

RULES EXTRACT - FIDE Laws of Chess effective on or after 1st January 2018

“Touched Piece” Rule

Article 4: The act of moving the pieces

- 4.1 Each move must be played with one hand only.
- 4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he/she first expresses his/her intention (for example by saying “j’adoube” or “I adjust”).
- 4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.
- 4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:
 - 4.3.1 one or more of his/her own pieces, he/she must move the first piece touched that can be moved
 - 4.3.2 one or more of his/her opponent’s pieces, he/she must capture the first piece touched that can be captured
 - 4.3.3 one or more pieces of each colour, he/she must capture the first touched opponent’s piece with his/her first touched piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player’s own piece or his/her opponent’s was touched first, the player’s own piece shall be considered to have been touched before his/her opponent’s.
- 4.4 If a player having the move:
 - 4.4.1 touches his/her king and a rook he/she must castle on that side if it is legal to do so
 - 4.4.2 deliberately touches a rook and then his/her king he/she is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1
 - 4.4.3 intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his/her king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.
 - 4.4.4 promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.
- 4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.
- 4.6 The act of promotion may be performed in various ways:
 - 4.6.1 the pawn does not have to be placed on the square of arrival,
 - 4.6.2 removing the pawn and putting the new piece on the square of promotion may occur in any order.
 - 4.6.3 If an opponent’s piece stands on the square of promotion, it must be captured.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

4.7.1 a capture, when the captured piece has been removed from the chessboard and the player, having placed his/her own piece on its new square, has released this capturing piece from his/her hand,

4.7.2 castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his/her hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his/her king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.7.3 promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his/her right to claim against his/her opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

4.9 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

“Illegal move” Rule

7.5.1 An illegal move is completed once the player has pressed his/her clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

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.

7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 **for the first completed illegal move by a player, the arbiter shall give ONE minute extra time to his/her opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player.** However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.