

## Changes to the Laws effective from 1<sup>st</sup> July 2014

There have been quite a number of changes made, some cosmetic but some significant.

Removed from the Preface is the part allowing countries to introduce additional rules for purely internal events. Indeed it is now recommended that this should not happen. The former Article 14 is now included in the Preface.

3.10 Illegal Move/Position – This is new. The definition of an illegal position covers only a very few situations. If one of the players has 2 white squared bishops and 8 pawns then the position is illegal. However, if he only has seven pawns the position could have come about by promotion (even if both players deny that happened!!) so is not illegal.

In 4.3 (Touch Move) wording has been added to make clear that the deliberate touching must be with the intention of moving or capturing.

4.6 clarifies the method of pawn promotion, establishing that it is not necessary to actually move the pawn to the far side of the board. It is permissible simply to put the new piece on the square that the pawn would have moved to.

4.9 States disabled player may have someone make the move for him

6.2a confirms that making your next move completes the previous one. Some people were arguing that if a clock was not pressed at, say, move 27 then the clock press at move 28 only completed move 27. This change removes the possibility of such a claim being made. Whilst, technically a loss could be awarded to a player who forgot to press his clock on move 40 and have his flag drop on his 41<sup>st</sup> move this would be against the spirit of the amendment. Indeed it would be difficult to prove on which move the failure to press the clock occurred.

6.2c and 8.1e confirm that a player who is unable to press the clock himself but has to use an assistant will not be given a time penalty if the reason is one of disability.

6.7 Removes the automatic default time (was 0 and before that 1hr). The tournament regulations must give the default time. It is not stated what happens if no default time is given. Is it assumed to be 0 or when the flag falls?

7.1 confirms that following an illegal move it is possible to leave the chessclock at its current times. Adding extra time when a number of moves had to be taken back could have disrupted the timings of future rounds.

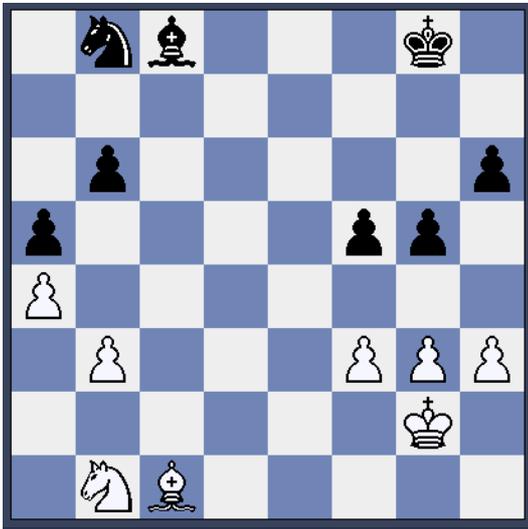
7.5 concerns illegal moves. Here there are two significant changes. If a player completes a second illegal move in the game then they will lose (currently it is the third such move which loses). Also if a player promotes a pawn but does not replace it with another piece this will constitute an illegal move AND the pawn will be replaced by a QUEEN of the appropriate colour. The player will not have the option of underpromoting.

Though not new, the recording of a draw offer requirement (=) is moved to the main Laws. (8.1d)

9.5 reduces the penalty for an incorrect claim for a draw by 50 moves or repetition to 2 minutes from 3.

9.6 introduces two more situations where the result of the game is a draw. Neither say “This immediately ends the game”, which may explain the strange wording in 9.6a. It also allows the arbiter to stop the clock if necessary.

- 9.6 If one or both of the following occur(s) then the game is drawn:
- the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
  - the last 75 moves have been completed by each player without the movement of any pawn and without any capture.



Consider the following. 31 N(b1)c3 N(b8)c6 32 Nb1 Nb8 33 Na3 Nc6 34 Nb1 Nb8 35 .... This is drawn on moves 38, 40, 42 etc. I do not understand the inclusion of 'at least' here. It is even more puzzling when the wording has not been included in part b where in my opinion it would have been more useful.

Now consider 31 Bb2 Bb7 32 Ba3 Ba6 33 Bc1 Bc8 and this sequence repeats 5 times. This is not drawn under 9.6a.

In the article on the conduct of the players, 11.2 now states that, without the arbiter's permission, a person who is neither a player nor an arbiter will not be allowed access to the playing hall.

The controversial article is 11.3b. This bans players from bringing mobile phones and other electronic means of communication into the playing VENUE. The default situation for contravening this is the loss of the game. This applies even if the phone does not ring. A competition may specify a different less severe penalty (so hanging and flogging are ruled out!). It does not allow 'no penalty' so a warning is the least severe option listed in the Laws (Article 12.9). Persistent refusal to comply still results in the loss of the game however

Players are now officially allowed to ask the arbiter for clarification on particular points of the Laws (11.9).

It is clarified that the signing of a scoresheet does not prevent a player from making an appeal unless the competition rules state otherwise.

Added to the list of duties of the arbiter are to ensure fair play and to take special measures for disabled players and those requiring medical attention (12.2).

The arbiter now has the powers to appoint assistants to observe games (12.4). The obvious case would be time scrambles but would also include the situation where the players are known to have a 'history'. It does not say if these assistants have to be licenced by FIDE!!!!

Rapidplay games (Appendix A) now extend down to over 10 minutes from 15.

For games to be conducted under the normal Laws not only must the supervision be one arbiter per three games or less but the games must also be recorded.

Where the special rules are in operation there seems to be a move to bring greater similarity between these and the Blitz Laws.

Corrections to wrong set-up of pieces and the clock can be carried out until 10 moves are played (previously 3 moves). The clocks can be adjusted after this if it would affect the running of the competition e.g the clock set for hours instead of minutes or a large increment being added.

If the incorrect placement of king or rook is not noticed within this number then castling cannot take place with any such piece, previously only the king was mentioned.

The first illegal move loses provided it is noticed by the arbiter or the opponent before making his next move. If the claim is not made in time then the game continues. (The players may correct the position by mutual agreement.)

If the arbiter sees both kings are in check or a pawn is on the furthest rank he shall wait until the next move is played and if the illegal position is still on the board then the game will be declared drawn.

For Blitz games the penalties given elsewhere in the Laws as 2 minutes will be one minute.

Removed from both Rapidplay and Blitz is the instruction that an arbiter cannot call flagfall.

In Appendix C on notation the Laws now recognise that the capture indicated by x, eg Bxe5, need not be used. Unfortunately this makes the new 75 move rule more difficult to implement as an arbiter may not know from a scoresheet when the last capture was made.

Appendix D for those with visual disabilities now recognises the speaking clock.

Appendix E for adjournments has one change. The default time for resumption shall be the same as for the main session.

Quickplay Finishes has been moved from the main Laws to Appendix G. Also combined into this is the situation when no arbiter is present. The QPF applies to Standard and Rapidplay games only.

There are two major changes. The decision of the arbiter may now be appealed and there is a new option if one player wishes. It is "If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. The clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue."

It must be announced in advance if Quickplay finishes are to be allowed.

There is now a Glossary included.