	5.1.2	Where a player gives up, rather than play on until mated.
rest rooms	11.2	Toilets, also the room set aside in World Championships where the players can relax.
result	8.7	Usually the result is 1-0, 0-1 or $\frac{1}{2}$ - $\frac{1}{2}$ . In exceptional circumstances both players may lose (Article 11.8), or one score $\frac{1}{2}$ and the other 0. For unplayed games the scores are indicated by +/- (White wins by forfeit), -/+ (Black wins by forfeit), -/- (Both players lose by forfeit).
regulations of an event	6.7.1	At various points in the Laws there are options. The regulations of an event must state which have been chosen.
sealed move	I.1.1	Where a game is adjourned the player seals his/her next move in an envelope.
scoresheet	8.1	A paper sheet with spaces for writing the moves. This can also be electronic.
screen	6.12.1	An electronic display of the position on the board.
spectators	11.4	People other than arbiters or players viewing the games. This includes players after their games have been concluded.
standard chess	III.3.2	A game where each player's thinking time is at least 60 minutes.
stalemate	5.2.1	Where the player has no legal move and his/her king is not in check.
square of promotion	3.7.5.1	The square a pawn lands on when it reached the eighth rank.
supervise	12.2.5	Inspect or control.
time control	N/A	1. The regulation about the time the player is allotted. For example, 40 moves in 90 minutes, all the moves in 30 minutes, plus 30 seconds cumulatively from move 1. 2. A player is said 'to have reached the time control', if, for example he/she has completed the 40 moves in less than 90 minutes.
time period	8.6	A part of the game where the players must complete a number of moves or all the moves in a certain time.
touch move	4.3	If a player touches a piece with the intention of moving it, He/She is obliged to move it.
vertical	2.4	The 8th rank is often thought as the highest area on a chessboard. Thus each file is referred to as 'vertical'.
white	2.2	1. There are 16 light-coloured pieces and 32 squares called white. 2. When capitalised, this also refers to the player of the white pieces.

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zero tolerance	6.7.1	Where a player must arrive at the chessboard before the start of the session.
50-move rule	9.3	A player may claim a draw if the last 50 moves have been completed by each player without the movement of any pawn and without any capture.
75-move rule	9.6.2	The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture.

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