CHESS RULES

1. Matches should be played according to 1999 F.I.D.E. rules, unless modified herein. Any questions concerning rules or rules interpretations may be directed to the Intramural Sports Office by calling 231-8297.

2. Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in Chess. The following persons are eligible to purchase memberships:
   a. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.
   b. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online. To complete your purchase of an intramural membership, you will be required to watch an online video presentation covering the basic policies of the program.**

3. Participants may furnish their own standard boards and men for play. A few chess sets have been purchased and may be checked out, if available, through the Intramural Sports Office, with a valid VT ID.

4. The Rules:
   - There are thirty-two Chessmen-sixteen of each color- used in the game. Since white always makes the first move, it is important to choose for first move.
   - Players move alternately. The same player cannot make two consecutive moves.
   - The relative strength (value) of each piece is:
     - Pawn: 1
     - Bishop: 3
     - Knight: 3
     - Rook: 5
     - Queen: 10

   In chess, captures are never made by moving over an opponent’s piece. Captures are always made by displacing the captured piece from the square it occupies. Two men can never occupy the same square at the same time.

   **Pawn:** The Pawn can only move in a forward direction. From its starting position the pawn may be moved one or two squares. After that, it may moved only one square at a time. Since the pawn cannot pawn. A pawn may only capture and enemy piece that is on
the square in front of it diagonally. If your pawn is able to reach the end row on the board, you may replace it with any piece (except a king),

**Rook:** The rook can move either horizontally or vertically (but not both on the same move).

**Queen:** The queen is the strongest piece in the game. It may move in eight directions, commanding all the squares in any of these various directions. It cannot jump over another piece.

**Bishop:** The bishop can only move diagonally and in one direction at a move. Each bishop is on a different color and commands only that color.

**Castling:** The only move in the game that allows two pieces to move at once is castling. The two pieces that partake in this are the king and rook. However, there are a few rules that govern this move. A player may castle if:

A. All the squares between the king and rook are unoccupied.
B. Neither the rook or king has been moved previously.
C. None of the opponent’s places command the squares between the king and the rook.

**Knight:** The knight is the only chessman that can move over its own or opponent’s pieces. The knight moves two spaces in a row and one over.

**King:** The king may move in any direction- to either color. However, unlike the queen, the king moves only one square at a time. Since the object of the game is to capture the king, the king is not allowed to be moved to a square where he would be liable to be captured by an opposing piece.

**Checkmate:** To win the game of chess, a player must capture the opponent’s king. This is known as “Checkmating” the king. Whenever the king is attacked, he is in check and must be so warned by the opponent. To get out of check the player may either: capture the attacking piece, move the king out of danger, or put another piece between the attacking chessman and his king.

**Drawn Game:** A game is drawn when:

A. One player cannot “Checkmate” the other.
B. There is a “stalemate.” This happens when a king is not in check, but when his only move (with the king) puts him into check. This differs from a “checkmate,” where the king is already in check before moving.

**Moves:**

A. In the case of a transfer, a move is considered complete when a player’s hand has released the piece.
B. In the case of a capture, a move is considered complete when the captured piece is removed from the board and the opposing player’s piece is released from his/her hand.

Results: Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. The bracket will be updated on the website as game results are submitted. The following link will take you to the site where match results may be submitted:

http://www.recsports.vt.edu/sports/intramuralsports/sports.html

Please make sure game results are submitted by the “play by” date on the bracket. Games not completed by the “play by” date will be recorded as a forfeit.

Good Luck and Have Fun!!