= Rules of chess =

The rules of chess (also known as the laws of chess) are rules governing the play of the game of chess . While the exact origins of chess are unclear , modern rules first took form during the Middle Ages . The rules continued to be slightly modified until the early 19th century , when they reached essentially their current form . The rules also varied somewhat from place to place . Today chess 's international governing body FIDE (Fédération Internationale des Échecs) sets the standard rules , with slight modifications made by some national organizations for their own purposes . There are variations of the rules for fast chess , correspondence chess , online chess , and chess variants .

Chess is a game played by two people on a chessboard , with sixteen pieces (of six types) for each player . Each type of piece moves in a distinct way . The goal of the game is to checkmate , that is , to threaten the opponent 's king with inevitable capture . Games do not necessarily end with checkmate ? players often resign if they believe they will lose . In addition , there are several ways that a game can end in a draw .

Besides the basic movement of the pieces , rules also govern the equipment used , the time control , the conduct and ethics of players , accommodations for physically challenged players , the recording of moves using chess notation , as well as provide procedures for resolving irregularities which can occur during a game .

= = Initial setup = =

Chess is played on a chessboard , a square board divided into 64 squares (eight @-@ by @-@ eight) of alternating color , which is similar to that used in draughts (checkers) (FIDE 2008) . No matter what the actual colors of the board , the lighter @-@ colored squares are called " light " or " white " , and the darker @-@ colored squares are called " dark " or " black " . Sixteen " white " and sixteen " black " pieces are placed on the board at the beginning of the game . The board is placed so that a white square is in each player 's near @-@ right corner . Horizontal rows are called ranks and vertical rows are called files .

Each player controls sixteen pieces :

At the beginning of the game , the pieces are arranged as shown in the diagram : for each side one king , one queen , two rooks , two bishops , two knights , and eight pawns . The pieces are placed , one on a square , as follows :

The rooks are placed on the outside corners , right and left edge .

The knights are placed immediately inside of the rooks .

The bishops are placed immediately inside of the knights .

The queen is placed on the central square of the same color of that of the player : white queen on the white square and black queen on the black square .

The king takes the vacant spot next to the queen .

The pawns are placed one square in front of all of the other pieces .

Popular mnemonics used to remember the setup are " queen on her own color " and " white on right " . The latter refers to setting up the board so that the square closest to each player 's right is white (Schiller 2003 : 16 ? 17) .

= = Gameplay = =

The player controlling the white pieces is named " White " ; the player controlling the black pieces is named " Black " . White moves first , then players alternate moves . Making a move is required ; it is not legal to skip a move , even when having to move is detrimental . Play continues until a king is checkmated , a player resigns , or a draw is declared , as explained below . In addition , if the game is being played under a time control players who exceed their time limit lose the game .

The official chess rules do not include a procedure for determining who plays White . Instead , this decision is left open to tournament @-@ specific rules (e.g. a Swiss system tournament or Round @-@ robin tournament) or , in the case of non @-@ competitive play , mutual agreement , in which

case some kind of random choice is often employed . A common method is for one player to conceal a piece (usually a pawn) of each color in either hand ; the other player chooses a hand to open and reveal their color . Play then commences with white .

= = = Movement = = =

= = = = Basic moves = = = =

Each type of chess piece has its own method of movement . A piece moves to a vacant square except when capturing an opponent 's piece .
Except for any move of the knight and castling , pieces cannot jump over other pieces . A piece is captured (or taken) when an attacking enemy piece replaces it on its square (en passant is the only exception) . The captured piece is thereby permanently removed from the game . The king can be put in check but cannot be captured (see below) .
The king moves exactly one square horizontally , vertically , or diagonally . A special move with the king known as castling is allowed only once per player , per game (see below) .
A rook moves any number of vacant squares in a horizontal or vertical direction . It also is moved when castling .
A bishop moves any number of vacant squares in any diagonal direction .
The queen moves any number of vacant squares in a horizontal , vertical , or diagonal direction .
A knight moves to the nearest square not on the same rank , file , or diagonal . (This can be thought of as moving two squares horizontally then one square vertically , or moving one square horizontally then two squares vertically ? i.e. in an " L " pattern .) The knight is not blocked by other pieces : it jumps to the new location .
Pawns have the most complex rules of movement :
A pawn moves straight forward one square , if that square is vacant . If it has not yet moved , a pawn also has the option of moving two squares straight forward , provided both squares are vacant . Pawns cannot move backwards .
Pawns are the only pieces that capture differently from how they move . A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn (but cannot move to those squares if they are vacant) .
The pawn is also involved in the two special moves en passant and promotion (Schiller 2003 : 17 ? 19) .

= = = = Castling = = = =

Castling consists of moving the king two squares towards a rook , then placing the rook on the other side of the king , adjacent to it . Castling is only permissible if all of the following conditions hold :
The king and rook involved in castling must not have previously moved ;
There must be no pieces between the king and the rook ;
The king may not currently be in check , nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square) ;
The king and the rook must be on the same rank (Schiller 2003 : 19) .

= = = = En passant = = = =

When a pawn advances two squares from its original square and ends the turn adjacent to a pawn of the opponent 's on the same rank , it may be captured by that pawn of the opponent 's , as if it had moved only one square forward . This capture is only legal on the opponent 's next move immediately following the first pawn 's advance . The diagrams on the right demonstrate an instance

of this : if the white pawn moves from a2 to a4 , the black pawn on b4 can capture it en passant , moving from b4 to a3 while the white pawn on a4 is removed from the board .

= = = = Pawn promotion = = = =

If a player advances a pawn to its eighth rank , the pawn is then promoted (converted) to a queen , rook , bishop , or knight of the same color at the choice of the player (a queen is usually chosen) . The choice is not limited to previously captured pieces . Hence it is theoretically possible for a player to have up to nine queens or up to ten rooks , bishops , or knights if all of their pawns are promoted . If the desired piece is not available , the player should call the arbiter to provide the piece (Schiller 2003 : 17 ? 19) .

= = = Check = = =

A king is in check when it is under attack by at least one enemy piece . A piece unable to move because it would place its own king in check (it is pinned against its own king) may still deliver check to the opposing player .
A player may not make any move which places or leaves his king in check . The possible ways to get out of check are :
Move the king to a square where it is not threatened .
Capture the threatening piece (possibly with the king) .
Block the check by placing a piece between the king and the opponent 's threatening piece (Just 2014) , (Polgar & Truong 2005 : 32 @,@ 103) , (Burgess 2009 : 550) .
If it is not possible to get out of check , the king is checkmated and the game is over (see the next section) .
In informal games , it is customary to announce " check " when making a move that puts the opponent 's king in check . However , in formal competitions check is rarely announced (Just 2014) .

= = Competition rules = =

These rules apply to games played " over the board " . There are special rules for correspondence chess , blitz chess , computer chess , and for handicapped players .

= = = Act of moving the pieces = = =

The movement of pieces is to be done with one hand . Once the hand is taken off a piece after moving it , the move cannot be retracted unless the move is illegal . When castling , the player should first move the king with one hand and then move the rook with the same hand (Schiller 2003 : 19 ? 20) .
In the case of a pawn promotion , if the player releases the pawn on the eighth rank , the player must promote the pawn . After the pawn has moved , the player may touch any piece not on the board and the promotion is not finalized until the new piece is released on the promotion square (Just 2014) .

= = = Touch @-@ move rule = = =

In serious play , if a player having the move touches a piece as if having the intention of moving it , then the player must move it if it can be legally moved . So long as the hand has not left the piece on a new square , any legal move can be made with the piece . If a player touches one of the opponent 's pieces then that piece must be captured if there is a legal move that does so . If none of the touched pieces can be moved or captured there is no penalty (Schiller 2003 : 19 ? 20) .
When castling , the king must be the first piece touched . If the player touches the rook at the same

time as touching the king , the player must castle with that rook if it is legal to do so . If the player completes a two @-@ square king move without touching a rook , the player must move the correct rook accordingly if castling in that direction is legal . If a player starts to castle illegally , another legal king move must be made if possible , including castling with the other rook (Schiller 2003 : 20) .

 If a player moves a pawn to its eighth rank , it cannot be substituted for a different move of the pawn when the player has stopped touching it . However , the move is not complete until the promoted piece is released on that square .

 If a player wishes to touch a piece with the intention of adjusting its position on a square , the player must first alert the opponent of this intention by saying J 'adoube or " I adjust " . Once the game has started , only the player with the move may touch the pieces on the board (Schiller 2003 : 19 ? 20) .

= = = Timing = = =

 Tournament games are played under time constraints , called time controls , using a chess clock . Each player must make his moves within the time control or forfeit the game . There are different types of time controls . In some cases each player will have a certain amount of time to make a certain number of moves . In other cases each player will have a limited amount of time to make all of his moves . Also , the player may gain a small amount of additional time for each move made , either by a small increment added for each move made , or by the clock delaying a small amount of time each time it is started after the opponent 's move (Schiller 2003 : 21 ? 24) .

 If a player delivers a checkmate , the game is over and that player wins , no matter what is subsequently noticed about the time on the clock .

 If player A calls attention to player B being out of time while player A is not out of time and some sequence of legal moves leads to B being checkmated then player A wins automatically .

 If player A does not have the possibility of checkmating B then the game is a draw (Schiller 2003 : 28) .

 The United States Chess Federation (USCF) rule is different . USCF Rule 14E defines " insufficient material to win on time " , that is lone king , king plus knight , king plus bishop , and king plus two knights opposed by no pawns , and there is no forced win in the final position . Hence to win on time with this material , the USCF rule requires that a win can be forced from that position , while the FIDE rule merely requires a win to be possible . (See Monika So?ko rules appeal in 2008 and Women 's World Chess Championship 2008 for a famous instance of this rule .)

 If a player is out of time and also calls attention to his opponent running out of time , then :

 If a sudden death time control is not being used , the game continues in the next time control period (Schiller 2003 : 23) .

 if the game is played under a sudden death time control , then if it can be established which player ran out of time first , the game is lost by that player ; otherwise the game is drawn (Schiller 2003 : 29) .

 If a player believes that his opponent is attempting to win the game on time and not by normal means (i.e. checkmate) , if it is a sudden death time control and the player has less than two minutes remaining , the player may stop the clocks and claim a draw with the arbiter . The arbiter may declare the game a draw or postpone the decision and allot the opponent two extra minutes (Schiller 2003 : 21 ? 24 @,@ 29) .

= = = Recording moves = = =

 Each square of the chessboard is identified with a unique pair of a letter and a number . The vertical files are labeled a through h , from White 's left (i.e. the queenside) to White 's right . Similarly , the horizontal ranks are numbered from 1 to 8 , starting from the one nearest White 's side of the board . Each square of the board , then , is uniquely identified by its file letter and rank number . The white king , for example , starts the game on square e1 . The black knight on b8 can move to a6 or c6 .

In formal competition , each player is obliged to record each move as it is played in a chess notation in order to settle disputes about illegal positions , overstepping time control , and making claims of draws by the fifty @-@ move rule or repetition of position . Algebraic chess notation is the accepted standard for recording games today . There are other systems such as ICCF numeric notation for international correspondence chess and the obsolete descriptive chess notation . The current rule is that a move must be made on the board before it is written on paper or recorded with an electronic device .

Both players should indicate offers of a draw by writing " = " at that move on their scoresheet (Schiller 2003 : 27) . Notations about the time on the clocks can be made . If a player has less than five minutes left to complete all of their moves , they are not required to record the moves (unless a delay of at least thirty seconds per move is being used) . The scoresheet must be made available to the arbiter at all times . A player may respond to an opponent 's move before writing it down (Schiller 2003 : 25 ? 26) .

= = = Adjournment = = =

See Adjournment Chess .

= = = Irregularities = = =

= = = = Illegal move = = = =

A player who makes an illegal move must retract that move and make a legal move . That move must be made with the same piece if possible , because the touch @-@ move rule applies . If the illegal move was an attempt to castle , the touch @-@ move rule applies to the king but not to the rook . The arbiter should adjust the time on the clock according to the best evidence . If the mistake is only noticed later on , the game should be restarted from the position in which the error occurred (Schiller 2003 : 24 ? 25) . Some regional organizations have different rules .

If blitz chess is being played (in which both players have a small , limited time , e.g. five minutes) the rule varies . A player may correct an illegal move if the player has not pressed their clock . If a player has pressed their clock , the opponent may claim a win if he or she hasn 't moved . If the opponent moves , the illegal move is accepted and without penalty (Schiller 2003 : 77) .

According to the FIDE Laws of Chess , the first completed illegal move is penalized by awarding the opponent two additional minutes on the clock . The second completed illegal move by the same player results in the loss of the game , unless the position is such that it is impossible for the opponent to win by any series of legal moves (e.g. if the opponent has a bare king) in which case the game is drawn . A move is completed when it has been made and the player has pressed the clock . In rapid chess and blitz chess , the first completed illegal move results in a loss .

= = = = Illegal position = = = =

If it is discovered during the game that the starting position was incorrect , the game is restarted . If it is discovered during the game that the board is oriented incorrectly , the game is continued with the pieces transferred to a correctly oriented board . If the game starts with the colors of the pieces reversed , the game continues (unless the arbiter rules otherwise) (Schiller 2003 : 24) . Some regional organizations have different rules .

If a player knocks over pieces , it is their responsibility to restore them to their correct position on their time . If it is discovered that an illegal move has been made , or that pieces have been displaced , the game is restored to the position before the irregularity . If that position cannot be determined , the game is restored to the last known correct position (Schiller 2003 : 24 ? 25) .

= = = Conduct = = =

Players may not use any notes , outside sources of information (including computers) , or advice from other people . Analysis on another board is not permitted . Scoresheets are to record objective facts about the game only , such as time on the clock or draw offers . Players may not leave the competition area without permission of the arbiter (Schiller 2003 : 30 ? 31) .

High standards of etiquette and ethics are expected . Players should shake hands before and after the game . Generally a player should not speak during the game , except to offer a draw , resign , or to call attention to an irregularity . An announcement of " check " is made in amateur games but should not be used in officially sanctioned games . A player may not distract or annoy another player by any means , including repeatedly offering a draw (Schiller 2003 : 30 ? 31 @,@ 49 ? 52) .

Due to increasing concerns about the use of chess engines and outside communication , in 2014 FIDE banned all mobile phones from the playing area during chess competitions , under penalty of forfeiture of the game or even expulsion from the tournament . However , the rules also allow for less rigid enforcement in amateur events .

= = Equipment = =

The size of the squares of the chessboard should be approximately 1 @.@ 25 to 1 @.@ 3 times the diameter of the base of the king , or 50 to 65 mm . Squares of approximately 57 mm (2 1 ? 4 inches) normally are well @-@ suited for pieces with the kings in the preferred size range . The darker squares are usually brown or green and the lighter squares are off @-@ white or buff .

Pieces of the Staunton chess set design are the standard and are usually made of wood or plastic . They are often black and white ; other colors may be used (like a dark wood or even red for the dark pieces) but they would still be called the " white " and " black " pieces (see White and Black in chess) . The height of the king should be 85 to 105 millimetres (3 @.@ 35 ? 4 @.@ 13 inches) . A height of approximately 95 to 102 mm (3 3 ? 4 ? 4 inches) is preferred by most players . The diameter of the king should be 40 to 50 % of its height . The size of the other pieces should be in proportion to the king . The pieces should be well balanced (Just 2014) .

In games subject to time control , a chess clock is used , consisting of two adjacent clocks and buttons to stop one clock while starting the other , such that the two component clocks never run simultaneously . The clock can be analog or digital though a digital clock is highly preferred under both USCF and FIDE rulesets . This is since most tournaments now include either a time delay (a countdown to when a clock starts again) or add (extra time being added prior or after the move) to their time controls . Before the start of the game , either the arbiter decides , or whomever is playing Black , where the chess clock is placed .

= = End of the game = =

= = = Checkmate = = =

If a player 's king is placed in check and there is no legal move that player can make to escape check , then the king is said to be checkmated , the game ends , and that player loses (Schiller 2003 : 20 ? 21) . Unlike other pieces , the king is never actually captured or removed from the board because checkmate ends the game (Burgess 2009 : 502) .

The diagram shows an example checkmate position . The white king is threatened by the black queen ; the square to which the king could move is also threatened ; it cannot capture the queen , because it would then be in check by the rook .

= = = Resigning = = =

Either player may resign at any time and their opponent wins the game . This normally happens when the player believes he or she is very likely to lose the game . A player may resign by saying it

verbally or by indicating it on their scoresheet in any of three ways : (1) by writing " resigns " , (2) by circling the result of the game , or (3) by writing " 1 ? 0 " if Black resigns or " 0 ? 1 " if White resigns (Schiller 2003 : 21) . Tipping over the king also indicates resignation , but it is not frequently used (and should be distinguished from accidentally knocking the king over) . Stopping both clocks is not an indication of resigning , since clocks can be stopped to call the arbiter . An offer of a handshake is not necessarily a resignation either , since one player could think they are agreeing to a draw (Just 2014) .

= = = Draws = = =

 The game ends in a draw if any of these conditions occur :
 The game is automatically a draw if the player to move is not in check but has no legal move . This situation is called a stalemate . An example of such a position is shown in the diagram to the right .
 The game is immediately drawn when there is no possibility of checkmate for either side with any series of legal moves . This draw is often due to insufficient material , including the endgames
 king against king ;
 king against king and bishop ;
 king against king and knight ;
 king and bishop against king and bishop , with both bishops on squares of the same color (see Checkmate # Unusual mates) .
 Both players agree to a draw after one of the players makes such an offer .
 The player having the move may claim a draw by declaring that one of the following conditions exists , or by declaring an intention to make a move which will bring about one of these conditions :
 Fifty @-@ move rule : There has been no capture or pawn move in the last fifty moves by each player .
 Threefold repetition : The same board position has occurred three times with the same player to move and all pieces having the same rights to move , including the right to castle or capture en passant .
 If the claim is proven true , the game is drawn (Schiller 2003 : 21 @,@ 26 ? 28) .
 At one time , if a player was able to check the opposing king continually (perpetual check) and the player indicated their intention to do so , the game was drawn . This rule is no longer in effect ; however , players will usually agree to a draw in such a situation , since either the rule on threefold repetition or the fifty @-@ move rule will eventually be applicable (Staunton 1847 : 21 ? 22) , (Reinfeld 1954 : 175) .

= = = Time control = = =

 A game played under time control will end as a loss for a player who uses up all of their allotted time , unless the opponent cannot possibly checkmate him (see the Timing section above) . There are different types of time control . Players may have a fixed amount of time for the entire game or they may have to make a certain number of moves within a specified time . Also , a small increment of time may be added for each move made .

= = History = =

 The rules of chess have evolved much over the centuries from the early chess @-@ like games played in India in the 6th century . For much of that time the rules have varied from area to area . The modern rules first took form in Italy during the 13th century , giving more mobility to pieces that previously had more restricted movement (such as the queen and bishop) . Such modified rules entered into an accepted form during the late 15th century (Hooper & Whyld 1992 : 41 @,@ 328) or early 16th century (Ruch 2004) . The basic moves of the king , rook , and knight are unchanged . Pawns originally did not have the option of moving two squares on their first move and promoted only to a queen if they reached the eighth rank . The queen was originally the fers or farzin , which

could move one square diagonally in any direction . In European chess it became able to leap two squares diagonally , forwards , backwards , or to left or right on its first move ; some area also gave this right to a newly promoted pawn . In the Persian and Arabic game the bishop was a p?l (Persian) or f?l (Arabic) (meaning " elephant ") which moved two squares diagonally with jump (Davidson 1949 : 13) . In the Middle Ages the pawn could only be promoted to the equivalent of a queen (which at that time was the weakest piece) if it reached its eighth rank (Davidson 1949 : 59 ? 61) . During the 12th century the squares on the board sometimes alternated colors , and this became the standard in the 13th century (Davidson 1949 : 146) , whence the word " chequered " / " checkered " .

Between 1200 and 1600 several laws emerged that drastically altered the game . Checkmate became a requirement to win ; a player could not win by capturing all of the opponent 's pieces . Stalemate was added , although the outcome has changed several times (see History of the stalemate rule) . Pawns gained the option of moving two squares on their first move , and the en passant rule was a natural consequence of that new option . The king and rook acquired the right to castle (see Variations throughout history of castling for different versions of the rule) .

Between 1475 and 1500 the queen and the bishop also acquired their current moves , which made them much stronger pieces (Davidson 1949 : 14 ? 17) . When all of these changes were accepted the game was in essentially its modern form (Davidson 1949 : 14 ? 17) .

The rules for pawn promotion have changed several times . As stated above , originally the pawn could only be promoted to the queen , which at that time was a weak piece . When the queen acquired its current move and became the most powerful piece , the pawn could then be promoted to a queen or a rook , bishop , or knight . In the 18th century rules allowed only the promotion to a piece already captured , e.g. the rules published in 1749 by François @-@ André Danican Philidor . In the 19th century this restriction was lifted , which allowed for a player to have more than one queen , e.g. the 1828 rules by Jacob Sarratt (Davidson 1949 : 59 ? 61) .

Two new rules concerning draws were introduced , each of which have changed through the years :

The threefold repetition rule was added , although at some times up to six repetitions have been required , and the exact conditions have been specified more clearly (see Threefold repetition # History) .

The fifty @-@ move rule was also added . At various times , the number of moves required was different , such as 24 , 60 , 70 , or 75 . For several years in the 20th century , the standard fifty moves was extended to one hundred moves for a few specific endgames (see Fifty @-@ move rule 's history) .

Another group of new laws included (1) the touch @-@ move rule and the accompanying " j 'adoube / adjust " rule ; (2) that White moves first (in 1889) ; (3) the orientation of the board ; (4) the procedure if an illegal move was made ; (5) the procedure if the king had been left in check for some moves ; and (6) issues regarding the behavior of players and spectators . The Staunton chess set was introduced in 1849 and it became the standard style of pieces . The size of pieces and squares of the board was standardized (Hooper & Whyld 1992 : 220 ? 21 , laws , history of) .

Until the middle of the 19th century , chess games were played without any time limit . In an 1834 match between Alexander McDonnell and Louis @-@ Charles Mahé de La Bourdonnais , McDonnell took an inordinate amount of time to move , sometimes up to 1 ½ hours . In 1836 Pierre Charles Fournier de Saint @-@ Amant suggested a time limit , but no action was taken . At the 1851 London tournament , Staunton blamed his loss in his match against Elijah Williams on Williams ' slow play ; one game was adjourned for the day after only 29 moves . The next year a match between Daniel Harrwitz and Johann Löwenthal used a limit of 20 minutes per move.The first use of a modern @-@ style time limit was in an 1861 match between Adolph Anderssen and Ignác Kolisch (Sunnucks 1970 : 459) .

= = = Codification = = =

The first known publication of chess rules was in a book by Luis Ramírez de Lucena about 1497 ,

shortly after the movement of the queen , bishop , and pawn were changed to their modern form (Just 2014) . In the 16th and 17th centuries , there were differences of opinion concerning rules such as castling , pawn promotion , stalemate , and en passant . Some of these differences existed until the 19th century (Harkness 1967 : 3) . Ruy López de Segura gave rules of chess in his 1561 book Libro de la invencion liberal y arte del juego del axedrez (Sunnucks 1970 : 294) .

As chess clubs arose and tournaments became common , there was a need to formalize the rules . In 1749 Philidor (1726 ? 1795) wrote a set of rules that were widely used , as well as rules by later writers such as the 1828 rules by Jacob Sarratt (1772 ? 1819) and rules by George Walker (1803 ? 1879) . In the 19th century , many major clubs published their own rules , including The Hague in 1803 , London in 1807 , Paris in 1836 , and St. Petersburg in 1854 . In 1851 Howard Staunton (1810 ? 1874) called for a " Constituent Assembly for Remodeling the Laws of Chess " and proposals by Tassilo von Heydebrand und der Lasa (1818 ? 1889) were published in 1854 . Staunton had published rules in Chess Player 's Handbook in 1847 , and his new proposals were published in 1860 in Chess Praxis ; they were generally accepted in English @-@ speaking countries . German @-@ speaking countries usually used the writings of chess authority Johann Berger (1845 ? 1933) or Handbuch des Schachspiels by Paul Rudolf von Bilguer (1815 ? 1840) , first published in 1843 .

In 1924 , Fédération Internationale des Échecs (FIDE) was formed and in 1929 it took up the task of standardizing the rules . At first FIDE tried to establish a universal set of rules , but translations to various languages differed slightly . Although FIDE rules were used for international competition under their control , some countries continued to use their own rules internally (Hooper & Whyld 1992 : 220 ? 21) . In 1952 FIDE created the Permanent Commission for the Rules of Chess (also known as the Rules Commission) and published a new edition of the rules . The third official edition of the laws was published in 1966 . The first three editions of the rules were published in French , with that as the official version . In 1974 FIDE published the English version of the rules (which was based on an authorized 1955 translation) . With that edition , English became the official language of the rules . Another edition was published in 1979 . Throughout this time , ambiguities in the laws were handed by frequent interpretations that the Rules Commission published as supplements and amendments . In 1982 the Rules Commission rewrote the laws to incorporate the interpretations and amendments (FIDE 1989 : 7 ? 8) . In 1984 FIDE abandoned the idea of a universal set of laws , although FIDE rules are the standard for high @-@ level play (Hooper & Whyld 1992 : 220 ? 21) . With the 1984 edition , FIDE implemented a four @-@ year moratorium between changes to the rules . Other editions were issued in 1988 and 1992 (FIDE 1989 : 5) , (Just 2014) .

The rules of national FIDE affiliates (such as the United States Chess Federation , or USCF) are based on the FIDE rules , with slight variations (Just 2014) . Kenneth Harkness published popular rulebooks in the United States starting in 1956 , and the USCF continues to publish rulebooks for use in tournaments it sanctions .

In 2008 FIDE added the variant Chess960 to the appendix of the laws of chess . Chess960 uses a random initial set @-@ up of main pieces , with the conditions that the king is placed somewhere between the two rooks , and bishops on opposite @-@ color squares . The castling rules are extended to cover all these positions .

In 2014 a rule about mobile phones was brought in : see # Conduct .

= = Variations = =

One case of a minor extra rule being added for a particular match is " no drawing or resigning during the first 30 moves " in the London Chess Classic on 8 ? 15 December 2009 at Olympia , London .