

Examining the Role of Time and Place Elements in the Jurisprudence Subjective Change of Gambling

The last century was a period when the Islamic world, especially Iran, faced the challenge of confronting Western modernity and the conflict between tradition and modernity. This period provided a platform for the formation of various intellectual and cultural currents. In the meantime, Imam Khomeini, relying on the Javaheri jurisprudence, put forward ideas regarding adapting jurisprudence to the conditions of time and place. Martyr Sadr also pointed out the limitations of human reason in understanding the scope of rulings and stated that many religious rulings cannot be understood through reason. Imam Khomeini also emphasizes the point that past issues may require new rulings in new political, social, and economic conditions. In this regard, the Holy Prophet (PBUH) also emphasizes that man should be familiar with his time. Some religious rulings are immutable, such as halal and haram in basic matters, but others can change based on social and cultural changes. Imam Khomeini believes in this regard that time and place are two determining factors in jurisprudential *ijtihad* and *ijtihad* should be carried out with regard to social, economic and political developments. With the advancement of societies and technology, new issues such as bank lotteries and online lottery games have emerged that require attention to the conditions of time and place in jurisprudential *ijtihad*. This article will examine these issues and analyze the role of time and place in changing the ruling of chess and similar issues. Have these issues, which had fixed rulings in the past, changed under the influence of new conditions?

The present study was conducted with the aim of investigating the role of time and space in the changes in the jurisprudential thematic of chess. The results showed that the jurisprudential rulings related to games, especially chess, have undergone significant changes under the influence of temporal and spatial developments. These changes clearly indicate the dynamic and flexible nature of Islamic jurisprudence, which has the ability to adapt to social, cultural, and technological developments. With the change in the nature and function of games, in particular, from a means of gambling to a means of entertainment and development of cognitive skills, jurists have been forced to review previous rulings and derive new rulings appropriate to the new conditions. The factors affecting these developments include the change in the nature and function of games, which has caused the elimination of the initial reasons for the prohibition ruling, such as gambling, and has provided the basis for reviewing the rulings; the role of time and space, which has caused changes in the conditions and environment of playing games and has made the past rulings inadequate; the multiplicity of jurisprudential viewpoints, which indicate the flexibility of Islamic jurisprudence and the changes in rulings based on different conditions; And the importance of *ijtihad*, which plays a central role as a tool for adapting jurisprudential rulings to new conditions. In addition, societal norms also play a role in determining the nature of games and the rulings associated with them, and as societal norms change, jurisprudential rulings may change. This research demonstrates that Islamic jurisprudence, due to its dynamic nature, has the ability to adapt to temporal and spatial developments and its rulings change over time. This is evidence of the flexibility and dynamism of Islamic jurisprudence, which is able to always derive appropriate rulings in light of new conditions. However, this research faces limitations such as differences of opinion among jurists, the speed of social and technological changes, and the complexity of emerging issues. For future research, it is suggested to: conduct a comparative study of jurisprudential rulings on computer and online games, analyze the role of artificial intelligence and virtual reality in changing jurisprudential rulings, examine the role of custom and practical behavior in determining jurisprudential rulings on games, and compare the views of different jurists on the rulings of emerging games.