

THE ICCF LAWS OF CORRESPONDENCE CHESS*

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[*Large portions of this document were copied and/or adapted from the 1 January 2018 FIDE Laws of Chess. That is because of the degree of overlap between over-the-board chess and correspondence chess, as FIDE did a fine job defining the over-the-board laws of the game.]

INTRODUCTION

The ICCF Laws of Correspondence Chess cover correspondence chess play. Correspondence chess is defined as any game of chess in which the players do not sit opposite each other at a chessboard to make their moves. The moves are instead transmitted remotely by any of various means.

The Laws of Correspondence Chess has two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Correspondence Chess (which were adopted at the 2018 Congress of the ICCF in Llandudno, Wales) coming into force on 1 January 2019. The Laws were updated based on a decision at the 2019 Congress of the ICCF in Vilnius, Lithuania.

PREFACE

The ICCF Laws of Correspondence Chess (herein abbreviated as “Laws”) cannot cover all possible situations that may arise during a correspondence chess game, nor can they regular all administrative

questions. Where cases are not precisely regulated by an article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are regulated in the Laws. The Laws assume that tournament directors have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the tournament director of the freedom of judgement and thus prevent the tournament director from finding a solution to a problem dictated by fairness, logic and special factors. ICCF appeals to all chess players and federations to accept this view. A necessary condition for a game to be rated by the ICCF is that it shall be played according to the ICCF Laws of Correspondence Chess. It is recommended that competitive games not rated by the ICCF be played according to the ICCF Laws.

Member federations may ask the ICCF to give a ruling on matters relating to the Laws.

BASIC RULES OF PLAY

Article 1: The nature and objectives of the game of chess

1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when the opponent's move has been 'made'. (See Article 4.1)

1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The player whose king has been checkmated has lost the game.

1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

Article 2: The initial position of the pieces on the chessboard

2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).

2.2 The chessboard is viewed as placed between the players in such a way that the near corner square to the right of the player is white.

At the beginning of the game White has 16 light-coloured pieces (the 'white' pieces); Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king	usually indicated by the symbol	 K
A white queen	usually indicated by the symbol	 Q
Two white rooks	usually indicated by the symbol	 R
Two white bishops	usually indicated by the symbol	 B
Two white knights	usually indicated by the symbol	 N
Eight white pawns	usually indicated by the symbol	
A black king	usually indicated by the symbol	 K
A black queen	usually indicated by the symbol	 Q
Two black rooks	usually indicated by the symbol	 R
Two black bishops	usually indicated by the symbol	 B
Two black knights	usually indicated by the symbol	 N
Eight black pawns	usually indicated by the symbol	

2.3 The initial position of the pieces on the chessboard is as follows:



In Chess 960 games the initial position is defined by server.

2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured as part of the same move.

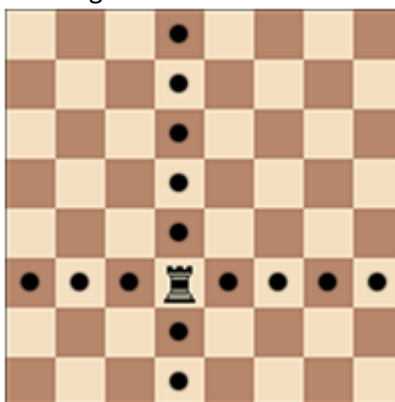
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

3.1.3 A piece is considered to attack a square even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

3.2 The bishop may move to any square along a diagonal on which it stands.



3.3 The rook may move to any square along the file or the rank on which it stands.

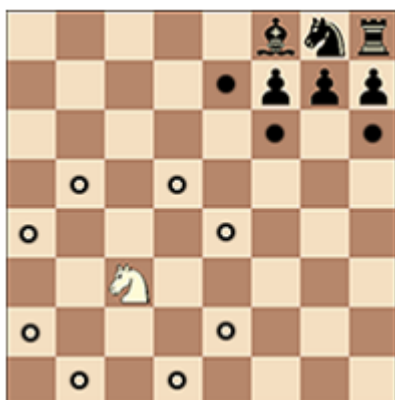


3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



3.5 When making these moves, the bishop, rook or queen may not move over any intervening pieces.

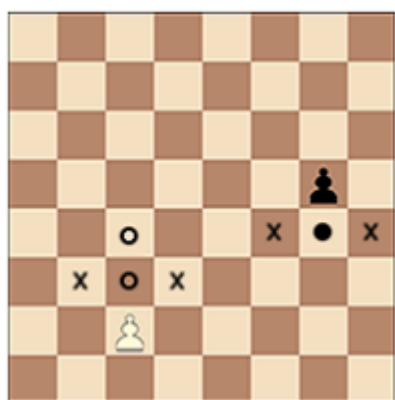
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



3.7.1 The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or

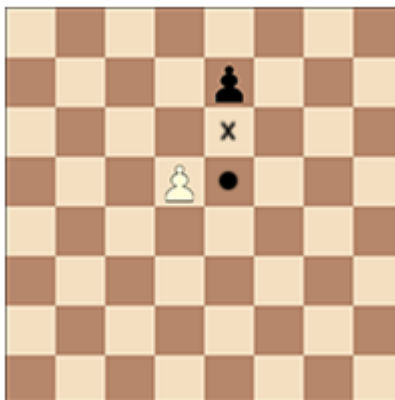
3.7.2 on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

3.7.3 the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.



3.7.4.1 A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.

3.7.4.2 This capture is only legal on the move following this advance and is called an 'en passant' capture.



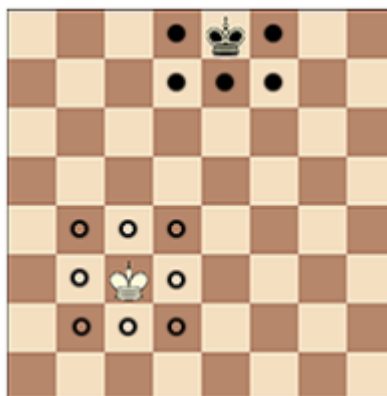
3.7.5.1 When a player, having the move, plays a pawn to the rank furthest from its starting position, the player must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

3.7.5.2 The player's choice is not restricted to pieces that have been captured previously.

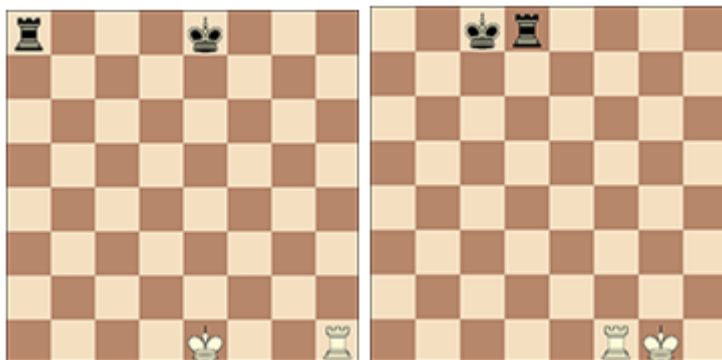
3.7.5.3 This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

3.8 There are two different ways of moving the king:

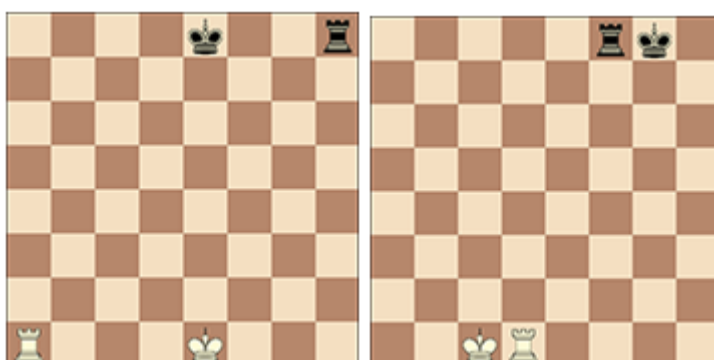
3.8.1 by moving to an adjoining square



3.8.2 by 'castling'. This is a move of the king and either rook of the same colour along the player's first 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 on its original square, then that rook is transferred to the square the king has just crossed.



Before white kingside castling After white kingside castling
 Before black queenside castling After black queenside castling



Before white queenside castling After white queenside castling
 Before black kingside castling After black kingside castling

3.8.2.1 The right to castle has been lost:

3.8.2.1.1 if the king has already moved, or

3.8.2.1.2 with a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

3.8.2.2.1 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, or

3.8.2.2.2 if there is any piece between the king and the rook with which castling is to be conducted.

3.9.1 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to the square occupied by the king because they would then leave or place their own king in check.

3.9.2 No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

3.10.1 A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.

3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9. In practice, a player can only designate an illegal move in postal, email or fax events, as illegal moves are not allowed by the server.

3.10.3 A position is illegal when it cannot have been reached by any series of legal moves. This can only potentially occur in postal, email or fax events, as the server does not allow illegal positions to occur.

Article 4: The act of moving the pieces

4.1 In games played on the ICCF server, the act of making a move is considered final once a player presses both the "submit" and "accept" buttons.

4.2 In games played through postal or email transmission, the act of making a move is considered final once a player has sent the move through the relevant form of transmission.

4.3 No move can be withdrawn once played.

Article 5: The completion of the game

5.1 Through a win:

5.1.1 The game is won by the player who has checkmated the opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Articles 3 and 4.

5.1.2 The game is won by the player whose opponent declares resignation. This immediately ends the game.

5.1.3 The game is won if the position is evaluated to win according to a 7-piece tablebase and is claimed as such.

5.1.4 The game is won if it is decided as a win through an adjudication process.

5.2 Through a draw:

5.2.1 The game is drawn when the player to move has no legal move and the player's king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Articles 3 and 4.

5.2.2 The game is drawn 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 that the move producing the position was in accordance with Articles 3 and 4.

5.2.3 The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. This immediately ends the game.

5.2.4 The game is drawn if the position is evaluated to draw according to a 7-piece tablebase and is claimed as such.

5.2.5 See 9.2 and 9.3.

5.2.6 The game is drawn if it is decided as a draw through an adjudication process.

Article 6: The chess clock

6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws means one of the two time displays. Each time display has a 'flag'. 'Flag fall' means the expiration of the allotted time for a player.

6.2 When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

6.3 Immediately after a flag falls, the requirements of article 6.2 must be checked.

6.4 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.5 During the game the making of a move by each player shall stop the player's own clock and start the opponent's clock.

6.6 A flag is considered to have fallen when the server determines the fact or (for a game by postal or email transmission) when either player has made a valid claim to that effect as determined by the tournament director.

6.7 Except where one of the Articles 5.1 or 5.2 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the 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.

6.8 Every indication given by the clocks is considered to be conclusive in the absence of any contrary evidence. There can be a circumstance in which the tournament director shall reset the clock and use the tournament director's best judgment when determining the times to be shown on a player's clock.

6.9 In a non-server game, if both flags have fallen and the tournament director cannot establish which fell first due to the players' failure to provide sufficient documentation, the game is to be scored as a double default.

6.10 Interrupting the game by the tournament director:

- a. If the game needs to be interrupted, the tournament director shall stop the clocks (except if the time control in use is the Triple Block system).
- b. A player can never stop the player's clock except by making a move or registering leave time.
- c. The tournament director shall decide when the game is to be restarted.

6.11 If an irregularity occurs, the tournament director shall use the tournament director's best judgement to determine the times to be shown on the clocks. The tournament director shall also, if necessary, adjust the clock's move counter.

Article 7: Irregularities

7.1 If a non-server (that is postal, email, or fax) game has started with colours reversed and if fewer than 10 moves have been made by both players, the game shall be discontinued and a new game played with the correct colours. If the game already reached 10 moves or more, the game shall continue.

7.2 If during a non-server game, it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. The game shall then continue from this reinstated position and guilty player shall be penalized.

Article 8: The recording of the moves (in non-server games)

8.1 Making a record of the game is required:

8.1.1 In the course of play each player is required to record the player's own moves and those of the opponent in the correct manner, move after move, as clearly and legibly as possible, in the numeric or a mutually agreed notation

8.1.2 While the game is in progress, the player may use a physical scoresheet instead of or in addition to an electronic copy.

8.1.3 The scoresheet shall be used only for recording the moves, the times spent, offers of a draw, matters relating to a claim and other relevant data.

8.1.4 Players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.5 If a player is unable to keep score, an assistant should be used by the player to write the moves

8.2 The scoresheet shall be made available to the tournament director upon request at any time during the game.

8.3 If no complete scoresheet is available, the players must reconstruct the game. Each player shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

8.4 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.

8.5 At the conclusion of the game both players shall send a PGN file to the tournament director indicating the result of the game. Even if incorrect, this result shall stand, unless the tournament director decides otherwise.

Article 9: The drawn game

9.1 Regulations concerning a draw:

9.1.1 The regulations of an event may specify that players cannot offer or agree to a draw in less than a specified number of moves.

9.1.2 However, if the regulations of an event allow a draw agreement the following shall apply:

9.1.2.1 A player wishing to offer a draw shall do so either via the ICCF server (in server-based games) or by clearly expressing the player's intention to offer a draw (in non-server games). This shall be done when a move is submitted. The offer cannot be withdrawn and remains valid until the opponent accepts or, rejects it, or the opponent's clock runs down to zero.

9.1.2.2 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

9.2 The claim of a draw:

9.2.1 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):

9.2.1.1 is about to appear, declares to the tournament director (or the server) the intention to make this move, or

9.2.1.2 has just appeared, and the player claiming the draw has the move.

9.2.2 Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus, positions are not the same if:

9.2.2.1 at the start of the sequence a pawn could have been captured en passant

9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

9.3 The game is drawn, upon a correct claim by a player having the move, if:

9.3.1 the player declares to the tournament director (or the server) the intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture (except if there are 7 or fewer pieces remaining on the board), or

9.3.2 the last 50 moves by each player have been completed without the movement of any pawn and without any capture (except if there are 7 or fewer pieces remaining on the board).

9.3.3 See 5.2.4.

9.4. Procedure to process a draw claim:

9.4.1 If a player claims a draw under Article 9.2 or 9.3, either the server will process the claim nearly immediately, or (for non-server games) the tournament director shall stop the clock (see Article 6.12). The player is not allowed to withdraw the player's claim.

9.4.2 If the claim is found to be correct, the game is immediately drawn.

9.4.3 If the claim is found to be incorrect, the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

Article 10: Adjournments

10.1 Games played within the ICCF never employ the use of an adjournment. Players are allowed to take a certain amount of leave time (when the game clocks are stopped) during their games according to the tournament parameters specified by the tournament organiser when setting up the event. Triple Block system events never include a leave time option. (See Appendix C.)

Article 11: Adjudications

11.1 Adjudication procedures can be used to bring games to completion under certain circumstances, as described in the ICCF Rules document.

Article 12: Points

12.1 Unless the regulations of an event specify otherwise, a player who wins a game, or wins by forfeit, scores one point (1), a player who loses a game, or forfeits, scores no points (0), and a player who draws a game scores a half point ($\frac{1}{2}$).

12.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.

Article 13: The conduct of the players

13.1 ICCF adopted the motto “Amici Sumus” (We are friends) which is the underlying philosophy in setting behavioural standards for players.

13.2 This motto should prevail in all communications between players and tournament directors, officials of ICCF and international contacts of member federations.

13.3 The ICCF conduct guidelines, described within the ICCF Rules, give a clear framework for the conduct of players.

13.3.1 Sending an abusive, obscene, or objectionable communication is not acceptable, under any circumstances.

13.3.2 Continuing or repeated misbehaviour will result in disciplinary action with penalty/sanctions being implemented

13.3.2.1 For serious or recurring breaches in behaviour incompatible with ICCF statutes, principles, and/or rules immediate penalties/sanctions will be imposed.

13.3.2.2 The degree of penalties/sanctions will be related to the severity of the misbehavior.

13.3.2.3 Examples of serious behavioural issues are

- (a) collusion between players
- (b) silent/unacceptable withdrawal from a tournament
- (c) unacceptable, or abusive behaviour to players and/or officials
- (d) extremely slow play in a clearly lost position, and
- (e) repetitive draw offers to the point of harassment

Article 14: The role of the tournament director

14.1 The Tournament Director (TD) shall:

14.1.1 be responsible for the smooth running of tournaments,

14.1.2 be responsible for the progress of the games,

14.1.3 deal with any disputes, concerns, and complaints in an impartial and timely manner,

14.1.4 ensure that tournaments follow all applicable ICCF rules to ensure the integrity of the ICCF rating system,

14.1.5 ensure that the “Amici Sumus” philosophy permeates throughout the activities of all players,

14.1.6 exercise initiative in resolving problems.

14.2 Expected behaviours from TDs:

- 14.2.1 promptly answer player questions (about rules, etc.) and queries,
- 14.2.2 promptly address all claims and work on solving problems,
- 14.2.3 observe all rules and guidelines carefully and seek experienced advice if he is unsure about the best way to handle a problem,
- 14.2.4 enforce the ICCF code of conduct.

APPENDICES

Appendix A: Algebraic and numeric notation

The ICCF recognizes two systems of notation, the algebraic system and the numeric system. The algebraic system is used on the ICCF server. The numeric system can only be used in the postal and email (that is, non-server) tournaments.

Description of the algebraic system

- A.1 In this description, 'piece' means a piece other than a pawn.
- A.2 Each piece is indicated by the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)
- A.3 The English language is used in the ICCF algebraic system.
- A.4 Pawns are not indicated by their first letter but are recognized by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.
- A.5 The eight files (from the left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g, and h, respectively.
- A.6 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
- A.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

A.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

A.9 When a piece makes a capture, an x may be inserted between:

A.9.1 the abbreviation of the name of the piece in question and

A.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.

A.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5

A.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

A.10.1 If both pieces are on the same rank by:

A.10.1.1 the abbreviation of the name of the piece,

A.10.1.2 the file of departure, and

A.10.1.3 the square of arrival.

A.10.2 If both pieces are on the same file by:

A.10.2.1 the abbreviation of the name of the piece,

A.10.2.2 the rank of the square of departure, and

A.10.2.3 the square of arrival.

A.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:

A.10.3.1 There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.

A.10.3.2 There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

A.10.3.3 There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

A.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

A.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

A.12 The offer of a draw shall be marked as (=).

A.13 Abbreviations

0 - 0 = castling with rook h1 or rook h8 (kingside castling)
 0 - 0 - 0 = castling with rook a1 or rook a8 (queenside castling)
 x = captures
 + = check
 ++ or # = checkmate

Sample game: 1.e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Description of the numeric system

A.14 Each square of the chessboard has a two-digit designation.

A.15 The first digit is the number of the file, from left to right from White's point of view.

A.16 The second digit is the number of the rank, from the edge near White to the other edge.

A.17 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique set of two numbers.

18	28	38	48	58	68	78	88
17	27	37	47	57	67	77	87
16	26	36	46	56	66	76	86
15	25	35	45	55	65	75	85
14	24	34	44	54	64	74	84
13	23	33	43	53	63	73	83
12	22	32	42	52	62	72	82
11	21	31	41	51	61	71	81

A.18 Each move is designated by giving four digits – the first two are the code for the square of the piece that is moving and the last two are the code for its destination square. Example: 1.e4 in algebraic notation is indicated 1.5254 in the numeric notation.

A.19 In the case of the promotion of a pawn, a fifth digit is added to indicate the piece chosen: 1 for queen, 2 for rook, 3 for bishop, and 4 for knight. Example: if a pawn on f7 is moving to f8 and promotes to a rook, the move would be recorded as 67682.

A.20 For castling, the king's starting position and ending position are recorded: for white, 5131 (queen-side) and 5171 (king-side); for black, 5838 (queen-side) and 5878 (king-side).

Appendix B: Chess960 Rules

B.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules. After this, the game is played in the same way as regular chess. In particular pieces and pawns have their normal moves (though castling may look differently), and each player's objective is to checkmate the opponent's king.

B.2 Starting-position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

B.2.1 the king is placed somewhere between the two rooks, and

B.2.2 the bishops are placed on opposite-coloured squares, and

B.2.3 the black pieces are placed opposite the white pieces.

B.2.4 The starting position will be generated before the game by the tournament organiser using the ICCF server, either randomizing the starting positions for each pairing, or by selecting the same starting position for all pairings.

B.3 Chess960 castling rules

B.3.1 Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the regular rules presume initial locations of the rook and king that are often not applicable in Chess960.

B.3.2 How to castle in Chess960, depends on the pre-castling position of the castling king and rook. The castling manoeuvre is performed by one of these four methods:

B.3.2.1 double-move castling: by making a move with the king and a move with the rook, or

B.3.2.2 transposition castling: by transposing the position of the king and the rook, or

B.3.2.3 king-move-only castling: by making only a move with the king, or

B.3.2.4 rook-move-only castling: by making only a move with the rook.

B.3.3 In all cases, the procedure for castling on the ICCF server is to move the king over the square holding the relevant rook (that is, over the rook itself). The server will then perform castling if the rules allow it. Trying to move the rook first, before the king, will only result in a rook move (or no move at all when the server rejects the attempt). Moving the king one square but not over a rook will result in only a king move to that square and not castling, even if castling would have moved the king to that square as well. Again, castling is implemented by moving the king over the relevant rook.

B.3.4 After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

B.3.5 Clarification: Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

B.3.6 Notes:

B.3.6.1 In some starting positions, the king or rook (but not both) does not move during castling.

B.3.6.2 In some starting positions, castling can take place as early as the first move.

B.3.6.3 All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

B.3.6.4 In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Appendix C: Triple Block system rules

[The Triple Block time control system is currently in its trial period. The working rules have not yet been approved for inclusion in this document. Current rules and procedures can be found on the same web page as the ICCF Rules.]

Glossary of terms in the ICCF Laws of Correspondence Chess

The number after the term refers to the first time it appears in the Laws.

adjournment: 10. Instead of playing the game in one session it is temporarily halted and then continued at a later time.

algebraic notation: Appendix A. Recording the moves using a-h and 1-8 on the 8x8 board.

assistant: 8.1. A person who may help the smooth running of the competition in various ways.

attack: 1.2. A piece is said to attack an opponent's piece if the player's piece can make a capture on that square.

black: 2.1. **1.** There are 16 dark-coloured pieces and 32 squares called black. Or **2.** When capitalised, this also refers to the player of the black pieces.

board: 1.1. Short for chessboard.

capture: 3.1. Where a piece is moved from its square to a square occupied by an opponent's piece, the latter is removed from the board.

castling: 3.8.2 A move of the king towards a rook. See the article. In notation 0-0 kingside castling, 0-0-0 queenside castling.

check: 3.9. Where a king is attacked by one or more of the opponent's pieces. In notation +.

checkmate: 1.2. Where the king is attacked and cannot parry the threat. In notation ++ or #.

chessboard: 1.1. The 8x8 grid as in 2.1.

chess clock: 6.1. A clock with two time displays connected to each other.

chess960: Appendix B. A variant of chess where the back-row pieces are set up in one of the 960 distinguishable possible positions

claim: 6.6. The player may make a claim to the tournament director under various circumstances.

clock: 6.1. One of the two time displays.

dead position: 5.2.2 Where neither player can mate the opponent's king with any series of legal moves.

default: 6.1.1. To be scored with 0 points in a game due to a rule violation.

diagonal: 2.4. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge.

double default: 6.9. Where both players in a game are scored with 0 points

draw: 5.2. Where the game is concluded with neither side winning.

drawn: 1.3. Where the game is concluded with neither side winning.

draw offer: 9.1.2 Where a player may offer a draw to the opponent. This is indicated on the scoresheet with the symbol (=).

en passant: 3.7.4.2. See that article for an explanation. In notation e.p.

exchange: **1.** 3.7.5.1. Where a pawn is promoted, or **2.** Where a player captures a piece of the same value as the player's own and this piece is recaptured, or **3.** Where one player has lost a rook and the other has lost a bishop or knight.

file: 2.4. A vertical column of eight squares on the chessboard.

flag: 6.1. The designation related to a player's clock to indicate when a time period has expired.

flag-fall: 6.1. Where the allotted time of a player has expired.

forfeit: 9.2.2.2; 12.1. **1.** To lose the right to make a claim or move, or **2.** To lose a game because of an infringement of the Laws.

illegal: 3.10.2. A position or move that is impossible because of the Laws of Correspondence Chess.

kingside: 3.8.2. The vertical half of the board on which the king stands at the start of the game.

legal move: 1.2. See Article 3.10.

made: 1.1; 4.1. A move is said to have been 'made' when the piece has been moved to its new square as determined by pressing the commit button (in a server game) or mailing the move (in a postal or email game).

mate: Abbreviation of checkmate.

minor piece. Bishop or knight.

move: 1.1. **1.** 40 moves in 90 minutes, refers to 40 moves by each player; or **2.** having the move refers to the player's right to play next; or **3.** White's best move refers to the single move by White.

non-server: 6.9. forms of correspondence chess that use move transmission other than through the ICCF server. These typically include postal, email, and far more rarely fax transmissions of moves.

organiser. 10.1. The person responsible for the dates, prize money, invitations, format of the competition and so on.

penalties: 13.3. The tournament director may apply penalties as described in 13.3.2., using an ascending order of severity.

piece: 1.1, 2. **1.** One of the 32 figurines on the board; or **2.** A queen, rook, bishop or knight.

points: 12. Normally a player scores 1 point for a win, ½ point for a draw, 0 for a loss.

promotion: 3.7.5.3. Where a pawn reaches the eighth rank and is replaced by a new queen, rook, bishop or knight of the same colour.

queen: As in queen a pawn, meaning to promote a pawn to a queen.

queenside: 3.8.2. The vertical half of the board on which the queen stands at the start of the game.

rank: 2.4. A horizontal row of eight squares on the chessboard.

repetition: 9.2.1. A player may claim a draw if the same position occurs three times with all characteristics of the position being the same except the move number.

resigns: 5.1.2 Where a player gives up, rather than play on until checkmated.

result: 8.5. Usually the result is 1-0, 0-1 or ½-½. In exceptional circumstances both players may lose (Article 6.9).

regulations of an event: 9.1.1 At various points in the Laws there are options. The regulations of an event must state which have been chosen.

scoresheet: 8.1. A paper sheet with spaces for writing the moves. This can also be electronic.

stalemate: 5.2.1 Where the player has no legal move and the player's king is not in check.

square of promotion: 3.7.5.1. The square a pawn lands on when it reached the eighth rank.

time control: 6.10. **1.** The regulation about the time the player is allotted. For example, 10 moves in 50 days; or **2.** A player is said 'to have reached the time control', if, for example the player has completed the 10 moves in less than 50 days.

time period: A part of the game where the players must complete a number of moves or all the moves in a certain time.

tournament director: Preface. The person(s) responsible for ensuring that the rules of a competition are followed.

tournament director's discretion: There are multiple instances in the Laws where the tournament director must use the tournament director's judgement

vertical: 2.4. The 8th rank is often thought as the highest area on a chessboard. Thus, each file is referred to as 'vertical'.

white: 1.1. **1.** There are 16 light-coloured pieces and 32 squares called white; or **2.** When capitalised, this also refers to the player of the white pieces.

50-move rule: 9.3. A player may claim a draw if the last 50 moves have been completed by each player or are about to be completed without the movement of any pawn and without any capture, if not precluded by an allowed endgame database.

7-piece tablebase: 5.1.3. A data set or program that indicates forcible outcomes (with best play) when there are 7 or fewer pieces remaining on the board.