

SPORTMANIA
Student council 2023-24
Rule Book

1) **CHESS**

RULES

- If a move results in a stalemate, dead position, fivefold repetition or the seventy-five-move rule applies, the game is over and it is drawn.
- If a player correctly claims a flag fall, that player wins. But if the claiming player is out of time, or could not theoretically checkmate the opponent, the game is a draw.
- If a player knocks over pieces, it is the same player's responsibility to restore them to their correct positions, on that player's time. If it is discovered that an illegal move has been made, or that pieces have been displaced, the game is restored to the position before the irregularity. If that position cannot be determined, the game is restored to the last known correct position.
- When a pawn advances two squares from its original square and ends the turn adjacent to a pawn of the opponent's on the same rank, it may be captured en passant by that pawn of the opponent's, as if it had moved only one square forward. This capture is only legal on the opponent's next move immediately following the first pawn's advance.
- In serious play, if a player having the move touches a piece as if having the intention of moving it, then the player must move it if it can be legally moved. As long as the hand has not left the piece on a new square, any legal move can be made with the piece. If a player touches one of the opponent's pieces then that piece must be captured if there is a legal move that does so. If none of the touched pieces can be moved or captured, there is no penalty.
- When castling, the king must be the first piece touched. If the player touches the king and a rook, the player must castle with that rook if it is legal to do so. If the player completes a two-square king move without touching a rook, the player must move the correct rook accordingly if castling in that direction is legal. If a player starts to castle illegally, another legal king move must be made if possible, including castling with the other rook.
- If a player moves a pawn to its eighth rank, it cannot be substituted for a different move of the pawn when the player has stopped touching it. However, the move is not complete until the promoted piece is released on that square.
- If a player touches a piece to adjust its physical position within a square, he must first alert his opponent by saying "I adjust". Once the game has started, only the player with the move may touch the pieces on the board.

- The threefold repetition rule was added, although at some times up to six repetitions have been required, and the exact conditions have been specified more clearly.
- The fifty-move rule was also added. At various times, the number of moves required was different, such as 24, 60, 70, or 75. For several years in the 20th century, the standard fifty moves was extended to one hundred moves for a few specific endgames.

BASIC RULES

- The king moves exactly one square horizontally, vertically, or diagonally. A special move with the king known as castling is allowed only once per player, per game.
- A rook moves any number of vacant squares horizontally or vertically. It is also moved when castling.
- A bishop moves any number of vacant squares diagonally.
- The queen moves any number of vacant squares horizontally, vertically, or diagonally.
- A knight moves to one of the nearest squares not on the same rank, file, or diagonal. (This can be thought of as moving two squares horizontally then one square vertically, or moving one square horizontally then two squares vertically—i.e. in an "L" pattern.) The knight is not blocked by other pieces; it jumps to the new location.
- Pawns have the most complex rules of movement:
- A pawn moves straight forward one square, if that square is vacant. If it has not yet moved, a pawn also has the option of moving two squares straight forward, provided both squares are vacant. Pawns cannot move backwards.
- A pawn, unlike other pieces, captures differently from how it moves. A pawn can capture an enemy piece on either of the two squares diagonally in front of the pawn. It cannot move to those squares when vacant except when capturing en passant.
- The pawn is also involved in the two special moves en passant and promotion.
- The Clock is always placed on right-hand side of black.
- Two illegal moves constitute as a loss.