# FIDE LAWS OF CHESS

## 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 was adopted at the 87th FIDE Congress at Baku, Azerbaijan and 2017 FIDE Presidential Board in Athens) coming into force on 1 July 2017.
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

# FIDEren XAKEAREN LEGEAK

## SARRERA

FIDEren Xakearen Legeak taula-gaineko jokoari dagozkio.
Xakearen Legeek bi zati dituzte: 1. Jokoaren Oinarrizko Arauak eta 2. Lehiaketako Arauak.
Ingelesezko testua da Xakearen Legeen jatorrizko bertsioa (FIDEren 87. Kongresuan Bakun, Azerbaijan eta 2017ko FIDEren Zuzendaritza Batzordean Atenasen onartutakoa eta 2017ko uztailaren 1ean sartu da indarrean.

## HITZAURREA

Xakearen Legeek ezin dituzte partida baten gerta daitezkeen egoera guztiak aurreikusi, eta ezin dituzte administrazio-kontu guztiak arautu ere. Gertatzen diren kasuak Legeen artikuluren batek zehatz-mehatz arautzen ez baditu, Legeetan antzeko egoerak arautzen dituzten artikuluak aztertuz erabaki zuzena hartu beharko litzateke.

Epaileek beharrezko gaitasun, zentzu-zuzen eta objektibotasun osoa dutela uste dute Legeok. Arau zehatzegiak epailea erabakitzeko askatasuna izatetik urrundu dezake eta beraz zuzentasun, logika eta faktore bereziak kontuan hartuta arazo baten soluzioa aurkitzetik urrundu. FIDEk xake-jokalari eta federazio guztiei dei egiten die ikusmolde hau onar dezaten.

FIDEk partida bat bere sailkapenean kontuan har dezan FIDEren Xakearen Legeen arabera jokatu beharko da.

FIDEk bere sailkapenerako kontuan hartzen ez duen gainontzeko lehiaketa-xakea ere FIDEren Xakearen Legeen arabera jokatzea gomendatzen da.

Kide diren federazioek Xakearen Legeen araberako erabakiak hartzeko eska diezaiokete FIDEri

## JOKOAREN OINARRIZKO ARAUAK

### 1. artikulua: Xake-jokoaren izaera eta helburuak

1.1 The game of chess is played between two opponents who move their pieces on a square board called a ‘chessboard’.

1.1 Xake-jokoa euren piezak 'xake-taula' deritzon taula baten mugitzen dituzten bi aurkariren artean jokatzen da.

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.

1.2 Pieza argiak dituen jokalariak (Zuriak) egiten du lehenengo jokaldia, ondoren jokalariek txandaka mugitzen dituzte piezak, pieza ilunak dituen jokalariak (Beltzak) hurrengo jokaldia egiten duelarik.

1.3 A player is said to ‘have the move’ when his opponent’s move has been ‘made’.

1.3 Jokalari baten 'txanda' dela esaten da, bere aurkariak jokaldia 'egin' egin duenean.

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 Jokalari bakoitzaren helburua aurkariaren erregea legezko jokaldirik egin ezin duen posizio baten dagoela 'erasopean' jartzea da.

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.

1.4.1 Helburu hau lortu duen jokalariak aurkariaren erregeari 'xake mate' eman diola esaten da eta partida irabazi egiten du. Norbere erregea erasopean uztea, norbere erregea aurkariaren erasopera mugitzea eta aurkariaren erregea 'harrapatzea' ez daude baimenduta.

1.4.2 The opponent whose king has been checkmated has lost the game.

1.4.2 Xake matea jaso duen erregearen jokalariak partida galdu egin du.

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).

1.5 Jokalari biek elkarren aurkariaren erregeari xake mate eman ezin dioteneko posizioa lortzen bada, partida berdinketan bukatzen da (ikusi 5.2.2 artikulua)

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

**2. artikulua: xake-taulako piezen hasierako posizioa**

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.

2.1 Xake-taula 8 x 8ko sarean kokatutako 64 lauki berdin eta txandaka argi (lauki 'zuriak') eta ilunez (lauki 'beltzak') osatuta dago.
Xake-taula jokalarien artean kokatzen da jokalari bakoitzaren hurbilen dagoen aldean eskuinalderen dagoen laukia zuria izan behar delarik.

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).

2.2 Partidaren hasieran Zuriak 16 pieza argi ditu (pieza 'zuriak'); Beltzak 16 pieza ilun ditu (pieza 'beltzak').

These pieces are as follows:

Piezak honakoak dira:

A white king usually indicated by the symbol ♔

Errege zuri bat, normalean ikur honekin adierazten dena: ♔

A white queen usually indicated by the symbol ♕

Dama edo Andere zuri bat, normalean ikur honekin adierazten dena:[1] ♕

1 Euskarazko pieza izenak bi eratara erabiltzen dituzte jokalariek, ez dago forma arautu eta onarturik, beraz bi erak

Two white rooks usually indicated by the symbol ♖

Bi gaztelu edo dorre zuri, normalean ikur honekin adierazten direnak: ♖

Two white bishops usually indicated by the symbol ♗

Bi alfil edo gudari zuri, normalean ikur honekin adierazten direnak: ♗

Two white knights usually indicated by the symbol ♘

Bi zaldi edo zaldun zuri, normalean normalean ikur honekin adierazten direnak: ♘

Eight white pawns usually indicated by the symbol ♙

Zortzi peoi edo oinezko zuri, normalean ikur honekin adierazten direnak: ♙

A black king usually indicated by the symbol ♚

Errege beltz bat, normalean normalean ikur honekin adierazten dena: ♚

A black queen usually indicated by the symbol ♛

Dama edo Andere beltz bat, normalean ikur honekin adierazten dena: ♛

Two black rooks usually indicated by the symbol ♜

Bi gaztelu edo dorre beltz, normalean ikur honekin adierazten direnak: ♜

Two black bishops usually indicated by the symbol ♝

Bi alfil edo gudari beltz, normalean ikur honekin adierazten direnak: ♝

Two black knights usually indicated by the symbol ♞

Bi zaldi edo zaldun beltz, normalean ikur honekin adierazten direnak: ♞

Eight black pawns usually indicated by the symbol ♟

Zortzi peoi edo oinezko beltz, normalean ikur honekin adierazten direnak: ♟

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

2.3 Piezek xake taulan duten hasierako posizioa honako hau da:

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’.

2.4 Laukien zortzi lerro bertikalei 'zutabe' deritze. Laukien zortzi lerro horizontalei 'errenkada' deritze. Xake-taularen alde batetik bestera, aldamenean dauden kolore bereko laukien arteko lerro zuzenei 'diagonal' deritze.

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adieraztea erabaki dugu. Bi adierok ez dira nahasita erabili behar, hau da, bata edo bestea erabili beharko du jokalariak bere partida idazterako orduan. Ikusi C eranskina argibide gehiagorako.

**Article 3: The moves of the pieces**

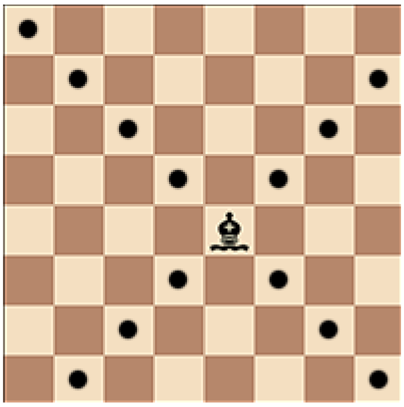
3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour.

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.

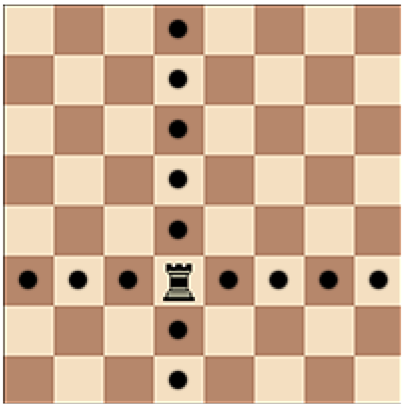
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

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

**3. artikulua: Piezen mugimenduak**

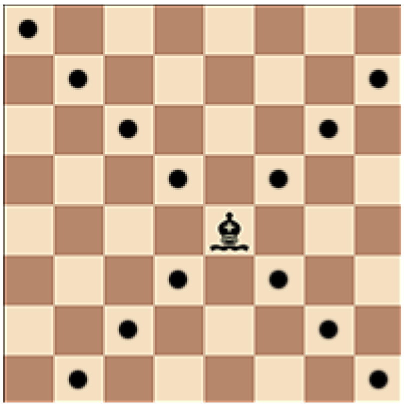
3.1 Ez da onartzen pieza bat kolore bereko beste pieza bat dagoen laukira mugitzea.

3.1.1 Pieza bat aurkariaren pieza bat dagoen laukira mugitzen bada, azken hau harrapatu egiten da eta xake-taulatik kentzen da jokaldi beraren zati bezala.

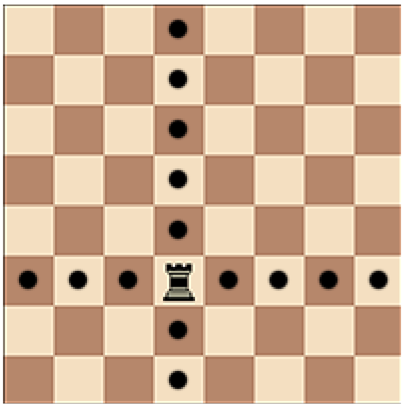
3.1.2 Pieza batek aurkariaren pieza bat erasotzen duela esaten da lehenengo pieza horrek 3.2tik 3.8rako artikuluetan adierazi bezala harrapaketa bat egin badezake bigarren piezaren laukian.

3.1.3 Pieza batek lauki bat erasotzen duela esaten da nahiz eta pieza hori ezin den mugitu, horrela balitz bere erregea erasopean utzi edo jarriko lukeelako.

3.2 Alfila edo Gudaria dagoen laukiaren diagonaletan zehar mugi daiteke.

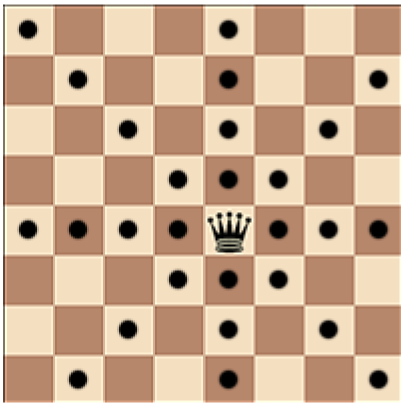


3.3 Gaztelua edo Dorrea dagoen laukiaren zutabe edo errenkadan zehar mugi daiteke.



3.4 Dama edo Anderea dagoen laukiaren

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.

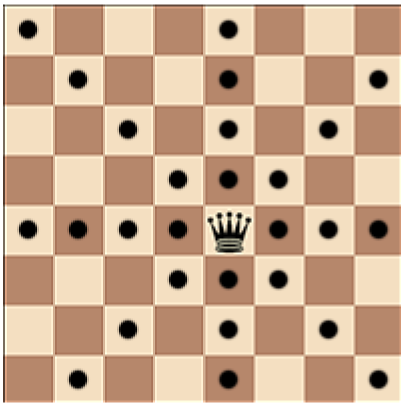
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.

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.

zutabe, errenkada edo diagonaletan zehar mugi daiteke.



3.5 Jokaldia egiterakoan, alfila edo gudaria, gaztelua edo dorrea; edo dama edo anderea ezin dira beste pieza batzuen gainetik igaro.

3.6 Zaldia edo Zalduna bera dagoen laukitik hurbilen baina errenkada, zutabe edo diagonal berean ez dagoen lauki batera mugitu daiteke.

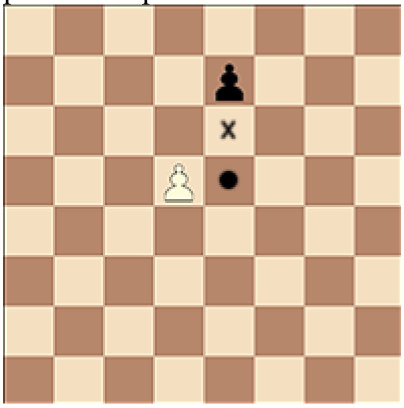
3.7.1. Peoia edo oinezkoa bere aurrean, zutabe berean dagoen laukira mugitu daiteke, betiere lauki hori libre badago, edo

3.7.2. bere lehenengo jokaldian peoia edo oinezkoa 3.7.1-n bezala mugitu daiteke edo zutabe berean bi lauki aurrerago mugitu daiteke, betiere bi lauki horiek libre badaude, edo

3.7.3. peoia edo oinezkoa, aurkariaren pieza bat dagoen laukira mugitu daiteke lauki hori aurrerantz joanda diagonalean aldameneko zutabe baten badago, lauki horretan dagoen pieza harrapatuz

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'.

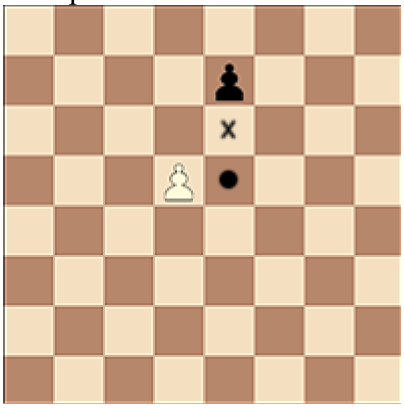
3.7.5.2.The player's choice is not restricted to pieces that have been captured previously.

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:

3.7.4.1. Jokaldi bakarrean bi lauki aurreratu dituen peoi edo oinezko baten ondoko zutabean dagoen aurkariaren peoi edo oinezko batek, lehenengo peoi edo oinezkoa harrapatu dezake lauki bat mugitu izan balu gisa.

3.7.4.2. Harrapaketa hau bi laukitako aurrerapena egin den jokaldiaren jarraian da bakarrik legezkoa eta 'igarotzean harrapatzea' deritzo.



3.7.5.1. Jokalari batek, bere txanda denean, peoi edo oinezkoa hasierako posiziotik abiatuz urrunen duen errenkadara mugitzen duenean, jokaldi beraren parte gisa peoi edo oinezkoa kolore bereko dama edo andere; gaztelu edo dorre, alfil edo gudari; edo zaldi edo zaldun batengatik aldatu behar du helburu-lauki horretan bertan. Honi 'sustapen' laukia deritzo.

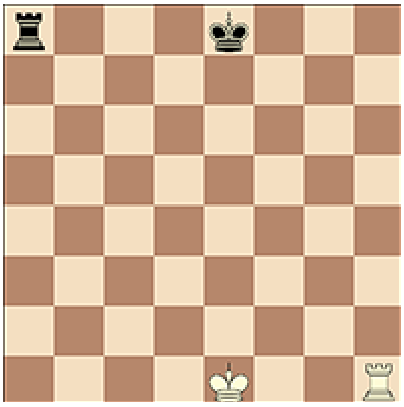
3.7.5.2. Jokalariaren aukera ez dago aurretik harrapatu diren piezetara mugatuta.

3.7.5.3. Peoi edo oinezkoa pieza batengatik aldatze honi sustapena deritzo eta pieza berriaren eragina berehalakoa da.

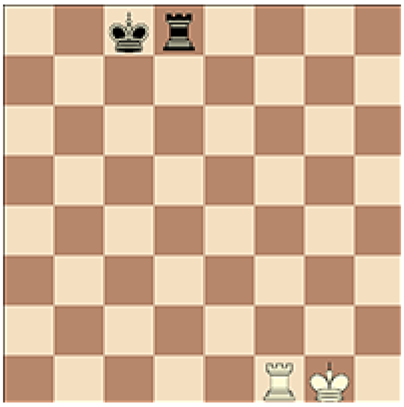
3.8 Erregea mugitzeko bi era ezberdin daude:

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.

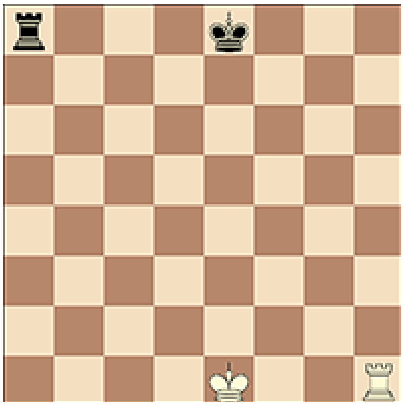


Before white kingside castling
Before black queenside castling

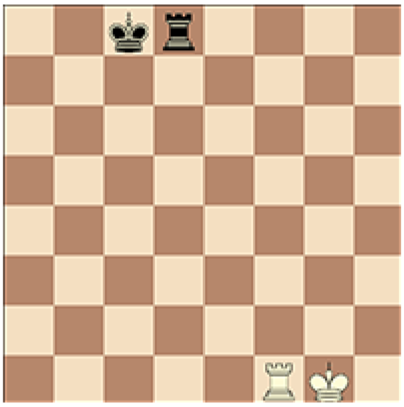


3.8.1. aldamenean duen lauki batera mugituz

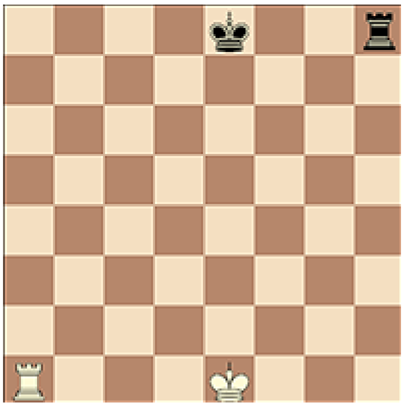
3.8.2. 'endrokatuz'. Hau erregeak eta kolore bereko edozein gaztelu edo dorreren arteko jokaldia da, jokalariaren lehenengo errenkadan egin, erregearen jokalditzat hartu eta honela egiten dena: erregea bere jatorrizko laukitik bi lauki mugitzen da bere jatorrizko laukian dagoen gaztelu edo dorrerantz, ondoren gaztelua edo dorrea erregeak iragan berri duen laukira mugitzen da.



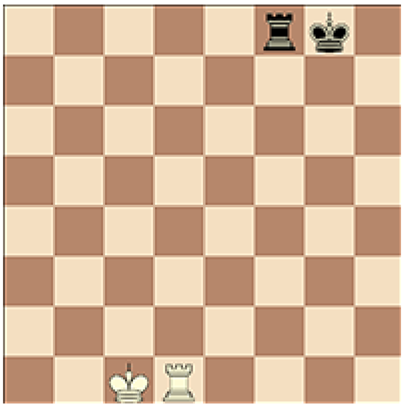
Zuria erregearen aldean endrokatu aurretik
Beltza dama edo anderearen aldean endrokatu aurretik



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

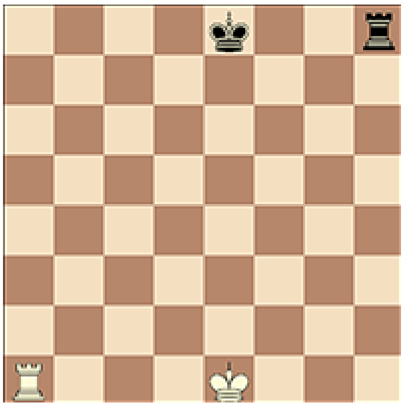
3.8.2.1.2 with a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

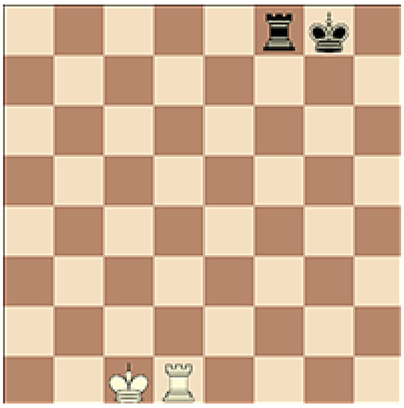
3.8.2.2.1 if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or

3.8.2.2.2 if there is any piece between the king

Zuria erregearen aldean endrokatu ostean
Beltza dama edo anderearen aldean endrokatu ostean



Zuria dama edo anderearen aldean endrokatu aurretik
Beltza erregearen aldean endrokatu aurretik



Zuria dama edo anderearen aldean endrokatu ostean
Beltza erregearen aldean endrokatu ostean

3.8.2.1 Endrokatzeko eskubidea galdu egiten da:

3.8.2.1.1 erregea aurrez mugitu baldin bada, edo

3.8.2.1.2 aurrez mugitu den gaztelu edo dorre batekin.

3.8.2.2 Endrokea behin-behinekoz ezin da egin:

3.8.2.2.1 erregea dagoen laukia, edo iragan behar duen laukia, edo azkenean hartuko duen laukia aurkariaren pieza bat edo gehiagok erasotzen badu, edo

3.8.2.2.2 erregearen eta endrokea egin behar

and the rook with which castling is to be effected.

duen gaztelu edo dorrearen artean piezaren bat badago.

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.

3.9.1 Erregea 'xake'-n dagoela esaten da aurkariaren pieza bat edo gehiagok erasopean badute, nahiz eta pieza horiek ezin diren erregea dagoen laukira mugitu beren erregea erasopean utzi edo jarriko luketelako.

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.

3.9.2 Pieza bat ezin da mugitu mugituz gero bere koloreko erregea erasopean utzi edo jartzen badu.

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

3.10.1. Jokaldi bat legezkoa da 3.1 – 3.9 artikuluetako dagozkion betekizunak bete dituenean.

3.10.2. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9

3.10.2. Jokaldi bat legez-kanpokoa da 3.1 – 3.9 artikuluetako dagozkion betekizunak betetzen ez dituenean.

3.10.3. A position is illegal when it cannot have been reached by any series of legal moves.

3.10.3. Posizio bat legez-kanpokoa da ezin denean legezko jokaldien segida batekin lortu.

**Article 4: The act of moving the pieces**

**4. artikulua: Piezak mugitzea**

4.1 Each move must be played with one hand only.

4.1 Jokaldi bakoitza esku bakarrarekin bakarrik jokatu behar da.

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”).

4.2.1 Bere txanda duen jokalariak bakarrik egokitu dezake pieza bat edo gehiago bere laukietan, beti ere, aurrez egitera doana esaten badu (adibidez “j'adoube”, “compongo” edo “konpondu”[2] esanez).

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.

4.2.2 Piezekin egiten den beste edozein kontaktu fisiko nahita egin dela ulertuko da argi eta garbi nahi gabekoa izan ez bada.

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 4.2 artikuluan zehazten dena alde batera utzita, jokalari batek xake-taulan, mugitzeko edo harrapatzeko asmoarekin:

4.3.1. one or more of his own pieces, he must move the first piece touched that can be moved

4.3.1. bere pieza bat edo gehiago ukitzen badu, mugitu daitekeen eta ukitu duen lehenengo pieza mugitu behar du.

4.3.2. one or more of his opponent’s pieces, he must capture the first piece touched that can be

4.3.2. aurkariaren pieza bat edo gehiago ukitzen badu, harrapatu daitekeen eta ukitu

2 “J'adoube” nazioartean onartzen den espresioa da eta frantsesez dago. “Compongo” gaztelaniaz erabiltzen den espresioa da

| | |
|---|---|
| captured | duen lehenengo pieza harrapatu behar du. |
| 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. | 4.3.3. kolore bakoitzeko pieza bat edo gehiago ukitzen badu, ukitu duen aurkariaren lehenengo pieza, ukitu duen bere lehenengo piezarekin harrapatu behar du, eta hau legez-kanpokoa bada, lehenengo ukitu duen eta mugitu edo harrapatu daitekeen pieza mugitu edo harrapatu behar du. Bere edo aurkariaren pieza ukitu duen argi ez badago, aurkariarenaren aurretik bere pieza ukitu duela ulertuko da. |
| 4.4 If a player having the move: | 4.4 Jokalari batek bere txanda denean: |
| 4.4.1. touches his king and a rook he must castle on that side if it is legal to do so | 4.4.1. bere erregea eta gaztelu edo dorre bat ukitzen baditu, alde horretan endrokatu egin beharko da legezkoa bada |
| 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 | 4.4.2. nahita gaztelua edo dorrea eta ondoren erregea ukitzen baditu ezingo da endrokatu eta egoera 4.3.1 artikuluak arautuko du |
| 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. | 4.4.3. endrokatzeko asmoarekin, erregea eta ondoren gaztelua edo dorrea ukitzen baditu, baina gaztelu edo dorre horrekin endrokatzea legez-kanpokoa bada, jokalariak legezko beste jokaldi bat egin beharko du bere erregearekin (agian beste gaztelu edo dorrearekin endrokatzea). Erregeak ez badu legezko jokaldirik, jokalariak beste edozein legezko jokaldi egin dezake. |
| 4.4.4. promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion. | 4.4.4. peoia edo oinezkoa sustatzen badu, piezaren aukera ezingo du aldatu pieza berriak sustatze-laukia ukitzen duenetik aurrera. |
| 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. | 4.5 Ukitu den piezetako bat ere ezin denean 4.3 edo 4.4 artikuluen arabera mugitu edo harrapatu, jokalariak beste edozein legezko jokaldi egin dezake. |
| 4.6 The act of promotion may be performed in various ways: | 4.6 Sustapena hainbat eratan egin daiteke: |
| 4.6.1. the pawn does not have to be placed on the square of arrival, | 4.6.1. peoi edo oinezkoa ez dago zertan helburu laukian kokatu, |
| 4.6.2. removing the pawn and putting the new piece on the square of promotion may occur in any order. | 4.6.2. peoi edo oinezkoa kendu eta pieza berria sustapen laukian kokatzea edozein ordenatan gerta daiteke. |
| 4.6.3 If an opponent's piece stands on the square of promotion, it must be captured. | 4.6.3 Aurkariaren pieza bat sustapen laukian badago, harrapatu egin behar da. |

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 Legezko jokaldi baten edo bere zati baten ondorioz pieza bat lauki baten askatu denean, jokaldi berean ezin da beste lauki batera mugitu. Jokaldia 'egin' egin dela esaten da honako kasuetan:

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.

4.7.1. harrapaketa baten, harrapatutako pieza xake-taulatik kendu, jokalariak bere pieza lauki horretan kokatu eta bere pieza hori eskutik askatu duenean.

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.

4.7.2. endrokatzean, jokalariaren eskuak aurrez erregeak iragan duen laukian gaztelua edo dorrea askatu duenean. Jokalariak erregea eskutik askatu duenean, jokaldia ez dago oraindik eginda baina jokalariak ezin du alde horretako endrokea ez den jokaldirik egin, legezkoa bada behintzat. Alde horretan endrokatzea legez-kanpokoa bada, jokalariak bere erregearekin beste jokaldi bat egin beharko du (agian beste gaztelu edo dorrearekin endrokatzea). Erregeak ez badu legezko jokaldirik, jokalariak beste edozein legezko jokaldi egin dezake.

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.

4.7.3. sustapenean, jokalariaren eskuak pieza berria sustapen laukian askatu eta peoi edo oinezkoa xake-taulatik kendu denean.

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.

4.8 Jokalariak, bere aurkariak 4.1 – 4.7 artikuluak hautsi dituela erreklamatzeko eskubidea galdu egingo du pieza bat mugitzeko edo harrapatzeko asmoarekin ukitzen duenean.

4.9 If a player is unable to move the pieces, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation.

4.9 Jokalariak piezak mugitzeko gai ez bada, epaileak onartu beharko duen laguntzaile bat aurkeztu dezake lan hori egiteko

## Article 5: The completion of the game

## 5. artikulua: partida bukatzea

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.

5.1.1. Partida, aurkariaren erregeari xake mate eman dion jokalariak irabazten du. Honek partida berehala bukatzen du, xake matearen posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

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

5.1.2. Partida, partida utzi edo etsitzen duen jokalariaren aurkariak irabazten du. Honek partida berehala bukatzen du.

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.

5.2.1. Partida berdinduta bukatzen da bere txanda den jokalariak ez badu legezko jokaldirik eta bere erregea xakean ez badago. Erregea 'itota' dagoela esaten da. Honek partida berehala bukatzen du, errege itoaren posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

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.

5.2.2. Partida berdinduta bukatzen da, jokalari batek ere edozein jokaldi segida erabilita, aurkariaren erregeari xake mate eman ezin dionean. Partida 'posizio-hilean' bukatzen dela esaten da. Honek partida berehala bukatzen du, posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

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.

5.2.3. Partida berdinduta bukatzen da, bi jokalariek partidan zehar horrela erabakitzen badute, beti ere jokalari bakoitzak gutxienez jokaldi bat egin badu. Honek partida berehala bukatzen du.

## COMPETITION RULES

## LEHIAKETAKO ARAUAK

Article 6: The chessclock

6. artikulua: Xake-erlojua

6.1 'Chessclock' 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 of Chess 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.

6.1 'Xake-erlojua' elkarrekin lotutako bi denbora-erakusle dituen eta aldi-berean erlojuetako bakarra martxan eduki dezakeen erlojua da.
Xakearen Legeetan 'erlojua' denbora-erakusle bi horietako bat da. Denbora-erakusleetako bakoitzak 'bandera' bat du.
'Bandera erortzea' jokalariak esleituta duen denbora agortzeari deritzo.

6.2.1. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:

6.2.1. Partidan zehar xake-taulan jokaldia egin ostean, jokalari bakoitzak bere erlojua gelditu eta aurkariarena martxan jarriko du (hau da, bere erlojua sakatuko du). Honek jokaldia 'osatu' egiten du. Gainera, kasu hauetan ere jokaldia osatu egin dela esaten da:

6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and 9.6.2), or

6.2.1.1 jokaldiak partida bukatzen badu (ikusi 5.1.1, 5.2.1, 5.2.2, 9.6.1 eta 9.6.2), edo

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| 6.2.1.2 the player has made his next move, when his previous move was not completed. | 6.2.1.2 jokalariak bere hurrengo jokaldia egin badu, aurrekoa osatu gabe bazuen. |
| 6.2.2 A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player. | 6.2.2 Jokalari bati beti utzi behar zaio jokaldia egin ostean bere erlojua gelditzen nahiz eta jada aurkariak bere mugimendua egin duen. Jokaldia xake-taulan egin eta erlojua sakatu artean igarotzen den denbora, jokalariari esleitutako denboraren parte dela ulertzen da. |
| 6.2.3. A player must press his clock with the same hand with which he made his move.<br>It is forbidden for a player to keep his finger on the clock or to 'hover' over it. | 6.2.3. Jokalariak jokaldia egin duen esku berberarekin sakatu behar du erlojua.<br>Debekatuta dago jokalariak bere hatzak erlojuan edukitzea edo erlojuaren gainetik erabiltzea. |
| 6.2.4. The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9. | 6.2.4. Jokalariek xake-erlojua era egokian erabili behar dute. Debekatuta dago indarrez sakatzea, hartzea, mugitu aurretik sakatzea edo kolpeak ematea. Erlojua era ezegokian erabiltzea 12.9 artikuluan ezarritakoarekin zigortuko da. |
| 6.2.5. Only the player whose clock is running is allowed to adjust the pieces. | 6.2.5. Bere erlojua martxan duen jokalariak bakarrik egokitu ditzake piezak. |
| 6.2.6. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability. | 6.2.6. Jokalari batek ezin badu erlojua erabili, epaileak onartu beharreko laguntzaile bat aurkeztu dezake lan hori egiteko. Bere erlojua behar bezala doituko du epaileak. Doiketa hau ez da egingo jokalariak ezgaitasunen bat duenean. |
| 6.3.1. When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance. | 6.3.1. Xake-erlojua erabiltzen denean, jokalari bakoitzak mugimendu kopuru bat edo guztiak ezarritako denbora baten egin behar ditu jokaldi bakoitzarekin lortutako edozein denbora gehigarri barne. Guzti hau aurrez ezarrita egon behar da. |
| 6.3.2. The time saved by a player during one period is added to his time available for the next period, where applicable. In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock | 6.3.2. Partidaren aldi baten jokalariak erabili ez duen denbora, hurrengo aldian izango duen denborari gehituko zaio, hurrengo aldirik balego. Denbora-atzerapen moduan jokalari biek 'pentsatzeko denbora nagusi' bat jasotzen dute. Gainera jokalari bakoitzak 'ezarritako denbora gehigarria' ere jasotzen du jokaldi bakoitzarekin. Pentsatzeko denbora nagusia, ezarritako denbora |

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| before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used. | gehigarria agortzen denean bakarrik hasiko da kontatzen. Jokalariak bere erlojua ezarritako denbora gehigarria agortu aurretik sakatzen badu, pentsatzeko denbora nagusia ez da aldatzen, berdin delarik zein den ezarritako denbora gehigarritik erabilitako zatia. |
| 6.4 Immediately after a flag falls, the requirements of Article 6.3.1. must be checked. | 6.4 Bandera bat erori ostean, berehala, 6.3.1 artikuluan esandakoa egiaztatu behar da. |
| 6.5 Before the start of the game the arbiter shall decide where the chessclock is placed. | 6.5. Partida hasi aurretik epaileak erabakiko du non kokatu xake-erlojua. |
| 6.6 At the time determined for the start of the game White's clock is started. | 6.6 Partida hasteko unea heltzen denean, Zuriaren erlojua jarriko da martxan. |
| 6.7.1. The regulations of an event shall specify in advance a default time. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. | 6.7.1. Txapelketa baten arauek itxarote-denbora bat ezarri beharko dute. Defektuzko denbora ezarri gabe badago, zero izango da. Xake-taulara itxarote-denbora hori igarota heltzen den jokalari orok partida galdu egingo du epaileak besterik erabaki ezean. |
| 6.7.2. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise. | 6.7.2. Txapelketa baten arauek itxarote-denbora zero ez dela ezartzen badute eta hasieran jokalaririk ez badago, Zuriak galduko du, heltzen den arte, denbora guztia, txapelketaren arauek besterik agindu edo epaileak besterik erabaki ezean. |
| 6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect. | 6.8 Bandera bat epaileak ikusten duenean edo jokalari batek erreklamazio zuzen bat egiten duenean erortzen da. |
| 6.9 Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that 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. | 6.9 5.1.1, 5.1.2, 5.2.1, 5.2.2 edo 5.2.3 artikuluetako bat aplikatzen denean ezik, jokalari batek ez badu emandako denboran ezarritako jokaldi kopurua egin, partida galdu egingo du. Hala ere, partida berdinketan bukatuko da posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida. |
| 6.10.1. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock. | 6.10.1. Xake-erlojuak emandako argibideak eztabaidaezinak dira akats nabarmenik ezean. Akats nabarmena duen xake-erlojua epaileak aldatu egin beharko du, eta berak erabakiko du xake-erloju berrian agertu beharko den denbora zein den. |

6.10.2. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

6.10.2. Partidak dirauen artean erlojuren baten, edo bien, ezarpena zuzena ez dela ikusten bada, bi jokalarietako edozeinek edo epaileak erlojua berehala gelditu egingo du. Epaileak ezarpen zuzena jarriko du eta denbora eta jokaldi-kontagailua doituko ditu beharrezko balitz. Epaileak berak erabakiko ditu ezarpen berriak.

6.11.1. If the game needs to be interrupted, the arbiter shall stop the chessclock.

6.11.1. Partida eten egin behar bada, epaileak xake-erlojua gelditu egingo du.

6.11.2. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

6.11.2. Jokalari batek epailearen laguntza lortzeko bakarrik gelditu dezake xake-erlojua, adibidez sustapen bat gertatu denean eta nahi duen pieza eskura ez dagoenean.

6.11.3. The arbiter shall decide when the game restarts.

6.11.3. Epaileak erabakiko du noiz abiarazi berriz partida.

6.11.4. If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

6.11.4. Jokalari batek, epailearen laguntza lortzeko gelditzen badu erlojua, epaileak erabakiko du horretarako arrazoirik zuen ala ez. Jokalariak xake-erlojua gelditzeko arrazoirik ez balu, 12.9 artikuluan ezarritakoarekin zigortuko du epaileak.

6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.

6.12.1 Baimenduta dago partiden aretoan partidaren uneko posizioa, jokaldiak, egin/osatutako jokaldi kopurua eta jokaldi kopurua ere erakusten duten erlojuak dituzten pantailak, monitoreak edo partida erakusteko taulak egotea.

6.12.2 The player may not make a claim relying only on information shown in this manner.

6.12.2 Jokalariak ezin du erreklamaziorik aurkeztu era horretan aurkeztutako informazioan bakarrik oinarrituta.

**Article 7: Irregularities**

**7. artikulua: Irregulartasunak**

7.1 If an irregularity occurs and 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 chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.

7.1 Irregulartasun bat gertatzen bada eta piezak lehenagoko posizio batera itzuli behar badira, epaileak erabakiko du zein izango den xake-erlojuan agertuko den denbora. Honek erlojuan adierazitako denbora ez aldatzea ere ekarri dezake. Behar balitz, jokaldi-kontagailua ere doituko du.

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| 7.2.1. 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 shall be played. | 7.2.1. Partidan zehar, piezen hasierako posizioa zuzena ez zela ikusten bada, partida bertan behera utziko da eta beste bat jokatuko da. |
| 7.2.2. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard. | 7.2.2. Partidan zehar xake-taula 2.1 artikuluak dioen bezala kokatu ez dela ikusten bada, partidak jarraitu egingo du baina egun dagoen posizioa ondo kokatutako xake-taula baten jarrita. |
| 7.3 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue. | 7.3 Jokalariek partida koloreak trukatuta hasi badute, bi jokalariek 10 jokaldi baino gutxiago egin badituzte, eten egingo da eta partida berri bat jokatuko da kolore zuzenekin. 10 jokaldi edo gehiago egin ondoren, partidak jarraitu egingo du. |
| 7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time. | 7.4.1 Jokalari batek pieza bat edo gehiago bere tokitik mugitzen baditu bere denbora erabiliko du posizio zuzena berrezartzeko. Epaileak piezak bere tokitik mugitu dituen jokalaria zigortu egin dezake. |
| 7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance. | 7.4.2 Beharrezko balitz berak edo aurkariak erlojua gelditu egingo du eta epailearen laguntza eskatuko du. |
| 7.4.3 The arbiter may penalise the player who displaced the pieces. | 7.4.3 Epaileak piezak bere tokitik mugitu dituen jokalaria zigortu egin dezake. |
| 7.5.1. An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move 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. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position. | 7.5.1. Legez kanpoko jokaldia osatu egin dela esaten da jokalarik bere erlojua sakatu duenean. Partidan zehar legez-kanpoko jokaldi bat osatu dela ikusten bada, irregulartasunaren aurreko posizioa berrezarriko da. Posizio hori zein den jakin ezin badaiteke, irregulartasunaren aurrekoa izanda identifikagarria den azken posiziotik aurrera jarraituko du partidak. Legez-kanpoko jokaldiaren ordezko jokaldiari 4.3 eta 4.7 artikuluak aplikatuko zaizkio. Orduan partidak posizio horretatik jarraituko du. |
| 7.5.2. If the player has moved a pawn to the furthest distant rank, pressed the clock, but not | 7.5.2. Jokalariak peoi edo oinezkoa hasierako posiziotik urrunen dagoen |

replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

errenkadara mugitu, erlojua sakatu eta peoi edo oinezkoa pieza berri bategatik aldatu ez badu, jokaldia legez-kanpokoa da. Peoia edo oinezkoa, kolore bereko dama edo andere bategatik aldatuko da.

7.5.3. After the action taken under Article 7.5.1 or 7.5.2, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this 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.

7.5.3. 7.5.1 edo 7.5.2 artikulua aplikatu ostean, jokalari batek osatutako legez-kanpoko jokaldi bategatik bi minutu emango dizkio epaileak aurkariari; jokalari berberak osatutako bigarren legez-kanpoko jokaldiaren ostean, partida galdutzat emango dio. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida.

7.6 If, during a game, it is found that any piece has been displaced from its correct square 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 game shall then continue from this reinstated position.

7.6 Partidan zehar edozein pieza bere lauki zuzenetik mugitu dela ikusten bada, irregulartasunaren aurreko posizioa berrezarriko da. Posizioa zein den ezin bada jakin, irregulartasunaren aurrekoa izanda identifikagarria den azken posiziotik aurrera jarraituko du partidak. Orduan partidak posizio horretatik aurrera jarraituko du.

7.7.1 If a player uses two hands to make a single move (in case of castling, capturing or promotion), it shall be considered as an illegal move.

7.7.1 Jokalari batek bi esku erabiltzen baditu jokaldi bat egiteko (endrokean, piezak harrapatzean edo sustapenean), legez kanpoko jokaldia dela ulertuko da.

7.7.2 For the first violation of the rule 7.7.1, the arbiter shall give two minutes extra time to his opponent; for the second violation of the rule 7.7.1 by the same player the arbiter shall declare the game lost by this 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.

7.7.2 7.7.1 arauaren lehenengo arauhaustea gertatzen denean, epaileak bere aurkariari bi minutu gehiago emango dizkio; 7.7.1 arauaren bigarren arau-haustea gertatzen denean, partida galdutzat emango dio. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida.

7.8.1 If the player presses the clock without making a move, it shall be considered as an illegal move.

7.8.1 Jokalariak jokaldia egin gabe erlojua sakatzen badu, legez kanpoko jokaldia dela ulertuko da.

7.8.2 For the first violation of the rule 7.8.1, the arbiter shall give two minutes extra time to his

7.8.2 7.8.1 arauaren lehenengo arauhaustea gertatzen denean, epaileak bere aurkariari bi

opponent; for the second violation of the rule 7.8.1 by the same player the arbiter shall declare the game lost by this 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.

minutu gehiago emango dizkio; 7.8.1 arauaren bigarren arau-haustea gertatzen denean, partida galdutzat emango dio. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida.

**Article 8: The recording of the moves**

**8. artikulua: jokaldiak idaztea**

8.1.1. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the ‘scoresheet’ prescribed for the competition.

8.1.1. Partidan zehar jokalari bakoitzak bere eta aurkariaren jokaldiak era zuzenean, jokaldiz jokaldi, ahalik eta argi eta irakurterrazen idatzi beharko ditu, idazkera aljebraikoan (C eranskina), txapelketarako ezarritako 'idaztorrian'.

8.1.2 It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1.

8.1.2 Debekatuta dago jokaldiak aurrez idaztea jokalaria 9.2 edo 9.3 artikuluen arabera berdinketa erreklamatzen edo partida I.1.1 gidalerroek dioten bezala gerorako uzten ari ez bada.

8.1.3. A player may reply to his opponent’s move before recording it, if he so wishes. He must record his previous move before making another.

8.1.3. Jokalari batek, horrela nahi badu, aurkariaren jokaldiari hau idatzi aurretik mugituz erantzun diezaioke. Bere aurreko jokaldia idatzita izan behar du berri bat egin aurretik.

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

8.1.4. Idaztorria jokaldiak, erlojuetako denborak, berdinketa eskaerak, erreklamazio baten ingurukoak eta beharrezko beste datu batzuk idazteko bakarrik erabiliko da.

8.1.5. Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.5. Bi jokalariek berdinketa eskaera idatzi beharko dute (=) ikurra erabiliz.

8.1.6. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

8.1.6. Jokalari batek ezin badu partida idatzi, epaileak onartu beharreko laguntzaile bat aurkeztu dezake lan hori egiteko. Bere erlojua behar bezala doituko du epaileak. Doikuntza hau ez da egingo jokalariak ezgaitasunen bat duenean.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.2 Idaztorriak epaileak ikusteko moduan egongo dira partidak dirauen artean.

8.3 The scoresheets are the property of the organiser of the competition.

8.3 Idaztorrien jabetza txapelketaren antolatzaileena da.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.

8.4 Jokalari batek aldi bateko edozein unetan bost minutu baino gutxiago baditu erlojuan eta ez badu jokaldi bakoitzeko 30 segundo edo gehiagoko denbora gehigarria, aldi horri geratzen zaion denbora guztian ez du 8.1 artikuluan ezarritakoa betetzeko derrigortasunik.

8.5.1. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

8.5.1. Jokalari bat bera ere ez badago 8.4 artikuluaren arabera partida idazten, epailea edo laguntzaile bat egon beharko litzateke lan horretan. Kasu honetan, bandera bat erori ostean epaileak erlojua gelditu egingo du. Jarraian bi jokalariek euren idaztorriak eguneratuko dituzte epailearen edo aurkariaren idaztorriarekin.

8.5.2. If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.

8.5.2. Jokalari batek bakarrik ez badu partida idatzi 8.4 artikuluan bezala, bandera bat erori ostean eta xake-taulan pieza bat mugitu aurretik, bere idaztorria guztiz eguneratu beharko du. Jokalariaren txanda bada bere aurkariaren idaztorria erabili dezake, baina itzuli egin beharko dio jokaldi bat egin aurretik.

8.5.3. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He 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.

8.5.3. Osatutako idaztorririk ez badago, jokalariek bigarren xake-taula baten berreraiki beharko dute partida epailea edo laguntzaile baten kontrolpean. Honek, berreraiketa egin aurretik, uneko posizioa, erlojuaren denbora, noren erlojua zegoen martxan eta zenbat jokaldi egin/osatu diren idatzi beharko du, informazio hori balego behintzat.

8.6 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.

8.6 Idaztorriak ezin badira eguneratu jokalariak ezarritako denbora agortu duela frogatzeraino, egindako hurrengo jokaldia hurrengo aldiko lehenengo jokaldia dela ulertuko da, jokaldi gehiago egin edo osatu diren froga argirik ez badago behintzat.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

8.7 Partida bukatzen denean, bi jokalariek bi idaztorriak sinatu egingo dituzte partidaren emaitza adieraziz. Nahiz eta okerra izan, emaitza horrek balioko du epaileak besterik erabaki ezean.

## Article 9: The drawn game

## 9. artikulua: Partida berdintzea

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| 9.1.1. The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter. | 9.1.1. Txapelketa baten arauek, epailearen baimen gabe jokalariek berdinketa ezin dutela eskaini edo adostu zehaztu dezakete, dela esandako jokaldi kopuru bat egin aurretik edo dela guztiz. |
| 9.1.2. However, if the regulations of an event allow a draw agreement the following shall apply: | 9.1.2. Hala ere, txapelketaren arauek berdinketa adostea baimentzen badute, hauxe aplikatuko da: |
| 9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5 must be considered. 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. | 9.1.2.1 Berdinketa eskaini nahi duen jokalariak, xake-taulan mugimendua egin ostean eta erlojua sakatu aurretik egingo du. Beste edonoiz egindako eskaintzak legezkoak dira baina 11.5 artikulua aintzat hartu beharko da. Eskaintzari ezingo zaio baldintzarik jarri. Edozein kasutan eskaintza ezingo da bertan behera utzi eta baliodun izango da aurkariak onartu, ahoz baztertu, mugitu edo harrapatzeko asmoarekin pieza bat ukituz baztertu, edo partida beste nolabait bukatu arte. |
| 9.1.2.2 The offer of a draw shall be noted by each player on his scoresheet with the symbol (=). | 9.1.2.2 Berdinketa eskaintza bi jokalariek idaztorrian (=) ikurrarekin idatzi beharko dute. |
| 9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw. | 9.1.2.3 9.2 edo 9.3 artikuluaren arabera egindako erreklamazio bat, berdinketa eskaintza gisa ulertuko da. |
| 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 Partida berdinketan bukatzen da, txanda duen jokalariak zuzen erreklamatzen badu posizio berbera gutxienez hirugarren aldiz (ez derrigorrean jokaldiak errepikatu direlako): |
| 9.2.1.1. is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or | 9.2.1.1. agertzera doala, berak lehenengo bere jokaldia idaztorrian idazten badu, ezin du jokaldi aldatu, eta epaileari jokaldi hori egiteko asmoa adierazten badio, edo |
| 9.2.1.2. has just appeared, and the player claiming the draw has the move. | 9.2.1.2. oraintxe agertu dela, eta erreklamazioa aurkeztu duen jokalariaren txanda bada. |
| 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 | 9.2.2 Posizioak berberak direla ulertzen da, baldin eta soilik baldin, jokalari berberaren txanda bada, eta era eta kolore bereko piezak lauki berberetan badaude eta pieza guztien |

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| of both players are the same. Thus positions are not the same if: | jokaldi posible guztiak berberak badira. Beraz posizioak ez dira berberak: |
| 9.2.2.1 at the start of the sequence a pawn could have been captured en passant. | 9.2.2.1 sekuentziaren hasieran peoi edo oinezko bat igarotzean harrapa bazitekeen. |
| 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. | 9.2.2.2 erregeak, gaztelu edo dorre batekin endrokatzeko eskubidea bazuen, baina mugitu ostean galdu balu. Endrokatzeko eskubidea, erregea edo gaztelua edo dorrea mugitu ostean galtzen da bakarrik. |
| 9.3. The game is drawn, upon a correct claim by a player having the move, if: | 9.3 Partida berdinketan bukatzen da, txanda duen jokalariak zuzen erreklamatzen badu eta: |
| 9.3.1. he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his 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, or | 9.3.1. jokaldia idaztorrian idazten badu, ezin du jokaldia aldatu, eta epaileari jokaldi hori egiteko asmoa adierazten badio eta jokaldi horrekin jokalari bakoitzaren azken 50 jokaldiak peoi edo oinezko bat mugitu gabe eta harrapaketarik egin gabe egin badira, edo |
| 9.3.2. the last 50 moves by each player have been completed without the movement of any pawn and without any capture. | 9.3.2. azken 50 jokaldiak peoi edo oinezko bat mugitu gabe eta harrapaketarik gabe egin badira. |
| 9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move. | 9.4 Jokalariak pieza bat 4.3 artikuluan bezala ukitzen badu, jokaldi horretan 9.2 edo 9.3 artikuluen arabera berdinketa erreklamatzeko aukera galdu egingo du. |
| 9.5.1 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). He is not allowed to withdraw his claim. | 9.5.1 Jokalari batek 9.2 edo 9.3 artikuluaren arabera berdinketa erreklamatzen badu, berak edo epaileak erlojua gelditukoo du (ikusi 6.12.a edo 6.12b artikulua). Ezingo du erreklamazioa kendu. |
| 9.5.2. If the claim is found to be correct, thegame is immediately drawn. | 9.5.2. Erreklamazioa zuzena bada, partida berdinketan bukatzen da berehala. |
| 9.5.3. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then 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. | 9.5.3. Erreklamazioa zuzena ez bada, epaileak aurkariari bi minutu emango dizkio. Jarraian partidak jarraitu egingo du. Erreklamazioa, egiteko zen jokaldi baten oinarritu bada, jokaldi hori egin beharko da 3 eta 4 Artikuluek dioten bezala. |

9.6 If one or both of the following occur(s) then the game is drawn:

9.6.1. the same position has appeared, as in 9.2b, for at least five times.

9.6.2. any consecutive series of at least 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

9.6 Hauetako bat, edo biak, gertatzen badira, partida berdinketan bukatzen da:

9.6.1. posizio berbera, 9.2.b artikuluan bezala, gutxienez bost aldiz agertu bada.

9.6.2. jokalari bakoitzak gutxienez 75 jokaldi osatu baditu peoi edo oinezkorik mugitu gabe eta harrapaketarik egin gabe. Azken jokaldiak xake-mate eman badu, honek balioko du.

**Article 10: Points**

10.1 Unless the regulations of an event specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (1/2).

10.2 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 3/4 - 1/4 is not allowed.

**10. artikulua: Puntuak**

10.1 Txapelketa baten arauek besterik esaten ez badute, partida irabazten duen jokalariak, edo aurkaria ez agertzeagatik irabazi duenak, puntu bat (1) jasoko du, partida galtzen duenak, edo partidara agertzen ez denak, ez du punturik jasoko (0), eta partida berdintzen duenak puntu erdia (1/2) jasoko du.

10.2 Edozein partidaren guztizko puntuazioak ezingo du gainditu normalean partida horrek izan dezakeen guztizko puntuazioa. Jokalariei bakarka emandako puntuek, normalean partidarekin bat datozen puntuekin etorri behar dut, adibidez 3/4 – 1/4 erako puntuazioa ez da onartuko.

**Article 11: The conduct of the players**

11.1 The players shall take no action that will bring the game of chess into disrepute.

11.2.1 The ‘playing venue’ is defined as the ‘playing area’, rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

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**11. artikulua: Jokalarien portaera**

11.1 Jokalariak ez dira xake-jokoaren izena zikinduko duen eran arituko.

11.2.1 'Jokalekua'-ren barne daude 'jokatzeko gunea', atseden gelak, komunak, erretzaileen gela eta epaileak izendatutako beste tokiak.

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| 11.2.2 The playing area is defined as the place where the games of a competition are played. | 11.2.2 Jokatzeko gunea txapelketako partidak jokatzen diren tokia da. |
| 11.2.3 Only with the permission of the arbiter can | 11.2.3 Epailearen baimenarekin bakarrik: |
| 11.2.3.1 a player leave the playing venue. | 11.2.3.1 utzi dezake jokalari batek jokalekua. |
| 11.2.3.2 the player having the move be allowed to leave the playing area. | 11.2.3.2 utzi dezake txanda duen jokalariak jokatzeko gunea. |
| 11.2.3.3 A person who is neither a players nor arbiter be allowed access to the playing area. | 11.2.3.3 izan dezake baimena jokatzeko gunera sartzeko jokalaria edo epailea ez den pertsona batek. |
| 11.2.3.4 | |
| 11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area. | 11.2.4 4. Txapelketa baten arauek ezarri egin dezakete txanda duen jokalari baten aurkariak epaileari esan behar diola jokatzeko gunea utzi nahi duela. |
| 11.3.1. During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard. | 11.3.1. Partidak dirauen artean, jokalariek ezingo dute oharrik edo informazio edo aholku iturririk izan, eta ezingo dute partidarik beste xake-taula baten aztertu. |
| 11.3.2.1. During play, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.<br>However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter. | 11.3.2.1. Partidak dirauen artean, jokalariek ezingo epaileak espezifikoki onartu gabeko gailu elektronikorik jokalekuan izan. Jokalariak horrelako gailu bat ekarri duela jakingo balitz, partida galdu egingo du. Aurkariak irabazi egingo du.<br>Txapelketa bateko arauek beste zigor arinago bat ezarri dezakete. |
| 11.3.2.2 If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.<br>The rules of an eventmay specify a different, less severe, penalty. | 11.3.2.2 2.2 Garbi badago jokalariak horrelako gailu bat jokalekura ekarri duela, partida galdu egingo du. Aurkariak irabazi egingo du.<br>Txapelketa baten arauek, beste zigor, arinago, bat ezarri dezakete. |
| 11.3.3 The arbiter may require the player to allow his clothes, bags or other items or body to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player | 11.3.3 Epaileak jokalari bati bere arropa, poltsa edo beste elementu batzuk edo gorputza pribatuan ikuskatzen uztea eska diezaioke. Epaileak, edo honek |

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| and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9. | baimendutako pertsona batek, betiere jokalariaren sexu berekoa denak, jokalaria ikuskatu egingo du. Jokalariak betebehar honi uko egiten badio, epaileak 12.9 artikuluan ezarritakoarekin zigortuko du. |
| 11.3.4. Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter. | 11.3.4. Epaileak ezarritako jokalekuko tokian bakarrik erre daiteke, zigarro elektronikoak barne. |
| 11.4 Players who have finished their games shall be considered to be spectators. | 11.4 Partida bukatu duten jokalariak ikusletzat hartuko dira. |
| 11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area. | 11.5 Debekatuta dago, modua edozein delarik ere, aurkaria arreta galtzera bultzatzea edo gogaitzea. Honek, arrazoitu gabeko erreklamazioak, arrazoi gabeko berdinketa eskaerak edo jokatzeko gunean zarata eragitea barne hartzen ditu. |
| 11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9. | 11.6 11.1 – 11.5 Artikuluetan ezarritakoren bat ez betetzea 12.9 artikuluan ezarritakoarekin zigortuko da. |
| 11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent. | 11.7 Jokalari batek Xakearen Legeak diotena behin eta berriz betetzen ez badu, partida galdutzat emango dio epaileak. Epaileak erabakiko du aurkariaren emaitza. |
| 11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players. | 11.8 Jokalari biak badira 11.7 Artikuluan ezarritakoaren errudun, biek galduko lukete partida. |
| 11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess | 11.9 Jokalariek Xakearen Legeen edozein punturen inguruko azalpenak eska diezazkiokete epaileari. |
| 11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7). | 11.10 Txapelketa baten arauek besterik esaten ez badute, jokalari batek epailearen edozein erabakiren aurka helegitea aurkeztu dezake, nahiz eta jokalariak idaztorria sinatu (ikusi 8.7 artikulua). |
| 11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims. | 11.11 Bi jokalariek epailea lagundu beharko dute, partida berreraiki behar den edozein egoeratan, berdinketa erreklamazioetan |

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| | barne. |
| 11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter. | 11.12 Posizioa hiru aldiz errepikatzearen edo 50 jokaldien erreklamazioa egiaztatzea jokalarien zeregina da, epailearen gainbegiradapean. |
| **Article 12: The role of the Arbiter (see Preface)** | **12. artikulua: epailearen papera (ikusi Hitzaurrea)** |
| 12.1 The arbiter shall see that the Laws of Chess are observed. | 12.1 Epaileak Xakearen Legeak bete egiten direla bermatu beharko du. |
| 12.2 The arbiter shall | 12.2 Epaileak: |
| 12.2.1. ensure fair play. | 12.2.1. jokoa garbia dela ziurtatuko du. |
| 12.2.2. act in the best interest of the competition. | 12.2.2. txapelketaren interesa kontuan hartuta jardungo du. |
| 12.2.3. ensure that a good playing environment is maintained. | 12.2.3. jokatzeko giro ona mantentzeaz arduratuko dira. |
| 12.2.4. ensure that the players are not disturbed. | 12.2.4. jokalariei inork eta ezerk gogait egiten ez diela ziurtatuko du |
| 12.2.5. supervise the progress of the competition. | 12.2.5. txapelketaren jarduna gainbegiratuko du. |
| 12.2.6. take special measures in the interests of disabled players and those who need medical attention. | 12.2.6. jokalari ezgaitu eta medikuen laguntza behar duten jokalarien interesarekin bat datozen neurriak hartuko ditu |
| 12.2.7. follow the Anti-Cheating Rules or Guidelines | 12.2.7. Tranpen Aurkako Arauak edo Gidalerroak jarraituko ditu |
| 12.3 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. | 12.3 Epaileak partidak ikuskatu egingo ditu, batez ere jokalariek denbora gutxi dutenean, bere erabakiak betearazi eta zigorrak ezarriko ditu hala behar denean. |
| 12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time | 12.4 Epaileak partidak ikuskatzeko laguntzaileak izendatu ditzake, adibidez jokalari askok denbora gutxi dutenean. |
| 12.5 The arbiter may award either or both players additional time in the event of external disturbance of the game. | 12.5 Epaileak jokalari bati edo biei denbora gehigarria eman diezaieke jokotik kanpoko arazoren bat gertatuko balitz. |
| 12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. | 12.6 Epaileak ezin du partidan zehar inola parte hartu Xakearen Legeek ezarritako |

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| He shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock. | kasuetan ezik. Ez du osatutako jokaldi kopuruaren berri emango, bandera bat erortzean 8.5 artikuluan ezarritakoa betetzen denean ezik. Epaileak ez die jokalariei ezer esango beren aurkariak jokaldi bat osatu duenean edo erlojua sakatu duenean. |
| 12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue. | 12.7 Inork irregulartasun bat ikusiko balu, epaileari bakarrik esan diezaioke. Beste partidetako jokalariek ezin dute partida bati buruz hitz egin edo beste era batera bertan parte hartu. Ikusleek ezin dute partida baten parte hartu. Errudunak jokalekutik kanporatu ditzake epaileak. |
| 12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter. | 12.8 Epaileak baimentzen ez badu, guztiek debekatuta dute eskuko telefono edo beste edozein komunikazio gailu erabiltzea jokalekuan edo epaileak izendatutako beste edozein lekutan. |
| 12.9 Options available to the arbiter concerning penalties: | 12.9 Epaileak ezarri ditzakeen zigorrak: |
| 12.9.1. warning | 12.9.1. ohartarazpena |
| 12.9.2. increasing the remaining time of the opponent | 12.9.2. aurkariari denbora gehitzea |
| 12.9.3. reducing the remaining time of the offending player | 12.9.3. errudunari denbora kentzea |
| 12.9.4. increasing the points scored in the game by the opponent to the maximum available for that game | 12.9.4. aurkariak partida baten lortutako puntuak, partida horretan lor daitekeen puntuazio maximora handitzea. |
| 12.9.5. reducing the points scored in the game by the offending person | 12.9.5. errudunari, partidan lortutako puntuazioa jaistea |
| 12.9.6. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score) | 12.9.6. errudunari partida galdutzat ematea (epaileak aurkariaren puntuazio ere erabakiko du) |
| 12.9.7. a fine announced in advance | 12.9.7. aurrez esandako kopuruko isuna |
| 12.9.8. exclusion from one or more rounds. | 12.9.8. txanda bat edo gehiagotatik egoztea |
| 12.9.9. expulsion from the competition. | 12.9.9. txapelketatik kanporatzea |
| **APPENDICES** | **ERANSKINAK** |
| **Appendix A. Rapid chess** | **A eranskina. Xake-joko aktiboa** |

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| A.1 A ‘Rapidplay’ game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player. | A.1 'Xake-joko aktiboko' partida bat, jokalari bakoitzak partidako jokaldi guztiak 10 minutu baino gehiago eta 60 minutu baino gutxiagoan egin behar dituenean; edo emandako denbora gehi 60 aldiz jokaldi bakoitzeko emandako denbora gehigarria 10 minutu baino gehiago eta 60 minutu baino gutxiago denean da. |
| A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves | A.2 Jokalariek ez dute partida idazteko derrigorrik baina ez dute galtzen idaztorrian oinarritutako erreklamaziorik egiteko eskubidea. Jokalariak, edonoiz, eskatu diezaioke epaileari idaztorria jokaldiak idazteko. |
| A.3.1 The Competition Rules shall apply if | A.3.1 Lehiaketako Arauak egongo dira indarrean, |
| A.3.1.1. one arbiter supervises at most three games and | A.3.1.1. epaile batek gehienez 3 partida ikuskatzen baditu eta |
| A.3.1.2. each game is recorded by the arbiter or his assistant and, if possible, by electronic means. | A.3.1.2. partida bakoitza epaile batek edo laguntzaile batek idazten badu eta, posible balitz, bitarteko elektronikoak erabiliz gordetzen bada. |
| A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent. | A.3.2 Jokalariak, edonoiz, bere txanda denean, epaileari edo bere laguntzaileari idaztorria erakusteko eskatu diezaioke. Hau partida baten gehienez bost aldiz eskatu daiteke. Gehiagotan eskatzea aurkariari traba egitea dela ulertuko da. |
| A.4 Otherwise the following apply: | A.4 Bestela honako hau egongo da indarrean: |
| A.4.1. From the initial position, once 10 moves have been completed by each player, | A.4.1. Hasierako posiziotik jokalari bakoitzak hamar jokaldi osatu dituenean, |
| A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected. | A.4.1.1 ezingo da erlojuaren ezarpenik aldatu, egin ezean txapelketaren egutegiari modu konponezinean eragingo ez badio. |
| A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not | A.4.1.2 ezingo da xake-taularen hasierako kokapen edo posizio okerraren inguruko erreklamaziorik egin. Erregea gaizki kokatuta badago, endrokerik ezingo da egin. Gaztelua edo dorrea gaizki kokatuta badago, |

allowed.

ezingo da gaztelu edo dorre horrekin endrokerik egin.

A.4.2. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move.
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. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.2. Epaileak horrelako bat ikusten badu, jokalariari partida galdutzat emango dio, betiere aurkariak bere hurrengo jokaldia egin ez badu. Epaileak ez badu ezer esaten, aurkariak garaipena eskatu dezake, aurkariak bere hurrengo jokaldia egin ez badu.
Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida. Aurkariak ez badu erreklamatzen eta epaileak ez badu ezer esaten, partidak jarraitu egingo du. Aurkariak hurrengo jokaldia egiten duenean, legez-kanpoko jokaldia ezin da zuzendu bi jokalariek, epailearen parte-hartze gabe, ez badute hala erabakitzen behintzat.

A.4.3. To claim a win on time, the claimant may stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. 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.

A.4.3. Partida denboragatik irabazteko, erreklamazioa egiten duenak erlojua gelditu eta epaileari jakinarazi diezaioke. Erreklamazioa onargarria izateko, erreklamazioa egin duenak denbora izan behar du oraindik bere erlojuan erlojua gelditu ostean. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake-mate eman edozein delarik egindako legezko jokaldi-segida.

A.4.4. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

A.4.4. Epaileak bi erregeak xakean daudela edo peoi edo oinezko bat bere hasierako posiziotik urrunen dagoen errenkadan dagoela ikusten badu, hurrengo jokaldia osatu arte itxarongo du. Orduan, legez-kanpoko posizioa oraindik xake-taulan badago, partida berdinketarekin bukaraziko du.

A.4.5. The arbiter can also call a flag fall, if he observes it.

A.4.5. Epaileak, ikusten badu, bandera erori dela esan dezake.

A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

A.5 Txapelketa bateko arauek, txapelketa guztian zehar A.3 edo A.4 artikuluetako zein egongo den indarrean adierazi beharko dute.

**Appendix B. Blitz**

B.1 A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.3.1 The Competition Rules shall apply if

B.3.1.1. one arbiter supervises one game and

B.3.1.2. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.

B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

**Appendix C. Algebraic notation**

FIDE recognises for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be

**B Eranskina. Xake-joko azkarra**

B.1. 'Partida azkar' bat jokalari bakoitzak partidako jokaldi guztiak 10 minutu baino gutxiagoan egin behar dituenean; edo emandako denbora gehi 60 aldiz jokaldi bakoitzeko emandako denbora gehigarria 10 minutu baino gutxiago denean da.

B.2. Lehiaketako Arauen 7 eta 9 artikuluetan ezarritako zigorrak minutu batekoak izango dira bi minutukoak beharrean.

B.3.1 Lehiaketako Arauak egongo dira indarrean,

B.3.1.1. partida bat epaile batek ikuskatzen badu eta

B.3.1.2. partida bakoitza epaile batek edo laguntzaile batek idazten badu eta, posible balitz, bitarteko elektronikoak erabiliz gordetzen bada.

B.3.2 Jokalariak edonoiz, bere txanda denean, epaileari edo bere laguntzaileari idaztorria erakusteko eskatu diezaioke. Hau partida baten gehienez bost aldiz eskatu daiteke. Gehiagotan eskatzea aurkariari traba egitea dela ulertuko da.

B.4 Bestela, partida Xake-joko Aktiboko legeek arautuko dute A.2 eta A.4 artikuluetan bezala.

B.5 Txapelketa bateko arauek, txapelketa guztian zehar B.3 edo B.4 artikuluetako zein egongo den indarrean adierazi beharko dute.

**C eranskina. Idazkera aljebraikoa**[3]

FIDEk idazketa-sistema bakarra onartzen du bere lehiaketa eta match-etan, Sistema Aljebraikoa, alegia; eta xake idazketa-sistema uniforme hau erabiltzea gomendatzen du xake literaturan eta aldizkarietan ere. Aljebraikoa ez den beste

3 "Xake Zakurtzarrari" argitalpenean egindako lanean oinarrituta.

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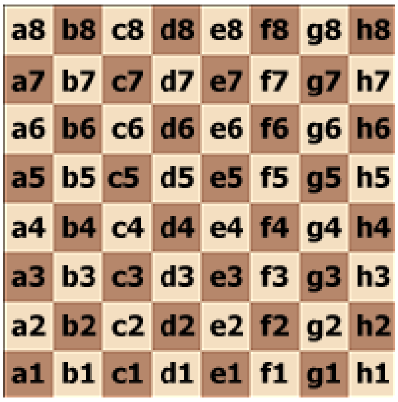
| used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player of this requirement. | idazketa-sistema batez idatzitako idaztorriak agian ez dira aintzat hartuko horretarako idaztorriak erabili behar diren kasuetan. Epaileak jokalari bat aljebraikoa ez den beste idazketa-sistema bat erabiltzen ikusten badu, betebehar hori ezinbestean bete behar duela jakinaraziko dio. |
| **Description of the Algebraic System** | **Sistema Aljebraikoaren deskribapena** |
| C.1 In this description, 'piece' means a piece other than a pawn. | C.1 Azalpen honetan 'pieza' peoia edo oinezkoa ez den pieza bat da. |
| C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight.<br>(N is used for a knight, in order to avoid ambiguity.) | C.2 Pieza bakoitza bere izenaren laburdura batez, adierazi behar da. Adibidez, euskaraz, lehenengo letra larria da: E = Erregea, D = Dama, G = Gaztelua, A = Alfila, Z = Zaldia edo Zalduna, edo E = Erregea, A = Anderea, D = Dorrea, G = Gudaria, Z = Zaldia edo Zalduna[4]. |
| C.3 For the abbreviation of the name of the pieces, each player is free to use the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines recommended. | Jokalariek, pieza izendatzeko, beren lurraldean erabiltzen den izena erabili dezakete. Adibidez: F = Fou (Alfila frantsesez), Loper (Alfila nederlanderaz). Idatzizko argitalpenetan irudiak erabiltzea gomendatzen da. |
| C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5. | C.4 Peoiak edo oinezkoak ez dira adierazten beren lehen letraren bidez; lehen letra hori ez adierazteak erakusten du peoiak direla. Adibidez: e5, d4, a5 eta ez pe5, Pd4 edo Oa5. |
| C.5 The eight files (from 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. | C.5 Zortzi zutabeak (ezkerretik eskuinera Zuriarentzat, eta eskuinetik ezkerrera Beltzarentzat) letra xehez adierazi behar dira: a, b, c, d, e, f, g eta h, hurrenez hurren. |
| C.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. | C.6 Zortzi errenkadak (behetik gora Zuriarentzat eta goitik behera Beltzarentzat) 1, 2, 3, 4, 5, 6, 7 eta 8 eran zenbatuta daude, hurrenez hurren. Ondorioz, hasierako posizioan piezak eta peoi edo oinezko zuriak lehen eta bigarren errenkadetan jarri ohi dira; pieza eta peoi edo oinezko beltzak, ostera, zortzigarren eta zazpigarren errenkadetan. |
| C.7 As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter | C.7 Arestian aipatutako arauen ondorioz, 64 laukietako bakoitza letra eta zenbaki konbinazio bakar batez adierazita egongo da |

4 Jokalari euskaldunek bi izendapen mota erabiltzen dituzte, eta biak adierazi ditugu hemen.

and a number.




C.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 longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

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

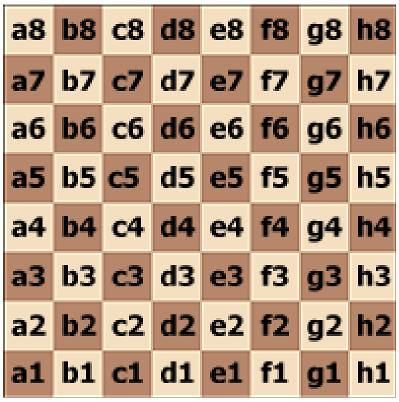
C.9.1 the abbreviation of the name of the piece in question and

C.9.2. the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C10.

C.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. In the case of an ‘en passant’ capture, ‘e.p.’ may be appended to the notation. Example: exd6 e.p.

C.10 If two identical pieces can move to the

beti.




C.8 Pieza bakoitzaren mugimendua adierazterakoan, dagokigun piezaren izenaren laburdura eta iristen deneko laukia adierazi beharko dira. Ez da gidoirik idatzi behar izena eta laukiaren artean. Adibidez: Ae5/Ge5, Zf3, Gd1/Dd1. peoien kasuan, iristen direneko laukia baino ez da adierazi behar. Adibidez: e5, d4, a5.
Hasierako laukia ere idazten den formatu luzeagoa ere onargarria da Adibidez: Ab2e5, Zg1f3, Ga1d1, e7e5, d2d4, a6a5.

C.9 Pieza batek harrapaketa egiten duenean, x bat tartekatu daiteke

C.9.1. dagokion piezaren izenaren laburduraren eta

C.9.2. iristen den laukiaren artean. Adibidez: Axe5/Gxe5, Zxf3, Gxd1/Dxd1, ikusi baita ere C.10

C.9.3. Peoi batek harrapaketa bat burutzen duenean, iristen den laukia adierazteaz gain, abiatze zutabea ere adierazi beharko da, jarraian x bat izan dezakeelarik. Adibidez: dxe5, gxf3, axb5. 'Igarotzean' harrapaketa bat eginez gero, bukaeran peoiak hartu duen laukia jarriko dugu iritsi den laukitzat, eta idazketan “i.h.” jarri daiteke. Adibidez: exd6 i.h.

C.10 Bi pieza berdin lauki berera mugi

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| same square, the piece that is moved is indicated as follows: | badaitezke, mugitutako pieza honela adieraziko da: |
| C.10.1. If both pieces are on the same rank: by | C.10.1 Pieza biak errenkada berean badaude: |
| C.10.1.1. the abbreviation of the name of the piece, | C.10.1.1 piezaren izenaren laburdura, |
| C.10.1.2 the file of departure, and | C.10.1.2 abiatze laukiaren zutabea eta, azkenik, |
| C.10.1.3 the square of arrival. | C.10.1.3 heltze laukia adierazi beharko dira. |
| C.10.2 If both pieces are on the same filerank by: | C.10.2 Pieza biak zutabe berean badaude: |
| C.10.2.1 the abbreviation of the name of the piece, | C.10.2.1 piezaren izenaren laburdura, |
| C.10.2.2 the rank of the square of departure, and | C.10.2.2 abiatze laukiaren lerroa eta, azkenik, |
| C.10.2.3 the square of arrival. | C.10.2.3 heltze laukia adierazi beharko dira. |
| C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples: | C.10.3 Piezak errenkada eta zutabe desberdinetan badaude, hobe da 1 modua erabiltzea. Adibideak**:** |
| C.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. | C.10.3.1 Bi zaldun edo zaldi daude g1 eta e1 laukietan, eta bietatik bat f3 laukira mugitu da: Zgf3 edo Zef3 izan daiteke, bata ala bestea izan. |
| C.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. | C.10.3.2 Bi zaldun edo zaldi daude g5 eta g1 laukietan, eta bietako bat f3 laukira mugitu da: Z5f3 edo Z1f3 izan daiteke, bata ala bestea izan. |
| C.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. | C.10.3.3 Bi zaldun edo zaldi daude h2 eta d4 laukietan, eta bietako bat f3 laukira mugitu da: Zhf3 edi Zdf3 izan daiteke, bata ala bestea izan. |
| C.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 Ndxf3, as the case may be. | C.10.3.4 f3 laukian harrapaketa bat egiten bada, arestiko adibideak dauden bezala balio dute baina x bat sartu daiteke, hala nola: 1) Zgxf3 edo Zexf3, 2) Z5xf3 edo Z1xf3, 3) Zhxf3 edo Zdxf3, izan daitezke, kasuan-kasuan. |
| C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new | C.11 Peoi edo oinezko bat sustatuz gero, peoiak edo oinezkoak burututako mugimendua adierazi beharko da, eta |

piece. Examples: d8Q, exf8N, b1B, g1R.

jarraian pieza berriaren lehen hizkia. Adibidez: d8D/d8A, f8Z, b1A/b1G, g1G/g1D.

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

C.12 Berdinketa eskaintza (=) ikurrarekin adieraziko da.

C.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
e.p. = captures 'en passant'
The last four are optional.

C.13 Laburdurak
0-0 = h1 edo h8-ko gazteluen endrokea (erregearen aldeko endrokea)[5]
0-0-0 = a1 edo a8-ko gazteluen endrokea (damaren aldeko endrokea)[6]
x = harrapaketa
+ = xake
++ edo # xake mate
i.h. Peoia edo oinezkoa igarotzean harrapatzea
Azken laurak erabiltzea hautazkoa da.

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 (=)
Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9 Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Partida baten adibidea:
1.e4 e5 2. Zf3 Zf6 3. d4 exd4 4. e5 Ze4 5. Dxd4 d5 6. exd6 i.h. Zxd6 7. Ag5 Zc6 8. De3+ Ae7 9. Zbd2 0-0 10. 0-0-0 Ge8 11. Eb1 (=)
Edo: 1. e4 e5 2. Zf3 Zf6 3. d4 ed4 4. e5 Ze4 5. Ad4 d5 6. ed6 Zd6 7. Gg5 Zc6 8. Ae3 Ge7 9 Zbd2 0-0 10. 0-0-0 De8 11. Eb1 (=)

**Appendix D. Rules for play with blind and visually disabled players**

**D eranskina: itsuekin eta ikusmen-urritasuna duten jokalariekin jokatzeko arauak**

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled (legally blind) players either player may demand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:

D.1 Antolatzaileak, epailearekin hitz egin ostean, arau hauek bere egoera zehatzera moldatzeko aukera edukiko du. Ikusmena duten eta ez duten (legez itsuak diren) jokalarien arteko lehiaketa-xakean, bi jokalarietako edozeinek bi xake-taula erabiltzea eska dezake: ikusmena duenak xake-taula arrunta erabiliko du eta ikusmen urritasuna duenak berezi bat. Xake-taula berezi honen ezaugarriak hauexek izan beharko dira:

D.1.1. measure at least 20 cm by 20 cm,

D.1.1. gutxienez 20 cm x 20 cm-ko tamaina izatea

D.1.2. have the black squares slightly raised,

D.1.2. lauki beltzak zuriak baino altuagoak izatea

5 Endroke laburra ere deitzen zaio
6 Endroke luzea ere deitzen zaio

D.1.3. have a securing aperture in each square,

D.1.3. segurtasun zulo bat izatea lauki bakoitzean

D.1.4. The requirements for the pieces are:

D.1.4. Piezek honako ezaugarriak izan beharko dituzte:

D.1.4.1. all are provided with a peg that fits into the securing aperture of the board,

D.1.4.1. xake-taularen segurtasun zuloan sartzeko orratza izan beharko dute,

D.1.4.2. all are of Staunton design, the black pieces being specially marked.

D.1.4.2. guztiak Staunton diseinukoak izan behar dira, pieza beltzak era berezian markatuta daudelarik.

D.2 The following regulations shall govern play:

D.2 Jokoa arau hauen arabera jokatuko da:

D.2.1. The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters:

A - Anna
B - Bella
C - Cesar
D - David
E - Eva
F - Felix
G - Gustav
H - Hector

D.2.1. Jokaldiak ahalik eta garbien iragarriko dira, aurkariak errepikatu egingo ditu eta xake-taulan egin jarraian. Peoi edo oinezkoa sustatzean, jokalariak hautatzen duen pieza iragarri egin beharko du. Iragarpena ahalik eta argien egiteko, dagozkion hizkiak beharrean honako hitzak erabiltzea gomendatzen da:

A - Anna
B - Bella
C - Cesar
D - David
E - Eva
F - Felix
G - Gustav
H - Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given the German numbers

1 - eins
2 - zwei
3 - drei
4 - vier
5 - fuenf
6 - sechs
7 - sieben
8 - acht

Epaileak besterik erabaki ezean, Zuriengandik Beltzengana doazen errenkadek alemanezko zenbakien izenak izango dituzte:

1 – eins
2 – zwei
3 – drei
4 – vier
5 – fuenf
6 – sechs
7 – sieben
8 – acht

Castling is announced “Lange Rochade” (German for long castling) and “Kurze Rochade” (German for short castling).
The pieces bear the names: Koenig, Dame,

Endrokea “Lange Rochade” (“Endroke luzea” alemanez) eta “Kurze Rochade” (“Endroke motza” alemanez) bezala iragarriko da.

Turm, Laeufer, Springer, Bauer.

Piezen izenak ere alemanezkoak izango dira: Koenig, Dame, Turm, Lauefer, Springer, Bauer.

D.2.2. On the visually disabled player's board a piece shall be considered ‘touched’ when it has been taken out of the securing aperture.

D.2.2. Ikusmen urritasuna duen jokalariaren xake-taulan pieza bat 'ukitu' dela ulertuko da segurtasun zulotik atera bada.

D.2.3. A move shall be considered ‘made’ when:

D.2.3. Jokaldi bat 'egin' dela esango da:

D.2.3.1. in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move

D.2.3.1. harrapaketaren kasuan, harrapatutako pieza txanda duen jokalariaren xake-taulatik kendu denean.

D.2.3.2. a piece has been placed into a different securing aperture

D.2.3.2. pieza segurtasun zulo ezberdinean kokatu denean.

D.2.3.3. the move has been announced.

D.2.3.3. jokaldia iragarri denean.

D.2.4. Only then shall the opponent's clock be started.

D.2.4.Orduan bakarrik jarriko da martxan aurkariaren erlojua.

D.2.5. As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.

D.2.5 D.2.2 eta D.2.3 puntuei dagokienez, ikusmena duen jokalariarentzat ohiko arauak izango dira aplikagarri.

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D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D.2.6.1 Ikusmen urritasuna duen jokalariarentzat era berezian egindako erlojua erabiltzea onartuko da. Denbora eta jokalari kopurua iragartzeko aukera izan beharko luke.

D.2.6.2 Alternatively an analogue clock with the following features may be considered:

D.2.6.2 Erloju analogikoa ere erabili daiteke, ezaugarri hauek baditu:

D.2.6.2.1. a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

D.2.6.2.1. orratz indartuak dituen erakuslea, bost minutuero erliebedun puntu bat duena eta 15 minutuero erliebedun bi puntu, eta

D.2.6.2.2. a flag which can be easily felt; care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.

D.2.6.2.2. erraz uki daitekeen bandera, ordu bateko azken bost minutuetan minutuetako bakoitza nabarmentzeko aukera eskaintzen duena.

D.2.7. The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.

D.2.7. Ikusmen urritasuna duen jokalariak partida Braille sisteman edo eskuz idatzi beharko du, edo ahots grabagailu baten grabatu.

D.2.8. A slip of the tongue in the announcement of a move must be corrected immediately and

D.2.8. Jokaldia iragartzerakoan egindako ahots-akats bat berehala zuzendu beharko da,

| | |
|---|---|
| before the clock of the opponent is started. | betiere aurkariaren erlojua martxan jarri aurretik. |
| 9D.2.. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly. | D.2.9. Partidan zehar bi xake-tauletan posizio ezberdinak daudela ikusten bada, epailearen laguntzarekin eta bi jokalarien idaztorriak erabiliz zuzendu beharko da. Bi idaztorriak bat badatoz, jokaldi zuzena idatzi baina xake-taulan gaizki egin duenak zuzendu beharko du. Idaztorriak ezberdinak direnean, bi idaztorriak berdinak diren punturaino itzuliko da partida, eta epaileak erlojuak behar bezala doituko ditu. |
| D.2.10. The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties: | D.2.10. Ikusmen urritasuna duen jokalariak laguntzaile bat izateko eskubidea du, laguntzaileak honako lan hauetako guztiak edo batzuk egin ditzake: |
| D.2.10.1 making either player's move on the board of the opponent | D.2.10.1. aurkariaren xake-taulan jokalariaren jokaldiak egitea. |
| D.2.10.2. announcing the moves of both players | D.2.10.2. bi jokalarien jokaldiak iragartzea. |
| D.2.10.3. keeping the game score of the visually disabled player and starting his opponent's clock (keeping point 3.c in mind) | D.2.10.3. ikusmen urritasuna duen jokalariaren partida idaztea eta aurkariaren erlojua martxan jartzea (3.c puntua kontuan hartuz) |
| D.2.10.4. informing the visually disabled player, only at his request, of the number of moves completed and the time used up by both players | D.2.10.4. ikusmen urritasuna duen jokalariari, honek eskatzen duenean bakarrik, egindako jokaldi kopurua eta jokalariek erabilitako denbora zein den esatea. |
| D.2.10.5. claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces | D.2.10.5. denbora muga gainditu dela erreklamatzea eta epaileari esatea ikusmena duen jokalariak bere pieza bat ukitu duenean. |
| D.2.10.6. carrying out the necessary formalities in cases where the game is adjourned. | D.2.10.6. partida gerorako utzi behar denean behar diren lanak egitea. |
| D.2.11. If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player. | D.2.10.11. Ikusmen urritasuna duen jokalariak laguntzailerik ez badu erabiltzen, ikusmena duenak erabili ahal izango du D.2.10.1 eta D.2.10.2 puntuetan azaldutakoa egiteko. Laguntzaile bat erabili beharko da ikusmen urritasuna duen jokalari baten entzumen urritasuna duen jokalari baten aurka jokatzen duenean. |

**Guidelines I. Adjourned games**

I.1.1. If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop the chessclock.
Until he has stopped the chessclock the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard he must write that same move on his scoresheet as his sealed move.

I.1.2. A player having the move who adjourns the game before the end of the playing session shall be considered to have sealed at the nominal time for the end of the session, and his remaining time shall so be recorded.

I.2 The following shall be indicated upon the envelope:

I.2.1. the names of the players,

I.2.2. the position immediately before the sealed move,

I.2.3. the time used by each player,

I.2.4. the name of the player who has sealed the move,

I.2.5. the number of the sealed move,

I.2.6. the offer of a draw, if the proposal is current,

I.2.7. the date, time and venue of resumption of play.

I.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

I.4 If a player proposes a draw after his

**Gidalerroak I: Gerorako utzitako partidak**

I.1.1. Jokatzeko emandako denboraren ostean partida oraindik bukatu gabe badago, txanda duen jokalariari bere jokaldia 'zigilatzeko' eskatuko dio epaileak. Jokalariak era garbian idatzi beharko du bere jokaldia idaztorrian, idaztorri hori eta aurkariarena gutun-azal baten sartu, gutun-azala zigilatu eta orduan erlojua gelditu.
Erlojua gelditu arte, jokalariak zigilatutako jokaldia aldatzeko aukera dauka. Epaileak jokaldia zigilatzeko eskatu ostean, jokalariak jokaldia xake-taulan egiten badu, jokaldi hori idatzi beharko du idaztorrian zigilatutako jokaldi gisa.

I.1.2. Emandako denbora bukatu baino lehen partida gerorako uzten duen jokalariak, jokaldia emandako denbora bukatu deneko orduan zigilatu duela ulertuko da, eta geratzen zaion denbora erregistratu beharko da.

I.2 Kartazalean honako hau idatzi beharko da:

I.2.1. jokalarien izenak,

I.2.2. zigilatutako jokaldiaren aurreko posizioa,

I.2.3. jokalari bakoitzak erabilitako denbora,

I.2.4. jokaldia zigilatu duen jokalariaren izena,

I.2.5. zigilatutako jokaldiaren zenbakia,

I.2.6. berdinketa eskaintza, indarrean badago,

I.2.7. partida berriz jokatzen hasiko den eguna, ordua eta lekua.

I.3 Kartazalean dagoen informazioa zuzena dela epaileak ziurtatu beharko du eta gutun-azala era egokian gordetzeko ardura ere izango du.

I.4 Jokalari batek berdinketa eskaintzen badu

opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.

I.5 Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.

I.6 If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

I.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

I.8 Except in the cases mentioned in Articles 5, 6.9 and 9.6, the game is lost by a player whose recording of his sealed move:

I.8.1. is ambiguous, or

I.8.2. is recorded in such a way that its true significance is impossible to establish, or

I.8.3. is illegal.

I.9 If, at the agreed resumption time:

I.9.1. the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his clock is started.

I.9.2. the player having to reply to the sealed move is not present, his clock shall be started; on his arrival, he may stop his clock and summon the arbiter; the envelope is then opened and the sealed move is made on the chessboard; his clock is then restarted.

I.9.3. the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.

bere aurkariak jokaldia zigilatu ostean, eskaintza 9.1 Artikuluan ezarri bezala onartu edo baztertu arte balioduna izango da.

I.5 Partida berriz hasi aurretik, zigilatutako jokaldiaren aurreko posizioa jarriko da xake-taulan, eta jokalari bakoitzak erabilitako denborak erlojuetan.

I.6 Partida berriz hasi aurretik jokalariek berdinketa adosten badute, edo jokalarietako batek partida etsi egiten duela jakinarazten badio epaileari, partida bukatu egingo da.

I.7 Gutun-azala zigilatutako jokaldiari erantzun beharko dion jokalaria aurrean dagoenean bakarrik irekiko da.

I.8 5, 6.9 eta 9.6 Artikuluetako kasuetan ezik, partida galdu egingo du horrelako jokaldi bat zigilatu duen jokalariak:

I.8.1. zalantzazkoa denean, edo

I.8.2. bere esanahia ulertezina den eran idatzita dagoenean, edo

I.8.3. legez-kanpokoa denean.

I.9 Partida berriz hasi behar den orduan:

I.9.1. zigilatutako jokaldiari erantzun behar dion jokalaria aurrean badago, gutun-azala ireki, zigilatutako jokaldia xake taulan egin eta jokalariaren erlojua martxan jarriko da.

I.9.2. zigilatutako jokaldiari erantzun behar dion jokalaria aurrean ez badago, bere erlojua martxan jarriko da; etortzen denean bere erlojua gelditu dezake eta epaileari deitu; orduan gutun-azala ireki egingo da, jokaldia xake-taulan egin eta bere erlojua berriz martxan jarriko da.

I.9.3. jokaldia zigilatu duen jokalaria ez badago, aurkariak bere jokaldia idaztorrian idatzi, hau beste gutun-azal baten zigilatu eta oraindik etorri ez den jokalariaren erlojua jokaldia xake-taulan egin gabe martxan jartzeko eskubidea du; horrela bada, gutun-azala epaileak hartuko du eta aurkaria datorrenean bakarrik irekiko da.

I.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.

I.10 Xake-taulara adierazitako itxaron-denboraren ostean heltzen den jokalariak partida galdu egingo du epaileak besterik erabakitzen ez badu. Hala ere, zigilatutako jokaldiak partida bukarazten badu, partida bukatu egingo da.

I.11 If the regulations of an event specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

I.11 Txapelketa baten arauek itxaron-denbora zero ez dela badiote, zera aplikatuko da: jokalari biak falta badira hasiera-orduan, zigilatutako jokaldia erantzun behar duen jokalariak galduko du heldu arteko denbora guztia, txapelketaren arauek besterik esan edo epaileak besterik erabaki ezean.

I.12.1. If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he states he sealed on the chessboard.

I.12.1. Zigilatutako jokaldia duen gutun-azala galtzen bada, partidak gerorako utzitako posiziotik eta erlojuak orduan zuten denborekin jarraituko du. Jokalari bakoitzak erabilitako denbora ezin bada ezagutu, epaileak erabakiko du zein denbora jarri. Jokaldia zigilatu zuen jokalariak, zigilatu zuela dioen jokaldia egin beharko du xake-taulan.

I.12.2. If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.

I.12.2. Ezinezkoa bada posizioa berrezartzea, partida bertan behera gelditu eta beste bat jokatuko da.

I.13 If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game shall continue without correction unless the arbiter decides otherwise.

I.13 Partida berriz hasteko orduan, jokalariren batek, bere lehen jokaldia egin aurretik, erlojuetan denbora gaizki jarrita dagoela esaten badu, akatsa zuzendu egin beharko da. Orduan ezer esaten ez bada, partidak jarraitu egingo du epaileak besterik erabaki ezean.

I.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

I.14 Partida berriz hasteko saioaren hasiera epailearen erlojuarekin kontrolatuko da. Hasiera ordua zein den aurretik iragarri beharko da.

## Guidelines II. Chess960 Rules

## Gidalerroak II: 960Xakearen arauak[7]

II.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, and each player's objective is to checkmate the opponent's king.

II.1. 960Xake partida baten aurretik, posizioa ausaz erabakitzen da arau batzuen arabera.
Honen ostean, partida ohiko arauei jarraiki jokatzen da. Pieza eta peoi edo oinezkoek ohiko jokaldiak egin ditzakete, eta jokalarien helburua aurkariaren erregeari xake-mate

7 "Fischerren Ausazko Xakea" gisa ere ezaguna

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| | ematea da. |
| II.2. Starting position requirements | II.2 Hasierako posizioaren betebeharrak |
| 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: | 960Xakeko hasierako posizioak arau batzuk bete behar ditu: peoi edo oinezko zuriak bigarren errenkadan jokatzen dira, gainontzeko pieza guztiak lehenengo errenkadan ausaz kokatuko dira honako murriztapen hauekin: |
| II.2.1. the king is placed somewhere between the two rooks, and | II.2.1. erregea bi gaztelu edo dorrean artean kokatu behar da. |
| II.2.2. the bishops are placed on opposite-coloured squares, and | II.2.2. bi alfil edo gudariak kolore ezberdinetako laukietan egon behar dira, eta |
| II.2.3. the black pieces are placed opposite the white pieces. | II.2.3. pieza beltzak zurienak dauden zutabe berberetan jokatuko dira. |
| The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc. | Hasierako posizioa partidaren aurretik sortu daiteke ordenagailu-programa bat, dadoak, txanponak, kartak, ... erabilita |
| II.3 Chess960 castling rules | II.3 960Xakean endrokatzeko arauak |
| II.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 standard rules presume initial locations of the rook and king that are often not applicable in Chess960. | II.3.1. 960Xakean jokalari bakoitzak partidan zehar behin bakarrik endrokatu daiteke, errege eta gaztelu edo dorrearen jokaldi bakarrarekin. Hala ere, xake arrunteko arauen interpretazio bat egin behar da, hauek errege eta gaztelu edo dorrearen hasierako posizioaren ingurukoak ezartzen baitituzte eta posizio horiek askotan ez dira aplikagarriak 960Xakean. |
| II.3.2. How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed by one of these four methods: | II.3.2. Nola endrokatu. 960Xakean, endrokatu aurreko errege eta gaztelu edo dorrearen posizioaren arabera, endrokea honako lau modu hauetako baten egin beharko da: |
| II.3.2.1. double-move castling: by making a move with the king and a move with the rook, or | II.3.2.1. bi mugimendutako endrokea: erregearekin mugimendua egin eta jarraian gaztelu edo dorrearekin, edo |
| II.3.2.2. transposition castling: by transposing the position of the king and the rook, or | II.3.2.2. truke-bidezko endrokea: erregea eta gaztelu edo dorrearen posizioak trukatuz, edo |
| II.3.2.3. king-move-only castling: by making only a move with the king, or | II.3.2.3. erregea bakarrik mugituz, edo |
| II.3.2.4. rook-move-only castling: by making only a move with the rook. | II.3.2.4. gaztelua edo dorrea bakarrik mugituz. |
| II.3.2.5. Recommendations | II.3.2.5. Gomendioak |
| II.3.2.5.1. When castling on a physical board | II.3.2.5.1. Giza-jokalari batekin xake-taula |

with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.

fisiko baten endrokatzerakoan, erregea xake-taulatik atera, bere helburu-laukiaren ondoan jarri, jarraian gaztelua edo dorrea bukaera posiziora eraman, eta azkenik erregea bere bukaera-posizioan kokatzea gomendatzen da.

II.3.2.5.2. After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

II.3.2.5.2. Endrokatu ostean, gaztelu edo dorrearen eta erregearen bukaerako posizioak, xake arruntean endrokea egin ostean duten posizio berberak izan behar dute.

II.3.2.6. Clarification

II.3.2.6. Azalpena

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).

Beraz, c aldean endrokatu ostean (0-0-0 eran idazten dena eta damaren aldeko endroke bezala ezagutzen dena), erregea c laukian egongo da (c1 zurientzat eta c8 beltzentzat), eta gaztelua edo dorrea d laukian egongo da (d1 zurientzat eta d8 beltzentzat). G aldeko endrokearen ostean (0-0 eran idazten dena eta erregearen aldeko endroke bezala ezagutzen dena), erregea g laukian dago (g1 zurientzat eta g8 beltzentzat) eta gaztelua edo dorrea f laukian (f1 zurientzat eta f8 beltzentzat).

II.3.2.7. Notes

II.3.2.7. Oharrak

II.3.2.7.1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.3.2.7.1. Gaizki-ulertuak ekiditeko, erabilgarria da “Endrokatzera noa” esatea endrokatu aurretik.

II.3.2.7.2. In some starting positions, the king or rook (but not both) does not move during castling.

II.3.2.7.2. Hasierako posizio batzuetan erregea edo gaztelua edo dorrea (baina ez biak), ez da mugituko endrokatzerako orduan.

3. In some starting positions, castling can take II.3.2.7.place as early as the first move.

II.3.2.7.3. Hasierako posizio batzuetan, endrokea lehengo jokaldian egin daiteke.

II.3.2.7.4. 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.

II.3.2.7.4. Erregearen hasierako eta bukaerako posizioen arteko lauki guztiak (bukaerakoa barne) eta gaztelu edo dorrearen hasierako eta bukaerako posizioen arteko lauki guztiak (bukaerakoa barne) libre egon behar dira endrokea egiteko.

II.3.2.7.5. 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.

II.3.2.7.5. Hasierako posizio batzuetan, xake arruntean libre egon beharko liratekeen lauki batzuk okupatuta egin daitezke endrokea egiteko orduan. Adibidez, c aldeko 0-0-0ren ondoren, posible da a, b eta/edo e laukiak piezekin egotea, eta g aldekoaren ostean (0-0), berdina gertatzen da e eta/edo h-rekin ere.

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| **Guidelines III. Games without increment including Quickplay Finishes** | **Gidalerroak III: Denbora gehigarri gabeko partidak joko azkarreko bukaerak barne** |
| III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time. | III1. 'Joko azkarreko bukaera', gelditzen diren jokaldi guztiak denbora mugatu baten egin behar direneko jokoaren aldia da. |
| III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand. | III.2.1 Partidaren azken fasean, Joko Azkarreko Bukaerak barne, aurrez iragarri bada bakarrik erabiliko da txapelketa baten. |
| III.2.2 This Appendix shall only apply to standard chess and rapidchess games without increment and not to blitz games. | III.2.2 Eranskin hau xake arrunt eta aktiboan aplikatuko da, betiere jokaldiko denbora gehigarririk ez dagoenean, eta ez da xake azkarrean aplikatuko. |
| III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then: | III.3.1 Bi banderak erori badira eta ezin bada jakin zein erori den lehenengo: |
| III.3.1.1 the game shall continue if this occurs in any period of the game except the last period. | III.3.1.1 partidak jarraitu egingo du azkena ez den aldi baten gertatu bada. |
| III.3.1.2 the game is drawn if this occurs on the period of a game in which all remaining moves must be completed. | III.3.1.2 partida berdinketarekin bukatuko da jokaldi guztiak egin beharreko aldi baten gertatu bada. |
| III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue. | III.4 Jokalari baten txanda denean eta bere erlojuan bi minutu baino gutxiago dituenean, bi jokalarien erlojuetan bost segundoko denbora gehigarria jartzea eskatu dezake, posible bada. Honek berdinketa eskaintzaren trataera berdina izango du. Eskaintza aztertuz gero, eta epaileak eskaera onartzen badu, erlojuak denbora gehigarriarekin ezarriko dira, aurkariari bi minutu emango zaizkio eta partidak jarraitu egingo du. |
| III.5 If Article III.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12.2. He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means | III.5 III.4 artikulua ez bada aplikatzen, jokalari baten txanda denean eta bere erlojuan 2 minutu baino gutxiago dituenean, bere bandera erori aurretik berdinketa erreklamatu dezake. Epaileari deituko dio eta erlojua gelditu dezake (ikusi 6.12.2 Artikulua). Erreklamazioaren oinarria bere aurkariak partida modu arruntean irabazi ezin duela eta/edo bere aurkaria ez dela partida irabazteko behar adina esfortzu egiten ari izango da. |
| III.5.1. If the arbiter agrees that the opponent | III.5.1. epailea jokalariarekin ados badago |

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| cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim. | ezin dela modu arruntean irabazi, edo aurkaria ez dagoela behar adina esfortzu egiten ari partida modu arruntean irabazteko, partida berdinketan bukatu dela erabakiko du. Bestela bere erabakia atzeratu edo erreklamazioa baztertu egingo du. |
| III.5.2. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means. | III.5.2. epaileak bere erabakia atzeratzen badu, aurkariari bi minutu gehiago eman diezazkioke eta partidak, ahal bada, epailearen aurrean jarraituko du. Epaileak emaitza partidan zehar, edo bandera bat erori bezain laster jakinaraziko du. Berdinketan bukatu dela erabakiko du bandera erori zaion jokalariaren aurkariak partida modu arruntean irabazi ezin badu, edo modu arruntean irabazteko behar adina esfortzu egiten ari ez dela ikusten badu. |
| III.5.3. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes. | III.5.3. epaileak erreklamazioa baztertzen badu, aurkariari bi minutu emango dizkio. |
| III.6 The following shall apply when the competition is not supervised by an arbiter: | III.6 Hurrengo hau aplikatuko da txapelketan epailerik ez badago: |
| III.6.1. A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis: | III.6.1. Jokalari batek berdinketa erreklamatu dezake bere erlojuan bi minutu baino gutxiago dituenean eta bere bandera erori aurretik. Honek partida bukatzen du. Honen arabera erreklamatu dezake: |
| III.6.1.1. that his opponent cannot win by normal means, and/or | III.6.1.1 bere aurkariak ezin duela modu arruntean irabazi, eta/edo |
| III.6.1.2. that his opponent has been making no effort to win by normal means. | III.6.1.2 bere aurkaria ez dela ari partida modu arruntean irabazteko behar adina esfortzu egiten. |
| In III.6.1.1 the player must write down the final position and his opponent must verify it. | III.6.1.1 egoeran jokalariak posizioa idatzi beharko du eta aurkariak egiaztatu. |
| In III.6.1.2 the player must write down the final position and submit an up-to- date scoresheet. The opponent shall verify both the scoresheet and the final position. | III.6.1.2 egoeran jokalariak posizioa idatzi beharko du eta eguneratutako idaztorri bat bidali. Aurkariak idaztorria eta posizioa egiaztatu beharko ditu. |
| III.6.2. The claim shall be referred to the designated arbiter. | III.6.2. Erreklamazioa aurrez esandako epaile bati bidaliko zaio. |

Itzulpen honetan erabilitako ingelesezko testua Nazioarteko Xake Federazioak (FIDEk), bere horretan argitaratutakoa da. Jatorrizko testu hori webgune honetan lortu daiteke:

https://www.fide.com/fide/handbook.html?id=171&view=article

INTERPRETATIONS OF THE NEW LAWS OF CHESS, VALID FROM 1 JULY 2017

Dear friends,

On 14 of June 2017 an online Conference was organized by the FIDE Arbiters' Commission, in cooperation with the FIDE Rules Commission.

In this Conference a number of very experienced International Arbiters, mainly members of the FIDE Arbiters' and Rules Commissions, were invited and participated.

You can see the list of participants:

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| Viron Tsorbatzoglou | GRE |
| Carol Jarecki | IBV |
| Alex Holowczak | ENG |
| Franca Dapiran | ITA |
| Stewart Reuben | ENG |
| Klaus Deventer | GER |
| Laurent Freyd | FRA |
| Ashot Vardapetyan | ARM |
| Omar Salama | ICL |
| Guran Unal | TUR |
| Tomasz Delega | POL |
| Werner Stubenvoll | AUT |
| Jesus Mena | ESP |
| Alex McFarlane | SCO |
| Mahdi Abdulrahim | UAE |
| Aris Marghetis | CAN |
| Michail Prevenios | GRE |
| Rathinam Anantharam | IND |

During the Conference interpretations and clarifications about the new Laws of Chess, valid from 1 July 2017, were discussed and agreed to be in effect.

The agreed points are the following:

1. By the new laws of Chess four (4) illegal moves are now in effect, according to the articles: 7.5.1, 7.5.2, 7.7.1 and 7.8.1.

2. In Standard chess the player is forfeited in case he completes two (2) of ANY of the above illegal moves.

2017ko UZTAILAREN 1etik INDARREAN DAUDEN XAKEAREN LEGEEN INTERPRETAZIOAK

Lagun agurgarriok,

2017ko ekainaren 14an FIDEren Epaileen Batzordeak online konferentzia bat antolatu zuen FIDEren Arauen Batzordearekin batera

Konferentzia honetan parte hartzera FIDEren Epaileen eta Arauen Batzordeetako kide diren hainbat Nazioarteko Epaile gonbidatu ziren eta hartu zuten parte.

Parte-hartzaile zerrenda hauxe da:


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|---|---|
| Viron Tsorbatzoglou | GRE |
| Carol Jarecki | IBV |
| Alex Holowczak | ENG |
| Franca Dapiran | ITA |
| Stewart Reuben | ENG |
| Klaus Deventer | GER |
| Laurent Freyd | FRA |
| Ashot Vardapetyan | ARM |
| Omar Salama | ICL |
| Guran Unal | TUR |
| Tomasz Delega | POL |
| Werner Stubenvoll | AUT |
| Jesus Mena | ESP |
| Alex McFarlane | SCO |
| Mahdi Abdulrahim | UAE |
| Aris Marghetis | CAN |
| Michail Prevenios | GRE |
| Rathinam Anantharam | IND |


Konferentzian zehar 2017ko uztailaren 1etik indarrean egon beharreko Xakearen Legeen inguruko interpretazioak eztabaidatu eta adostu ziren.

Adostutako puntuak hauexek izan ziren:

1. Xakearen Lege berrietan legez-kanpoko lau (4) jokaldi bota daude, artikulu hauei dagozkienak: 7.5.1, 7.5.2, 7.7.1 eta 7.8.1.

2. Xake arruntean, jokalariari partida galdutzat emango zaio aurrez esandako legez-kanpoko jokaldi bi (2) eginez gero, edozein delarik ere beren mota.

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| 3. However when there are two (2) illegal moves in one move (i.e. illegal castling made by two hands, illegal promotion made by two hands and illegal capturing made by two hands), they count as one (1) illegal move and the player shall not be forfeited at once (in Standard chess). | 3. Hala ere jokaldi berean bi (2) legez-kanpoko jokaldi egiten direnean (adb. legez-kanpoko endrokea bi eskurekin, legez-kanpoko sustapena bi eskurekin eta legez-kanpoko pieza-harrapatzea bi eskurekin), legez-kanpoko jokaldi bakar gisa hartuko da eta ez du jokalariaren partida galtzea zuzenean ekarriko (xake arruntean). |
| 4. The capturing of the King is illegal move and is penalized accordingly. | 4. Erregea harrapatzea legez-kanpoko jokaldia da eta hori bezala zigortuko da. |
| 5. In Rapid and Blitz games the Arbiter SHALL CALL the flag fall, if he observes it. | 5. Xake Aktibo eta Azkarrean Epaileak bandera erortzea iragarri behar du ikusten badu. |
| 6. In case that the indications are 0.00 in both clocks and electronic clocks are used, the Arbiter has always the possibility to establish which flag fell first, with the help of the "-" indication. Therefore there is always a winner. In case mechanical clocks are used then article III.3.1 of the Guidelines about games without increment including Quickplay Finishes shall be applied. | 6. Bi erlojuetan 0.00 agertzen bada eta erloju elektronikoak erabiltzen badira, Epaileak beti izango du aukera zein bandera erori den lehenengo jakiteko "-" ikurrari esker. Beraz beti egongo da irabazle bat. Erloju mekanikoak erabiltzen badira III.3.1 Gidalerroak dioena aplikatuko da Denbora gehigarri gabeko partidei buruzkoa, |
| 7. In case a game with reversed colors will end by normal means (by checkmate, stalemate, resignation or draw agreement, if allowed), before ten (10) moves will be played, then the result stands. | 7. Koloreak trukatuta hasitako partida bat era arruntean bukatzen bada (xake-mate, errege-itoa, etsitzea edo berdinketa adostua, onartzen bada) hamar (10) jokaldi egin baino lehenago, emaitzak balioko du. |
| 8. In case that a player presses the clock without making a move, as mentioned in the article 6.2.4, it is considered as an illegal move and it is penalized according to the article 7.5.3. and not according to the article 12.9 | 8. Jokalariak jokaldirik egin gabe erlojua sakatuko balu 6.2.4 artikuluak dioen bezala, legez-kanpoko jokaldia dela ulertuko da eta 7.5.3 artikuluaren arabera zigortuko da eta ez 12.9 artikuluaren arabera. |
| 9. If a player makes a move with one hand and presses the clock with the other, it is not considered as an illegal move and it is penalized according to the article 12.9. | 9. Jokalariak jokaldia esku batekin egin eta erlojua bestearekin sakatzen badu, ez da legez-kanpoko jokaldia eta 12.9 artikuluaren arabera zigortuko da. |
| 10. In Rapid and Blitz games, if the player asks from the Arbiter to see the score sheet, the clock should not be stopped. | 10. Xake Aktibo eta Azkarrean, jokalariak epaileari partidaren idaztorria eskatzen dionean, ez litzateke gelditu beharko. |
| IA Takis Nikolopoulos<br>Chairman / Batzordeburua<br>FIDE Arbiters' Commission<br>FIDEren Epaileen Batzordea | IA Ashot Vardapetyan<br>Chairman / Batzordeburua<br>FIDE Rules Commission<br>FIDEren Arauen Batzordea |

Euskarazko itzulpena Mikel Larreategik prestatu du. Itzulpena, bere horretan, jabetza publikoan uzten dut edonork erabili, hobetu edo aldatu dezan.

Eibar (Gipuzkoa), 2017ko uztaila.

ALDAKETEN ERREGISTROA

1. BERTSIOA
   - Argitalpena: 2017-07-12
   - Legeen bertsio zaharreko testuaren zuzenketa batzuk
   - Legeen bertsio berriaren itzulpena
2. BERTSIOA
   - Argitalpena: 2017-09-12
   - FIDEk egindako Legeen inguruko interpretazioak txertatu