

SATRANÇ: OYUN, SPOR, BİLİM VE SANAT

Satranç için FIDE kuralları

Ergin ÇİFTÇİ

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FIDE



GENS UNA SUMUS



BİZ BİR AİLEYİZ



WE ARE ONE PEOPLE



Kuruluş: 20 Temmuz 1924

Paris, Fransa

Üye ülke sayısı 189



FIDE BAŞKANLARI

1924–1949 Alexander Rueb

1949–1970 Folke Rogard

1970–1978 Max Euwe

1978–1982 Friðrik Ólafsson

1982–1995 Florencio Campomanes

1995–2018 Kirsan Ilyumzhinov

2018– Arkady Dvorkovich



[Home](#) [Chess Ratings](#)

FIDE Chess Profile



1503014	Carlsen, Magnus		
Federation	Norway		
FIDE title	Grandmaster		
Rating	std. 2845	rapid 2869	blitz 2954
Online Rating	Not rated. Get rating.		
B-Year	1990		
Sex	Male		

FIDE Directory

World Champion

Presidential Board



[Profile](#)



[Rating Progress](#)



[Game Statistics](#)



[View Games of a Player online](#)

World Rank

World (all players): **1**

World (active players): **1**

National Rank NOR

National (all players): **1**

National (active players): **1**

Continent Rank Europe

Rank (all players): **1**

Rank (active players): **1**

FIDE Titles (year)

Grandmaster (GM) **2004**

Rating Chart



Individual Calculations

Standard		Rapid		Blitz	
March 2019	None	March 2019	None	March 2019	None
February 2019	Avail.	February 2019	None	February 2019	None
January 2019	None	January 2019	Avail.	January 2019	Avail.

FIDE CHESS RATINGS



[Top Players](#)

[Top Countries](#)

[Top Chart](#)

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Fide Laws of Chess taking effect from 1 January 2018

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INTRODUCTION

FIDE Laws of Chess cover over-the-board play. The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Chess (which were adopted at the 88th FIDE Congress at Goynuk, Antalya, Turkey) coming into force on 1 January 2018.

In these Laws the words 'he', 'him', and 'his' shall be considered to include 'she' and 'her'.

PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate 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 arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding a solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view. A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess. It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

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 on a square board called a 'chessboard'.
- 1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.
- 1.3 A player is said to 'have the move' when his opponent's move has been 'made'.
- 1.4 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.
 - 1.4.1 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 is not allowed .
 - 1.4.2 The opponent whose king has been checkmated has lost the game.
- 1.5 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.2).

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).

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

2.2 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:



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

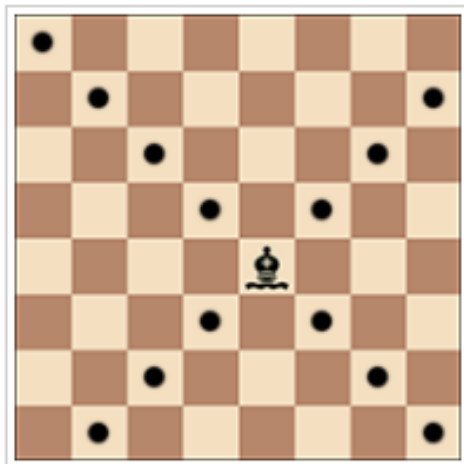
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

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

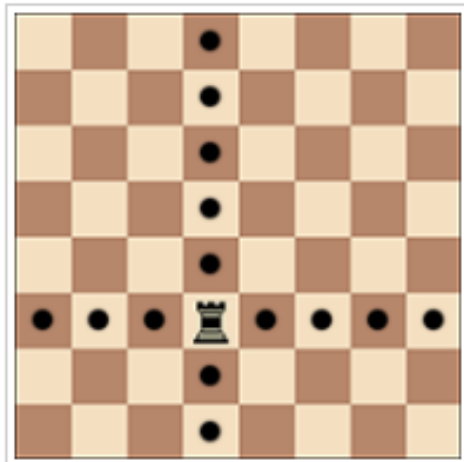
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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.

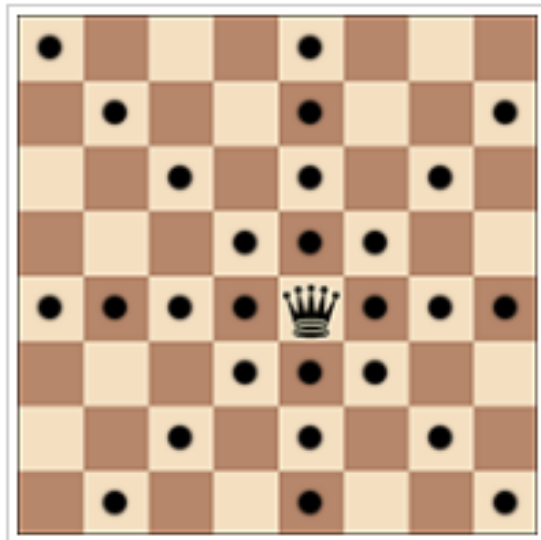


3.3 The rook may move to any square along the file or the rank on which it stands.



3.4

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



3.5

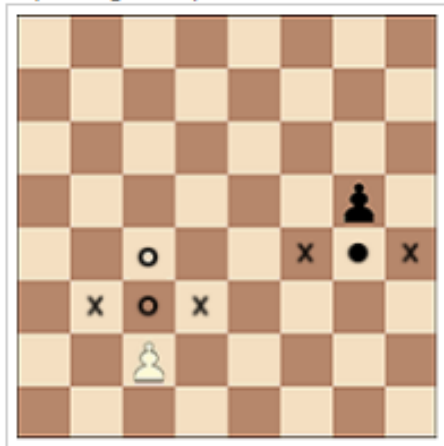
When making these moves, the bishop, rook or queen may not move over any intervening pieces.

3.6

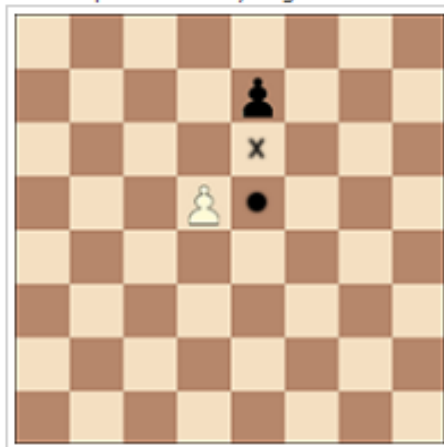
The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



- 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.



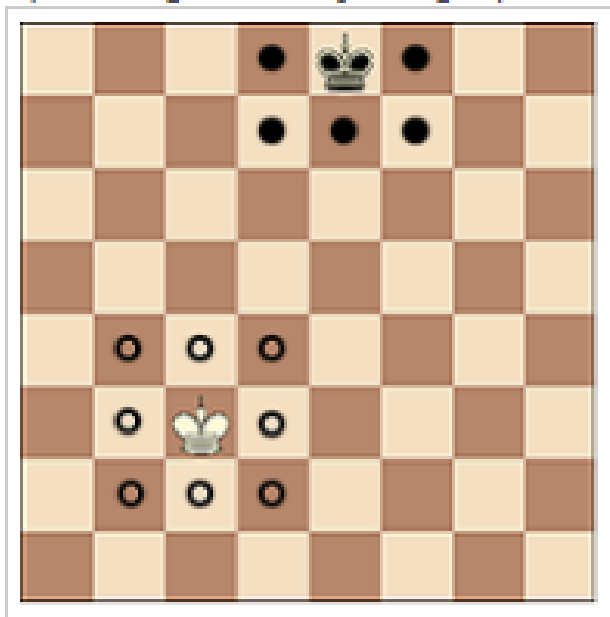
- 3.7.4.1 A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.
- 3.7.4.2 This capture is only legal on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

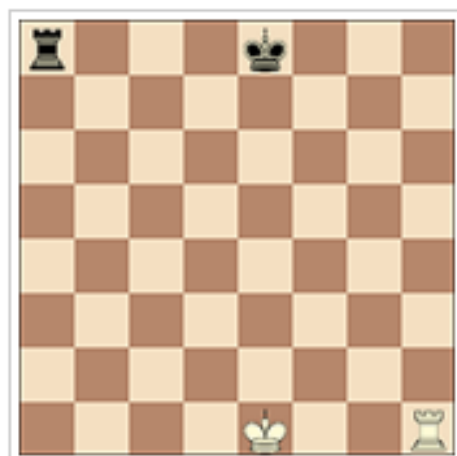
3.8 There are two different ways of moving the king:

3.8.1 by moving to an adjoining square

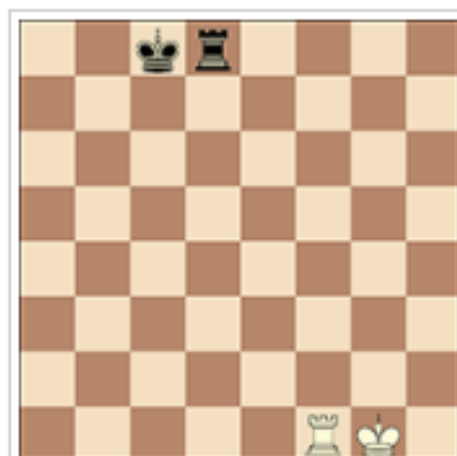


3.8.2

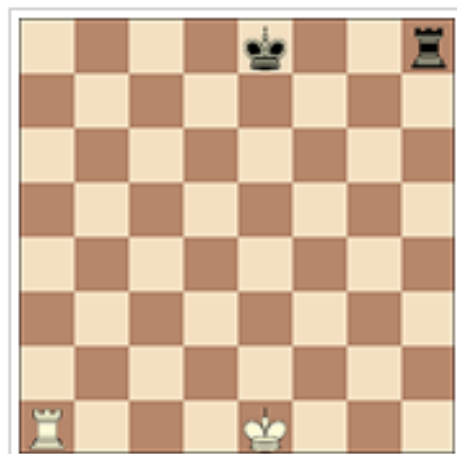
by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



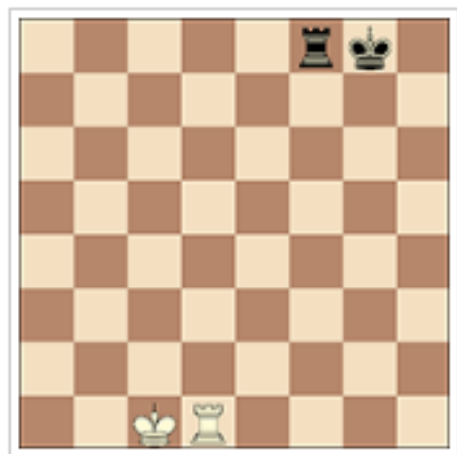
Before white kingside castling
Before black queenside castling



After white kingside castling
After black queenside castling



Before white queenside castling
Before black kingside castling



After white queenside 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 effected.
- 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
- 3.10.3 A position is illegal when it cannot have been reached by any series of legal moves.

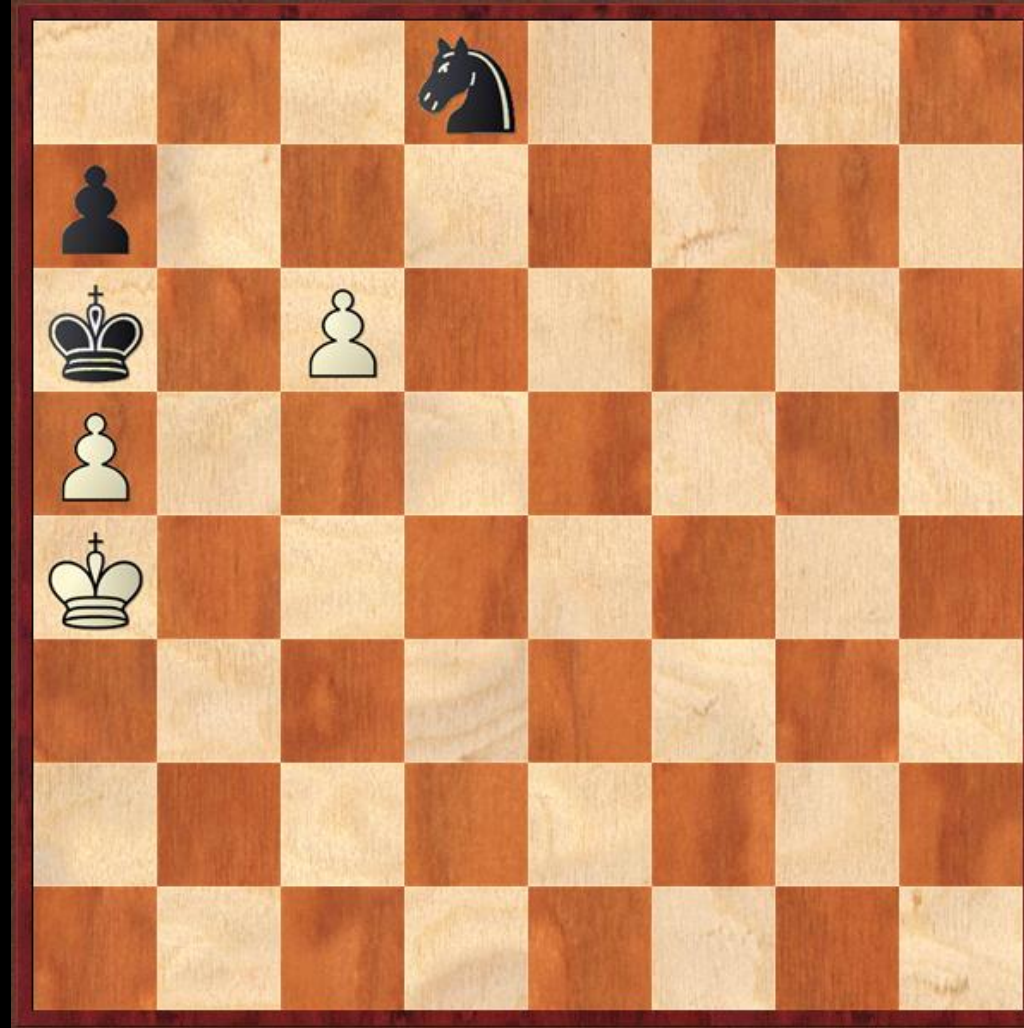
Article 4: The act of moving the pieces

- 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 first expresses his 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 own pieces, he must move the first piece touched that can be moved
 - 4.3.2 one or more of his opponent's pieces, he must capture the first piece touched that can be captured
 - 4.3.3 one or more pieces of each colour, he must capture the first touched opponent's piece with his 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 opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.
- 4.4 If a player having the move:
 - 4.4.1 touches his king and a rook he must castle on that side if it is legal to do so
 - 4.4.2 deliberately touches a rook and then his king he 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 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 own piece on its new square, has released this capturing piece from his 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 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 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 right to claim against his 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.

Article 5: The completion of the game

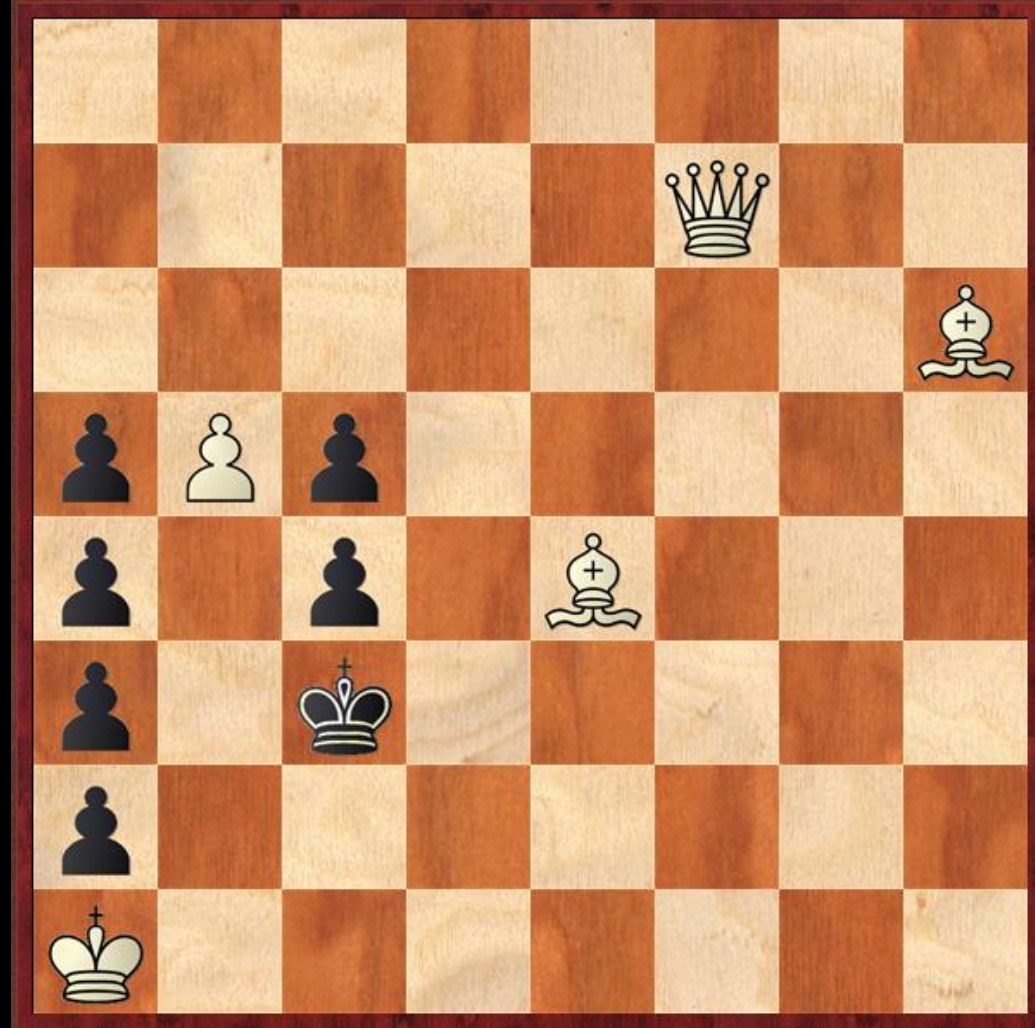
- 5.1.1 The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.
- 5.1.2 The game is won by the player whose opponent declares he resigns. This immediately ends the game.
- 5.2.1 The game is drawn 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 that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 – 4.7.
- 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 Article 3 and Articles 4.2 – 4.7.
- 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.

ETÜD



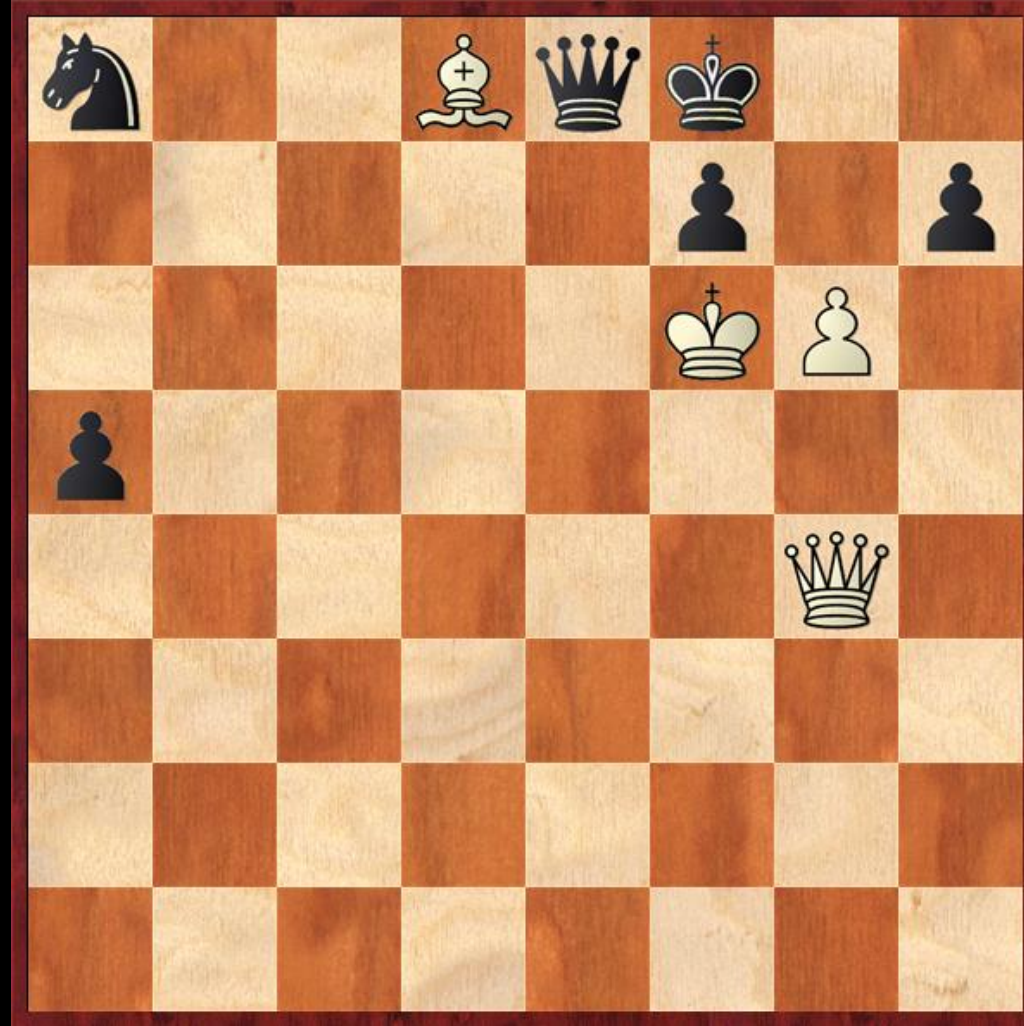
Beyaz oynar ve kazanır

PROBLEM



Beyaz oynar ve 3 hamlede mat eder

KOMBİNEZON



Beyaz oynar ve kazanır