

Important Changes

The following is a breakdown of the changes which may be useful.

4.2.2 clarifies an aspect of touch move. If a player accidentally picks up the wrong piece then he will be expected to make a move with that piece as this could not be thought of as accidental touching.

5.2.3 Both players must have made a move before a draw can be agreed.

6.7.1 If no default time is specified then it will be 0.

The Laws on both flags being down have been moved to the Guidelines

7.3 In the past if players started with the wrong colours the arbiter would decide if they would continue. Now unless ten or more moves have been played the game will be stopped and restarted with the correct colours.

7.7.1 & 7.7.2 Where a player uses two hands to make a single move this will be treated in the same manner as an illegal move. Two such offences by the same player will cost the game.

7.8.1 & 7.8.2 Restarting the opponent's clock without making a move will also be treated in the same way as an illegal move.

These situations cannot be combined. For example a player who has completed an illegal move and also used two hands to castle will not lose due to a cumulation of these to irregularities. Only repeat offences of the same type will merit a loss.

9.1.1 Where a minimum number of moves must be played before a draw can be agreed a player is no longer allowed to offer a draw before this number is reached. Previously this was allowed only accepting the draw was banned!

9.6.1 The arbiter should declare the game drawn if the same position has occurred at least 5 times. There is now no restriction on when the positions occur.

10.2 The total score for a game cannot exceed the maximum points for the game. Scores such as $1\frac{1}{2}$ are not allowed. Neither are scores such as $\frac{1}{4}$ – $\frac{3}{4}$.

11.2.4 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. This must be taken to mean that it is no longer acceptable for a player on the move to go to the toilet even with the arbiter's permission, only the opponent can go. This was unpopular at the Olympiad.

11.3.2.1 is the phone in the bag regulation that couldn't become law in the 2014 version.

11.3.3 It is now acceptable for the arbiter to request a body search of a player.

11.3.4 E-cigarettes are now treated in the same way as real cigarettes.

11.11 Both players must assist the arbiter in reconstructing their game.

11.12 both players must assist the arbiter in checking a draw claim.

12.1 The arbiter must ensure that the Laws are obeyed. The word strictly has been removed.

12.2.7 Arbiters must follow anti-cheating procedures.

12.9.8 A new penalty of being excluded for one or two rounds has been added to the list of sanctions open to an arbiter.

A.2 In a rapid game a player not recording does not lose the right to claim draws by repetition etc. The player may also ask for a scoresheet at any time to start recording.

A.3.2 in a rapid play which is being recorded by an arbiter the player may ask to see this scoresheet to a maximum of 5 times.

A4.3 To claim a win on time in rapid a player may stop the clock, previously he had to do so.

A.4.5 confirms that an arbiter may call a flag fall in rapid.

B.3.2 in a blitz play which is being recorded by an arbiter the player may ask to see this scoresheet to a maximum of 5 times.

B.4 Where a blitz game is not being played under the rules for standard chess articles A2 and A4 of rapid will apply.

C.8 confirms that players can use hyphens and long notation when recording e.g. e2-e4 is acceptable.

D.2.6.1 accepts that visually handicapped players may use a digital clock which announces the number of moves and time.

D.2.11 an assistant must be used in a game between a blind and deaf player.

Laws regarding Quickplay Finishes, Adjournments and Chess960 are moved to the Guidelines.

III.4 In a QP finish increments may be used. Using delay mode is no longer acceptable.

Proposed changes that have been removed

The FIDE Presidential Board removed some of the proposed changes as follows.

7.2.1 The restriction of ten moves to correct a wrong initial position has been removed.

7.2.3 As a result of the above potential restrictions on castling have been removed

7.5.1 The restriction of 10 moves to correct an illegal move has been removed as has the statement that the game will continue after that time.

7.5.3 The ability of the arbiter to warn a player without necessarily giving the two minute penalty for an illegal move has been removed. The two minute penalty remains compulsory.

7.6 The restriction of 10 moves on correcting a displaced piece has been removed.

7.7 The discretionary part of giving a two minute penalty for using both hands to move pieces has been removed

7.8.1. Pressing the clock without moving is now regarded in the same way as making an illegal move.