



GOVERNMENT ENGINEERING COLLEGE, VAISHALI

RULEBOOK

CHESS

GAME PLAY

- ❖ A match begins with the umpire conducting a coin-toss. The winner has the options to choose white or black pieces.
- ❖ First moves always for white pieces.

1.Set box :

- ❖ Place the board so that each player has white square on right side-hand side.
- ❖ Arrange the pieces on the board as follow :
 - Rooks in the corner.
 - Knight next to the rooks.
 - Bishops next to the knights.
 - Place the queen on the remaining square of her colour (white queen on the white side , black queen on the black square).
 - The king goes next to the king.
 - Pawn occupy the entire second rank for white and seventh rank to the black

2.Movement:

- ❖ Each type of piece move differently:
 - Pawns move forward but capture diagonally. They have initial option to move two square or one square forward on their first move as per their choices.
 - Rooks move horizontal or vertical as per as the board allows.
 - Knight move in an L-shape: two square in one direction and then one square perpendicular .
 - Bishops move diagonally as per as board allow.
 - Queen can move horizontally, vertically, or diagonally as per as the board allow.
 - King can move one square in any direction.

3. Time control:

- ❖ Each player has exactly ten minutes to make all their moves.
- ❖ Use a chess clock that supports ten-minute games. Players should press their clock after making a move to start their opponents timer.
- ❖ Game starts at 10.0 minutes shows in clock and end at 0.00 minutes or vice-versa
- ❖ No extra time will be given.

4. Pick chess pieces:

- ❖ If you pick the chess pieces then you cannot undo.

5. Special move:

- ❖ **Castling** is a move that allows the king and one of the rooks to move simultaneously . It's the only move where two pieces can be moved at ones. There are certain condition for castling can be legal such as neither piece involved can have moved before. If the king is check, there is no castling.
- ❖ **En passant** is a special pawn capture that can occur if a pawn moves two squares forward from its starting position, passing position.

6.Promotion:

- ❖ When a pawn reaches the opponent's back rank , it can promoted to Any other pieces(except a king), as per their choice(queen, rook, Bishop or knight).

7.Threefold repetition:

- ❖ If the same position occur three times with the both player to move, the game is win by the player(whose timing is more remaining).

8.Resination:

- ❖ A player can resign at any time, other player win the match.

9.Clock flagfall:

- ❖ If a player's time runs out, the game is over, and their opponent Win.

10.Stalement:

- ❖ If player has no legal move but is not in check, the game is win by Player whose time is more remaining.

11. Illegal move:

- ❖ If you make an illegal move, opponent team win the match..

12. Check and Checkmate:

- ❖ A king is in check if it is under attack by an opponent's piece. The Player must make a move to get out of the check.
- ❖ If a player's king is in position to be capture (in check) and there Is no legal move to remove the threat, the game is checkmate and The player loses.

13. Behavior and sportsmanship:

- ❖ Maintain good sportsmanship and fair play. Avoid any form of cheating.

IMPORTANT INSTRUCTIONS

- 1. The game will be played in 4 stages.**

Stage 1- Playoffs

Stage 2- Quarterfinals

Stage 3- Semifinals

Stage 4- Finals

- 2. Decision of faculty incharge and coordinators will be final and any argument with them will lead to immediate disqualification.**
- 3. Observation of any indisciplinary action or bad sport spirit activities may lead to disqualification of player from Tarang 2.0**
- 3 .In case the player does not report at informed time, participation will be cancelled and the other individual will be considered as winner of that game.**

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