

FIDE Laws of Chess 2017

(and other matters!)

Who am I?

- Member of Warley Quinborne Chess Club
- International Arbiter since 2012
- Chief Arbiter of the London Chess Classic FIDE Open, the UK's largest Open tournament
- Attended the FIDE Rules Commission meetings in Tromso 2014 and Abu Dhabi 2015
- Attended a FIDE Arbiters Commission teleconference in June 2017 discussing the new Laws of Chess, and different interpretations of them

Topics Covered

- (1) Changes to the Laws of Chess from July 2017
- (2) Illegal Moves
- (3) Short of time in a Quickplay Finish
- (4) Digital clocks and Incremental time limits
- (5) Mobile Phones/Cheating
- (6) Any questions?

Changes from July 2017

Process

- Laws changed every four years
- Meetings in Tromso, Abu Dhabi and Baku considered drafts of the new Laws, and were subject to review from all attendees
- Rules Commission submit to General Assembly
- General Assembly deferred making a decision to the FIDE Presidential Board
- FIDE Presidential Board made changes without any review by anyone, and published the Laws in April 2017

Changes from July 2017

Two Types of Changes:-

Semantic – tidying up the wording to make things clearer.

Substance – things that will have an impact on the way we play chess.

Not very many changes in these Laws from the July 2014 Laws.

Changes from July 2017

Law 7.3

2014 Law: If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.

2017 Law: If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.

Changes from July 2017

Law 11.2

2014 Law:

The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only with the permission of the arbiter can:

- (a) a player leave the playing venue
- (b) the player having the move be allowed to leave the playing area.
- (c) a person who is neither a player nor arbiter be allowed access to the playing area.

2017 Addition:

The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.

Changes from July 2017

Law 11.2

2017 Law:

The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter. The playing area is defined as the place where the games of a competition are played. Only with the permission of the arbiter can a player leave the playing venue. the player having the move be allowed to leave the playing area. A person who is neither a player nor arbiter be allowed access to the playing area.

Changes from July 2017

Law 11.3.4

2014 Law: Smoking is permitted only in the section of the venue designated by the arbiter.

2017 Law: Smoking, **including e-cigarettes**, is permitted only in the section of the venue designated by the arbiter.

Illegal Moves

Four types of illegal move – two existing types:

- (1) What you would normally think of as an illegal move – “all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled”
- (2) 7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

Illegal Moves

2014 Law:

4.1 Each move must be made with one hand only.

2017 additional Law:

7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.

Illegal Moves

2017 additional Law:

7.8.1 If the player presses the clock without making a move, it shall be considered as an illegal move.

Illegal Moves

Four types of illegal move – two new types:

(3) 7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.

(4) 7.8.1 If the player presses the clock without making a move, it shall be considered as an illegal move.

Illegal Moves

Example scenarios that aren't defined as illegal moves:

White moves his rook from h1 to f1, and then moves his king from e1 to g1. I.e. castles by moving the rook first.

Law being broken:

4.4.2 If a player having the move deliberately touches a rook and then his king he is not allowed to castle on that side on that move.

Player has to move the rook to f1, and it is black's turn from there.

Illegal Moves

Example scenarios that aren't defined as illegal moves:

A player makes a move with one hand, and presses the clock with the other.

Law being broken:

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

Arbiter can choose penalty from Law 12.9.

Illegal Moves

Example scenarios that aren't defined as illegal moves:

A player promotes to an upside-down Rook.

Law being broken:

None!

But, it's just a Rook, and not a Queen.

Illegal Moves

Law 12.9: Options available to the arbiter concerning penalties:

warning

increasing the remaining time of the opponent

reducing the remaining time of the offending player

increasing the points scored in the game by the opponent to the maximum available for that game

reducing the points scored in the game by the offending person

declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score)

a fine announced in advance

exclusion from one or more rounds

expulsion from the competition.

Illegal Moves

What happens next?

Standardplay – 2 illegal moves lose

Rapidplay & Blitz – 1 illegal move loses

Just needs to be this number of moves in total, no matter which type of illegal move it is.

Illegal Moves

What happens after a player makes an illegal move?

An illegal move isn't an illegal move until the player presses the clock. As long as the player hasn't pressed the clock, the player is allowed to make an alternative legal move, noting that touch move applies.

The illegal move doesn't count as an illegal move until the clock is pressed.

Illegal Moves

What happens after a player completes an illegal move?

- Stop the clocks
- Reset the position before the illegal move on the board
- The “victim” of the illegal move should have two minutes added to their clock
- “Touch move” or “Touch take” applies, if a legal move with the piece possible, or if the piece can be legally captured

Illegal Moves

Scenarios – What happens next?

- (1) A player is in check. He castles by moving the king with his right hand, and his rook with his left hand, and presses the clock with his right hand.
- (2) A player makes a move with his right hand, and presses the clock with his left hand.
- (3) A player's bishop is pinned by his opponent's rook. The player moves the bishop anyway to an empty square on the board. Before the player presses the clock, the opponent points out that would be an illegal move.

Illegal Moves: Summary!

- Two illegal moves in total lose in standard play
- Four types of illegal move only
- Illegal move only counts when the player presses the clock
- For the first illegal move, the “victim” should have two minutes added to his clock
- For the second illegal move, the player loses the game

Quickplay Finish

What is a Quickplay Finish?

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

Note:

- (1) If the game uses an increment, this is not considered a "finite time", and so it is not a quickplay finish.
- (2) The rest of the world moved on from quickplay finishes years ago...

Quickplay Finish

- A player may stop recording his moves once his clock goes below 5 minutes in either time period
- At the end of the first time period, if one player stopped recording their moves, they must bring their scoresheets up to date
- They may use their opponent's scoresheet to do this, but the player must do this in his own time
- If both players stopped recording their moves, then stop the clocks at the first flag fall, and reconstruct the game on another board to make sure the correct number of moves have been made.
- If the game cannot be reconstructed, then play on, assuming the next move is the first move of the next phase.

Quickplay Finish

Last two minutes

Tournaments have to opt in to the FIDE Guidelines on Quickplay Finishes in the last two minutes.

WDCL rule 14 outlines the procedure.

Recommendation: Play on for as long as possible until as late as you can, because this increases your chances of being awarded a draw.

Digital Clocks & Increments



Digital Clocks & Increments

Why Increments?

- Gets rid of all of the nonsense of a guillotine finish
- Allows the better chessplayer to win the game
- The rest of the world have been using them for 20+ years

BUT THE GAMES MIGHT LAST FOREVER?!

WDCL allows their use: “if both teams agree before the start of the match, and sufficient digital clocks are available, all moves in 75 minutes with an increment of ten seconds for each move made.”

Digital Clocks & Increments

Differences between Analogue and Digital Clocks

- Players traditionally agree to reset analogue clocks after the correct number of moves for the first time period. Digitals automatically add the time when the first player's time expires in the first time period.
- Analogue clocks are accurate to the nearest 20-30 seconds, and are very inaccurate when players are short of time. Digital clocks are accurate to the nearest second – very useful for time trouble addicts!
- Allow the use of increments.

Mobile Phones & Anti-Cheating

Mobile Phones

11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue. However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.

11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.

Mobile Phones & Anti-Cheating

Mobile Phones

WDCL 15c: Mobile phones must be turned off during play. If a player's phone rings, he should be asked to switch it off and a warning given. If it rings again the player automatically loses the game.

Mobile Phones & Anti-Cheating

Mobile Phones

11.3.3 The arbiter may require the player to allow his clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter