

List of changes in the FIDE laws of chess to be able to cover using FIDE certified Electronic scoresheet.

| No. | Current Law | New Law |
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| 1 | 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 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 one of the following ways: |
| 2 | | 8.1.1.1 by writing in the algebraic notation (Appendix C), on the paper 'scoresheet' prescribed for the competition. |
| 3 | | 8.1.1.2 by entering moves on the FIDE certified 'electronic scoresheet' prescribed for the competition. |
| 5 | 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 It is forbidden to record 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 |
| | 8.3 The scoresheets are the property of the organiser of the competition. | 8.3 The scoresheets are the property of the organiser of the competition. An electronic scoresheet with an evident defect shall be replaced by the arbiter. |

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| 6 | 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 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to record 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. |
| 7 | 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 At the conclusion of the game both players shall indicate the result of the game by signing both scoresheets or approve the result on their electronic scoresheets . Even if incorrect, this result shall stand, unless the arbiter decides otherwise. |
| 8 | 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 is about to appear, if he first indicate his move by writing on the paper scoresheet or entering move on the electronic scoresheet , which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or |
| 9 | 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 he indicates his move, by writing on the paper scoresheet or entering move on the electronic scoresheet 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 |

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| | <p>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.</p> | <p>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 a paper scoresheet , put his scoresheet and that of his opponent, if any, 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.</p> |