

University of Nebraska-Lincoln
Campus Recreation

CHESS RULES

There are thirty-two Chessmen-sixteen of each color that are used in the game. Since white always makes the first move, it is important to choose to see who will make the first move. The two players move alternately. The same player can never make two consecutive moves.

The relative strength as to value of the 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. Rather, captures are always made by displacing the captured piece from the same square that it occupies. Two men can never occupy the same space at the same time.

PAWN

The pawn can move only in a forward direction. From its starting position the pawn may be moved one or two squares. However, after that it may be moved only one square at a time. Since the pawn cannot leap over any piece, any chessman directly in front of it blocks further advance of the pawn. A pawn may only capture an 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 that color only.

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 pieces 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.

GENERAL

A one minute time limit will be in effect for all moves. A one hour time limit will be in effect for all matches. If after one hour the game has not been decided, the point values of the respective pieces remaining on the board will be added together and used to determine the winner. If the match is still tied, the next player to capture an opponent's piece will be the winner. A UNL photo I.D. is required of all players before participating. Players should arrive 15 minutes early and check in with the Intramural Staff Assistant.

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