

The Laws of Chess - A Very Brief Guide (as at July 2017)

Captains should still refer to the actual laws of chess in the event of a dispute.

Article 3.8 Castling (also see 4.4 and 4.7)

The laws of chess say castling is a king's move. Therefore, you must move your king before your rook.

If you move the rook first you cannot move the king and therefore cannot castle.

You cannot castle if your king is in check or will move to or through an attacked square.

Article 7.5 and 7.7 Illegal Moves

For your first illegal move, your opponent can claim two extra minutes.

For a second illegal move, you lose the game.

Using two hands to complete a move (e.g. when castling or promoting) is considered an illegal move.

Pressing your clock without making a move is also considered an illegal move.

Article 8 Keeping Score

You must not write down your move in advance of making it on the board, except when claiming a draw by repetition.

You may reply to your opponent's move before recording it, if you wish. However, you must record your previous move before making another.

You must write your game down move by move unless you have less than 5 minutes left.

When playing with an increment, you do not have to recommence recording moves if you go back above 5 minutes later in the game.

Article 9.1 Offering A Draw

The correct procedure is to offer a draw after making a move but before pressing the clock.

You cannot withdraw the offer once you have made it.

If you offer, or are offered, a draw you must record an '=' on your score sheet.

Article 9.2 Claiming a Draw by 3-Fold Repetition of Position

You may only claim when it is your turn to move.

- a. If the position has just appeared, then you claim the draw – do not make another move.
- b. If the position will appear with your next move, write the move on your score sheet, declare your intention to play that move, and claim the draw. Do not make the move as this invalidates the claim.
- c. If the claim is disputed stop the clocks and set up another board and check.
- d. If your claim is correct the game is drawn.
- e. If your claim is invalid your opponent gets 2 extra minutes and if you had claimed under b) above then you must make that move.

The 'same position' can only arise if the same player has the move, the same pieces occupy the same squares, and the possible moves of all the pieces of both players are the same. It is not the 'same position' if a pawn that could have been captured en passant can no longer be captured this way.

Article 12.7 Interference in a Game

In addition to comments directly about the position in the game, advising a player of the match situation is also interference, unless they ask for this information.

Guidelines III Quickplay Finish

These Guidelines will apply to all league games without an increment.

Guidelines III 3.1 Flag Fall

If it is noticed that both flags have fallen during the Quickplay Finish, and it is impossible to establish which flag fell first, then the game is drawn.

Guidelines III 6.1 Claiming a Draw with Less Than 2 Minutes Left

This does not apply if the game is being played with an increment.

You may only claim if it is your turn to move, if you have less than two minutes left on your clock and before your flag falls. Your claim concludes the game. You may claim on the basis:

- a. That your opponent cannot win by normal means and/or
- b. That your opponent has been making no effort to win by normal means.
In (a) you must write down the final position and your opponent must verify it.
In (b) you must write down the final position and submit an up-to-date score. Your opponent shall verify both the score sheet and the final position.

NB. **"normal means"** = 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.

Please note this is not adjudication, so no further analysis of the position should take place. Send the claim to the league secretary who will forward it to an arbiter whose decision is final.

NCA Ruling for League Games with an Increment

When a player runs out of time his clock will show 0.00 and the flag will flash on and off. Pressing the clock further will not affect this (based on DGT 2010 functionality – other clocks may differ). When the other player notices the flag he can claim the win, providing that he does this before the game ends in some other way, e.g. checkmate, draw, etc.