

The act of moving the pieces

1. Each move must be made with one hand only.
2. Provided he/she first expresses his/her intention (e.g. by saying "I adjust"), the player having the move may adjust one or more pieces on their squares.
3. If the player having the move deliberately touches on the chessboard
 - a. one or more of his own pieces, he must move the first piece touched that can be moved, or
 - b. one or more of his opponent's pieces, he must capture the first piece touched, which can be captured, or
 - c. one piece of each color, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.
4. If a player deliberately touches his king and rook he must castle on that side if it is legal to do so.
 - a. If a player deliberately touches a rook and then his king he is not allowed to castle on that side on that move.
 - b. If a player, intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move.
 - c. If a player promotes a pawn, the choice of the piece is finalized, when the piece has touched the square of promotion.
5. If none of the pieces touched can be moved or captured, the player may make any legal move.
6. When a piece is moved resulting in king coming under check (king pinned position), king should be moved first followed by the piece that was moved.
7. When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square.
 - a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand;
 - b. in the case of 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 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;
 - c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

Castling

This is a move of the king and either rook of the same color on the same rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook, then that rook is transferred to the square the king has just crossed.

The right for castling has been lost: if the king has already moved, or with a rook that has already moved

Castling is prevented temporarily:

- a. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces.
- b. if there is any piece between the king and the rook with which castling is to be effected.

The completion of the game

1. The game is won:
 - a. by the player who has checkmated his opponent's king. This immediately ends the game, provided the move producing the checkmate position was a legal move.
 - b. by the player whose opponent declares he resigns. This immediately ends the game.
2. The game is drawn:
 - a. when the player to move has no legal move and his king is not in check. The game is said to end in `stalemate`. This immediately ends the game, provided the move producing the stalemate position was legal.
 - b. when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a `dead position`. This immediately ends the game, provided the move producing the position was legal.
 - c. upon agreement between the two players during the game. This immediately ends the game.
 - d. if any identical position is about to appear or has appeared on the chessboard at least three times.
 - e. if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture.

The drawn game

- a. A player wishing to offer a draw shall do so after having made a move on the chessboard. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.
- b. The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)

- c. The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game, provided the move producing this position was legal.
- d. The game is drawn when king alone is left out on the board and the opponent could not check mate within 50 moves

Irregularities

- a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
- b. If during a game it is found that the only error is that the chessboard has been placed such that the near corner square to the right of the player is NOT white, the game continues but the position reached must be transferred to a correctly placed chessboard.
- c. If a game has begun with colors reversed, then it shall continue, unless the arbiter rules otherwise.
- d. If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, ask for the arbiter's assistance. The arbiter may penalize the player who displaced the pieces.
- e. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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.
- f. For the first two illegal moves by a player the arbiter shall give warning in each instance; for a third illegal move, the arbiter shall declare the game lost by this player.
- g. If during a game it is found that pieces have been displaced from their squares, the position 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.

The conduct of the players

- a. Failing to report at the 'playing venue' within 10 minutes after the announcement of the time of the start of the game will be treated as absence and the opponent will be declared a winner.
- b. During the play the players are forbidden to make use of any notes, sources of information, advice, or analyze on another chessboard.
- c. It is strictly forbidden to bring mobile phones or other electronic means of communication, not authorized by the arbiter, into the playing venue. If a player's mobile phone rings in the playing venue during play, that player shall lose the game.
- d. Players who have finished their games shall be considered to be spectators.
- e. Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area and other places as designated by the arbiter.
- f. The player having the move is not allowed to leave the playing area without permission of the arbiter.
- g. It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or unreasonable offers of a draw.
- h. Persistent refusal by a player to comply with the Laws of Chess shall be penalized by loss of the game.

The role of the arbiter

- a. The arbiter shall see that the Laws of Chess are strictly observed.
- b. The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- c. The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- d. The arbiter can apply one or more of the following penalties:
 - a. warning,
 - b. declaring the game to be lost,
 - c. expulsion from the event.
- e. The arbiter may award either or both players additional time in the event of external disturbance of the game.
- f. The arbiter must not intervene in a game. He shall not indicate the number of moves made, except in applying 50 moves rule. The arbiter shall refrain from informing a player that his opponent has completed a move.
- g. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue.

Exclusions from FIDE rules

1. Each round is for a fixed time of 45 minutes; arbiter may give an additional 10 minutes time at his own discretion.
2. However, if the game is progressing for such longer times hampering the FOCC schedules, arbiter may give a 5-minute grace period after which arbiter will declare the player with higher total value of pieces on the board than the second player as winner. Irrespective of the position of a piece on the board, value is assigned as per the below table:

 = 1	 = 3	 = 3	 = 5	 = 9
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3. Even though writing the moves is not mandatory, FOCC does not object in case a player writes.
4. Before moving a piece to check or checkmate position, player should say "check", "checkmate" respectively.
5. Any other FIDE rule that is not stated above is excluded and is not applicable.