**Laws of Transfer Chess**

**The current edition of the Laws of Transfer Chess apply to the 1st National Transfer Chess Championship pursuant to Article 2 of the Rules and Regulations thereof. These rules include both substantive and procedural rules and are particular to this Championship.**

1. **Applicability of FIDE Laws and other rules**.
	1. The FIDE Laws of Chess (“FIDE Laws”), as accessed on 1 January 2013 at <http://www.fide.com/FIDE/handbook/LawsOfChess.pdf> and appended hereto, including the definitions therein, shall apply to this Championship, provided that if any of the rules of this Championship hereinafter is inconsistent with the FIDE Laws, these rules shall prevail over the FIDE Laws to the extent of the inconsistency.
	2. In the event that the implementation of a FIDE rule, in an Arbiter’s opinion, is impracticable or would lead to an absurd result, an arbiter may make a ruling that such rule is to be modified, replaced, cancelled, treated, interpreted or affected in any other way.
	3. Article 2 of the FIDE Laws applies to each of the chessboards as described in Article 2 below.
	4. In these Laws the words “he”, “him” and “his” include “she” and “her”.
2. **The nature and objectives of the game of chess**.

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| **Transfer Chess Table Layout** (Fig 1) |
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|  | **Team 2 - Right** |  | **Team 2 - Left** |  |
| **TABLE** |
| **Region 1** | **Region 2** |
| **Board 1** |  | Transfer Communication Sheet |  | **Board 2** |
|  | http://www.fide.com/FIDE/handbook_images/board.gif | http://www.fide.com/FIDE/handbook_images/board.gif |  |
|  | Clock |  |  | Clock |  |
| Transfer Communication Sheet |
|  |  |
|  |  |
|  |  |
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|  | **Team 1 - Left** |  | **Team 1 - Right** |  |

* 1. The game of Transfer Chess is played between two opposing teams, each comprising two members.
		1. Fig 1 denotes, diagrammatically, the layout of the table for Transfer Chess. Fig 1 is not necessarily drawn to scale.
		2. The game is played on two square boards (“chessboards”), arranged alongside each other (giving reasonable space for chess clocks and other necessary or incidental items). Each member of the team may play on one and only one chessboard, and no two members of the same team may play on the same chessboard.
		3. The two opponents playing on each chessboard moves their pieces alternately (on separate time controls).
		4. The chessboard to the left shall be denoted as Board 1 while the chessboard on the right shall be denoted as Board 2.
		5. Team members shall sit next to each other and opposite their opponents.
		6. Once Round 1 has commenced, Players may not change team orders for the duration of the Championship.
	2. In a team, one team member shall have the white pieces on Board 1 while the other team member shall have the black pieces on Board 2. The opposing team shall have the black pieces on Board 1 while the other team member shall have the white pieces on Board 2. The players with the white pieces on each respective board shall commence the game (this modifies Article 1 of the FIDE Laws.)
	3. The objective of each team is to place either of the opponents’ kings “**under attack**” in such a way that the opponent on that chessboard has no legal move. The first player who achieves this goal is said to have “**checkmated**” the opponent’s king and to have won the game for the team.
	4. 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 opponent whose king has been checkmated has lost the game.
1. **Scoring.**
	1. A win is awarded for the team, as long as **one** team member wins (*ie*, as long as one wins on his chessboard, both team members are deemed to have won).
	2. A score of 1 shall be awarded in the event of a win, and 0 in the event of a loss. In the event of a draw, the team shall be awarded 0.5 (see Article 6c below).
2. **Special Rights and Restrictions of Moves**.
	1. **Capture and Confiscation of Pieces**
		1. When a player captures a piece, he shall pass that piece to his team member before the end of his next move (*ie*, before he presses the clock at the end of his next move). He must do so by placing the piece within the region in which his partner’s chessboard resides, or on the line which demarcates the regions, or on the Transfer Communication Sheet.
		2. Pieces which have been received from a team member, and have not yet been placed on the chessboard, comprise a player’s Reserves.
		3. Transferred pieces must reside within the region of the player having the same colour as the transferred piece. If a player fails to pass any captured pieces to his team member, or place a captured piece elsewhere, his opponent may confiscate any or all of such pieces so not passed to the player’s team member or placed wrongly. To confiscate a piece, the player shall stop both clocks and call the arbiter first.
	2. **Placement of Pieces**.
		1. In place of moving a piece on the chessboard, a player may place a piece, which is of the same colour as the pieces he is playing, on the chessboard on any unoccupied square, subject to the rest of this Article 4b.
		2. A rook placed onto the rook’s home square (a1 or h1 for white and a8 or h8 for black) is deemed to have moved for the purposes of castling under Article 3.8(b)(1) of the FIDE Laws. ***Accordingly***, a rook so placed may not be castled.
		3. Pawns may not be placed on, or moved to, the first or last rank. White may not place pieces on the 8th rank and Black may not place pieces on the 1st rank.
			1. White pawns placed on the 2nd rank and Black pawns placed on the 7th rank may advance either 1 or 2 squares on their first move (and are subject to *en passant* captures where applicable); pawns placed on other ranks may only advance 1 square on their first move.
			2. White pawns placed on the 4th rank and Black pawns placed on the 5th rank are not deemed to have moved two squares from its home square, and are therefore not subject to *en passant* captures.
		4. A player may place a piece that checks the king. A player may not place a piece that checkmates the king immediately upon placement. Placing a checkmating piece constitutes an illegal move.
			1. Check may possibly be answered by placing a piece between the piece that checks the king, and the king (“interposing”).
			2. A player may place a piece that checks the king, and may only be answered by interposing a piece, notwithstanding that his opponent does not currently have a piece in his **Reserves**.
		5. Once the piece is put on the chessboard, its movements and captures are subject to the FIDE Laws of Chess and the Laws of Transfer Chess.
	3. **No promotion of pawns**.
		1. No pawns may be promoted even though it may have reached the furthest rank. If a pawn reaches the furthest rank, it shall be removed from the chessboard immediately. The onus is on the player’s opponent to remove the pawn.
		2. A pawn which reaches its last rank shall be removed immediately without interrupting the move order, but the move with which the pawn reached the last rank remains valid. ***Accordingly***, if a white pawn captures a black piece on the last rank (or moves to a square on the last rank), or if a black pawn captures a white piece on the first rank (or moves to a square on the first rank), the pawn is immediately removed, and Black or White (as the case may be) may make their move, including occupying the square.
		3. A pawn removed pursuant to Article 4c shall be deemed to be captured. ***Accordingly***, if a white pawn on Board 1 reaches the last rank, it is deemed captured by Black on Board 1, and shall be passed to White on Board 2 in accordance with Article 4a.
		4. Where a player’s pawn has reached the last rank, and his opponent has completed his move without removing that pawn, the player is entitled to remove the pawn and place it in his own Reserves.
	4. **Irregularities**
		1. If a piece was moved illegally or placed illegally (including a failure to respond to a check), the opponent may claim an immediate win. If there is a dispute, the players shall stop both clocks and call the Arbiter.
	5. **Moving the pieces & the rule of Touch Move**
		1. Except as provided in Article 4 of the FIDE Laws and this Article 4e, if the player having the move deliberately:
			1. touches on the chessboard one or more of his own pieces which may be moved, the player must move the first piece touched which may be moved.
			2. touches on the chessboard one or more of his opponent’s pieces which may be legally captured, he must capture the first piece touched which may be legally captured.
			3. causes one or more pieces in his Reserves to make contact with his chessboard, he must place on the chessboard the first piece to make contact with the chessboard.
			4. causes a piece in his Reserves to make contact with his chessboard and touches any piece on his chessboard which maybe moved or captured legally, he shall place the piece from his reserves on the board.
		2. If the player having the move deliberately releases the chess piece on the chessboard pursuant to Article 4e(i)(3) or 4e(i)(4), the move is considered to have been made.
		3. A player may stop his clock and start his opponent’s clock and request that his opponent adjust his piece(s), where any piece’s position is unclear.
		4. A player forfeits his right to a claim against his opponent’s violation of Article 4 of the FIDE Laws and this Article 4e once he subsequently touches his own piece on the chessboard or causes a piece in his Reserves to contact the chessboard.
3. **Communication between team members**
	1. No player shall physically move, touch or place any piece on the other board.
	2. No player shall point at any piece on the other board.
	3. Players are free to observe the other board.
	4. Players of the same team may not communicate verbally. They may only alert each other to any needs or messages with non-verbal communication. Once a player has got his team member’s attention, team members shall communicate only by pointing at the Transfer Communication Sheet (“TCS”).
	5. The TCS shall be placed in between the chessboards. The TCS shall include the symbols of each piece and messages that may be needed to communicate needs or directions between team members.
	6. The TCS in Fig 2 is a sample and may be subject to amendments by Tournament organisers. The TCS for a tournament shall be released no later than 1 week before that tournament.
	7. The TCS is not necessarily drawn to scale.

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| **Sample Transfer Communication Sheet Layout** (Fig 2) |
| TCS.png |

1. **Time Control**
	1. If a player wishes to stop the clock and call for an arbiter, he must cause both clocks to be stopped simultaneously.
	2. A player or arbiter who wishes to resume the clock must cause both clocks to be resumed simultaneously.
	3. If both flags have fallen and it is impossible to establish which flag fell first then, a draw shall be awarded.
	4. If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock’s move counter.
2. **The Completion of a Game.**
	1. The game is won by the team whose opponents declare they resign. This immediately ends the game. A team is deemed to have resigned if at least one player thereof resigns.
	2. The game is won by the team of which at least one player has checkmated his opponent’s king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.
	3. **Toppling of Pieces**
		1. If a player topples any piece on the chessboard on his opponent’s time, his opponent will be awarded an immediate win upon a correct claim, unless the arbiter decides otherwise. A player forfeits his right to claim against his opponent’s violation of this Article 7c(i) once he makes his move.
		2. If a player having the move topples his piece, he may immediately restore the position; the opponent may not claim an immediate win provided the position remains clear.
		3. If a player starts his opponent’s clock without restoring the position, his opponent may claim an immediate win.
		4. A player who may claim an immediate win by virtue of this Article 7c forfeits his right to a claim an immediate win once he subsequently touches his own piece on the chessboard or causes a piece in his Reserves to contact the chessboard, provided that his opponent can restore the position correctly.
	4. If, at the same time, a player checkmates his opponent’s king and his opponent on the other chessboard checkmates his team member’s king, the game shall be a draw.
	5. The game is drawn upon agreement between **both** sets of players during the game. This immediately ends the game. Drawn games shall be subject to Article 9.1b of the FIDE Laws.
3. **Stalling**
	1. A player may take as long as he wishes to make his move, provided that his allotted time has not expired (*ie*, his flag has not fallen).
	2. Where both teams are stalling for time, the arbiter may be summoned to declare a win, in cases where it is certain that one party will eventually lose on time and position (*eg*, both parties are stalling under a position of forced mate in one).
4. **Arbiter’s Powers and Summoning of Arbiters.**
	1. Any team member may summon the Arbiter for purposes of dispute during the game by raising his hand. The team member may communicate his act of summoning the Arbiter to his partner, and **both** clocks may be stopped until the Arbiter resolves the matter.
	2. The Arbiter’s powers shall, in addition to those in Article 13 of the FIDE Laws, include:
		1. Deciding the ownership of disputed piece(s) for purposes of the game.
		2. Making any reasonably necessary decisions or penalties for purposes of settling disputes or observing a good playing environment.
	3. The Chief Arbiter’s interpretation of the FIDE laws and these Laws of Transfer Chess is final.

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**Drafted** by Chua Wei Yuan and Cyril Chua for SMU MindSports.

**Ratified** by IM Jason Goh and WFM Victoria Chan (Championship Directors) for the 1st National Transfer Chess Championship.

**Version 2.3, correct as of Friday, 25 January 2013.**

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