8 Pawns Laws of Rated Play

**Game Play**

1. If a player touches a piece that piece must be moved.
	1. Unless the player announces “adjust” or “j’adoube” before touching the piece.
	2. The same hand must be used to move a piece and hit the clock.
	3. When castling a player can only use one hand to move the pieces and must touch/move the king first. If the player touches the rook first than the player must play a rook move other than castle.
2. A game is completed when a player checkmates their opponent, players agree to a draw, a player flags (runs out of time), or a player is in stalemate (has no legal moves and is not in check).
	1. A draw offer should follow the following process:
		1. Player offers draw
		2. Player offering draw plays their move
		3. Player offering draw hits their clock
		4. If opponent accepts draw they can stop the clock and record results
		5. If opponent declines the draw they will simply make their move and hit the clock which indicates they wish to continue the game
	2. If both players flag and it is *impossible* to determine who flagged first than the game will be recorded as a draw.
	3. If both players flag and it is *possible* to determine who flagged first, the player who flags first loses the game. Acceptable factors of determining who flagged first *may* include:
		1. An *arbiter* or *committee monitor* witnesses the flag drop
		2. A clock function indicates who flagged first
	4. Upon game completion the result is submitted to the monitor on duty.
	5. If 50 moves are played by both players, without a pawn move or capture, either player may claim a draw.
	6. A game is drawn upon a correct claim by a player having the move, when the same position has been reached for the third time (not necessarily by a repetition of moves) – referred to as “threefold repetition.”
3. A player is not required to say “check” if their opponent is indeed in check.
	1. If the checked player does not see the check and plays a move it will be considered an illegal move and the opponent can stop the clock and claim a win.
		1. The player is *not* capture the king as this is considered an illegal move. Rather, stop the clock and call an arbiter/monitor to officiate the game result.

**Disputes**

1. If a dispute occurs a player may *stop* the clock and refer to an arbiter/monitor. As it pertains to a chess game a dispute may include any of the following:
	* 1. Illegal move
		2. Incorrect procedure for promoting a pawn
		3. Distracting or annoying an opponent in any manner
2. A player may not *press* their clock without making a move.
3. A dispute shall be dealt with by an arbiter/monitor and players should not engage into a disagreement with each other.
4. An arbiter/monitor may respond by (depending on the severity of the dispute):
	* 1. Issuing a warning (second warning will result in a loss game)
		2. Issue additional time to a player
		3. Forfeit a player and award a win to the opponent
5. A decision made by an arbiter/monitor maybe be challenged if either player believes it does not best represent the rules put in place. If a decision is challenged it will go to the 8 Pawns committee for review.
6. If both players are found to be guilty of breaking the laws of chess as defined by 8 Pawns, the arbiter may determine the game to be a *loss* for both players.
7. If an illegal move is made by a player and they press the clock, their opponent may request a win. They do this by stopping their own clock and notifying the arbiter/monitor of the illegal move.
	* 1. In a classical game a win will only be granted if it is the second illegal move offense. For the first offense a warning will be given and the player will be asked to make a legal move (using the same piece if possible).
		2. In blitz an illegal move will result in a loss for the player who made it. *Unless* *both* players agree that a warning is an acceptable consequence for a first offense.
		3. If an arbiter/monitor witnesses an illegal move, they will not intervene. It is the players’ responsibility to stop the clock and inform the arbiter.

**Role of the Arbiter/Monitor**

1. The arbiter/monitor shall see that the laws of chess as defined by 8 Pawns are observed.
	1. The arbiter/monitor shall:
		1. Ensure fair play
		2. Act in the best interest of the competition
		3. Supervise the progress of the competition
		4. Assist in recording results of rated games
		5. Ensure that at least *one* arbiter/monitor is available at all times
		6. Enforce decisions and impose penalties where necessary
		7. To manage and limit spectator disturbances as much as possible
	2. The arbiter/monitor should not intervene in a game unless called upon by one of the players.