

The initial position of the pieces on the chessboard

- 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 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

| | |
|-------------------|---------------------------------|
| A white king | usually indicated by the symbol |
| A white queen | usually indicated by the symbol |
| Two white rooks | usually indicated by the symbol |
| Two white bishops | usually indicated by the symbol |
| Two white knights | usually indicated by the symbol |
| Eight white pawns | usually indicated by the symbol |
| A black king | usually indicated by the symbol |
| A black queen | usually indicated by the symbol |
| Two black rooks | usually indicated by the symbol |
| Two black bishops | usually indicated by the symbol |
| Two black knights | usually indicated by the symbol |
| Eight black pawns | usually indicated by the symbol |



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



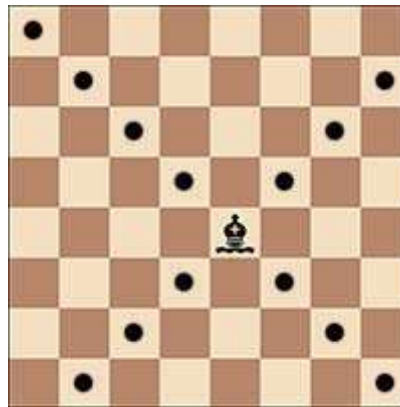
- 4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

The moves of the pieces

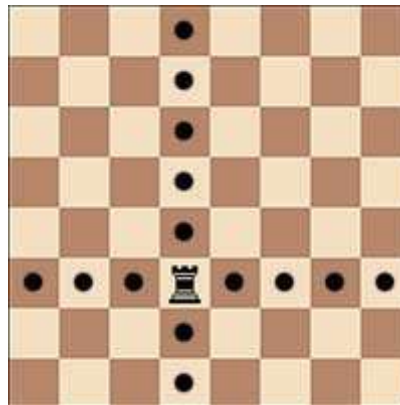
- 1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8.

A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

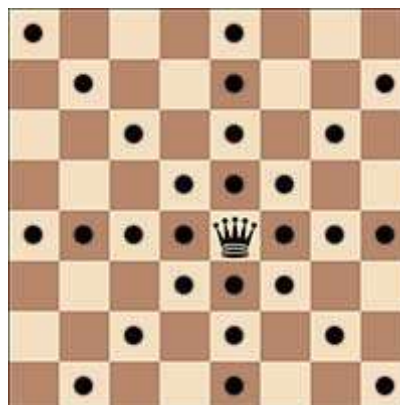
- 2 The bishop may move to any square along a diagonal on which it stands.



- 3 The rook may move to any square along the file or the rank on which it stands.



- 4 The queen may move to any square along the file, the rank or a diagonal on which it stands.



- 5 When making these moves the bishop, rook or queen may not move over any intervening pieces.
- 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.



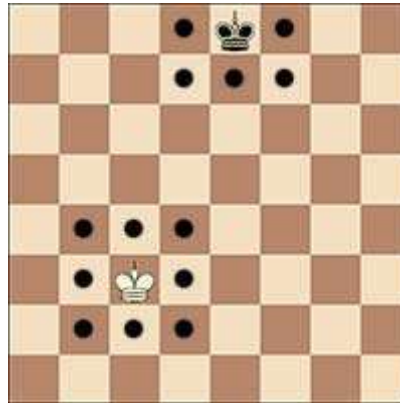
- 7
 - a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
 - b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or
 - c. the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.



- d. A pawn attacking a square crossed by an opponent's pawn which has 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. This capture is only legal on the move following this advance and is called an 'en passant' capture.



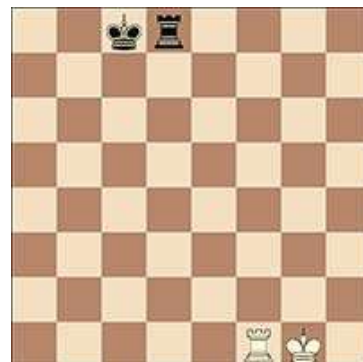
- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.
- 8 a. There are two different ways of moving the king:
by moving to any adjoining square not attacked by one or more of the opponent's pieces



or 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.



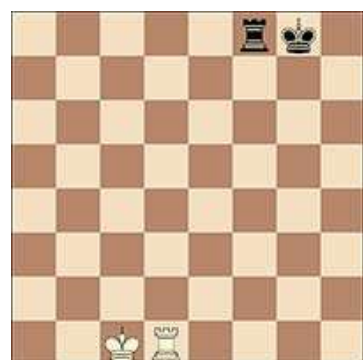
*Before white kingside castling
Before black queenside castling*



*After white kingside castling
After black queenside castling*



*Before white queenside castling
Before black kingside castling*



*After white queenside castling
After black kingside castling*

- b. (1) The right to castle has been lost:
 - [a] if the king has already moved, or
 - [b] with a rook that has already moved.
 - (2) Castling is prevented temporarily:
 - [a] 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
 - [b] if there is any piece between the king and the rook with which castling is to be effected.
- 9 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 that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

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