

# TECHNITIA 2K20

## CHESS

### General Chess Rules

White is always first to move and players take turns alternately moving one piece at a time.

Movement is required. If a player's turn is to move, he is not in check but has no legal moves, this situation is called "Stalemate" and it ends the game in a draw.

Checkmate happens when a king is placed in check and there is no legal move to escape.

Checkmate ends the game and the side whose king was checkmated loses.

### Chess moves

- *King can move exactly one square horizontally, vertically, or diagonally. At most once in every game, each king is allowed to make a special move, known as castling.*
- *Queen can move any number of vacant squares diagonally, horizontally, or vertically.*
- *Rook can move any number of vacant squares vertically or horizontally. It also is moved while castling.*
- *Bishop can move any number of vacant squares in any diagonal direction.*
- *Knight can move one square along any rank or file and then at an angle. The knight's movement can also be viewed as an "L" or "7" laid out at any horizontal or vertical angle.*
- *Pawns can move forward one square, if that square is unoccupied. If it has not yet moved, the pawn has the option of moving two squares forward provided both squares in front of the pawn are unoccupied. A pawn cannot move backward. Pawns are the only pieces that capture differently from how they move. They can capture an enemy piece on either of the two spaces adjacent to the space in front of them (i.e., the two squares diagonally in front of them) but cannot move to these spaces if they are vacant. The pawn is also involved in the two special moves en passant and promotion.*

### Castling

Castling is the only time in the [chess game](#) when more than one piece moves during a turn. This chess move has been invented in the 1500's to help speeding up the game and improving balance of the offense and defense.

During the castling, the king moves two squares towards the rook he intends to castle with, and the rook moves to the square through which the king passed.

Castling is only permissible if all of the following conditions hold:

- *Neither king nor rook involved in castling may have moved from the original position;*
- *There must be no pieces between the king and the rook;*

The king may not currently be in check, nor may the king pass through or end up in a square that is under attack by an enemy piece (though the rook is permitted to be under attack and to pass over an attacked square)

## En Passant

En Passant may only occur when a pawn is moved two squares on its initial movement. When this happens, the opposing player has the option to take the moved pawn “en passant” as if it had only moved one square. This option, though, only stays open for one move.

The En Passant move was developed after pawns were allowed to move more than one square on their initial move. The idea behind this rule was to retain restrictions imposed by slow movement, while at the same time speeding up the game.

## Pawn promotion

If a pawn reaches the opponent’s edge of the table, it will be promoted – the pawn may be converted to a queen, rook, bishop or knight, as the player desires. The choice is not limited to previously captured pieces. Thus it’s theoretically possible having up to nine queens or up to ten rooks, bishops, or knights if all pawns are promoted.

### **General rules should be followed.:**

- Participants decide who is to play white, and black. (flip a coin. Reach an agreement.)
- Illegal moves must be called by either player the moment they happen to be properly claimed.
- Before play begins, both players should inspect the position of the pieces and setting of the clock since once each side has made a move all claims for correcting either are null and void.
- Illegal moves unnoticed by both players cannot be corrected afterwards, nor can they become the basis for later making an illegal move claim. If the King and Queen are set up incorrectly when the game begins, then the player may castle short on Queen side and long on the King side. Once each side has made a move, incorrect setups must stay.
- A game is won by the player who has mated the opponent’s king, continuously 3 times in a row.
- Spectators, including players in other matches, may not speak about or otherwise interfere in a game. If a spectator interferes in any way the game may cancel and made rule for a new game be played. He may expel the offending person from the playing room. Calling illegal moves or stopped timers is the responsibility of the two players and the TD will not do