Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

**Rules of the Game**

1. **Equipment and Location**
   a. Players may use any chess set and play at any location.
   b. Chess sets are also available to be checked out through the Intramural Sports Office, with a valid VT ID.

2. **Objective**
   a. The main objective of chess is to checkmate your opponent’s King. The King is not actually captured and removed from the board like other pieces.
   b. If the King is attacked (“checked”) and threatened with capture, it must get out of check during the following move.
   c. If there is no way to get out of check in one move, the position is a “checkmate” and the player that is checkmated loses.
   d. To get out of check, the player may either: capture the attacking piece, move the King away from the attack, or put another piece between the attacking piece and the King that blocks the attack.

3. **First Move and Setup**
   a. The winner of a coin toss shall decide what color they would like to be, white or black.
   b. White always takes the first move.
   c. The starting location for all pieces can be seen in the diagram below. Note that the Queen starts on their own color and should be directly opposite of the opposing Queen.
4. The Basics
   a. There are thirty-two total chess pieces, sixteen of each color.
   b. Players move alternately. The same player cannot make two consecutive moves.
   c. Captures are made by displacing the captured piece from the square it occupies. Two pieces can never occupy the same square at the same time.
   d. The relative strength (value) of each piece is:
      Pawn – 1 | Bishop – 3 | Knight – 3 | Rook – 5 | Queen – 9

5. The Pieces
   a. Pawn: The Pawn moves straight ahead (never backward), but it only captures by moving one square diagonally forward. It moves one square at a time, but on the first move from its starting position it has the option of moving forward one or two squares. If a Pawn advances all the way to the opposite end of the board, it is immediately “promoted” to any piece of the player’s choosing (except a king).
   b. Rook: The Rook can move any number of spaces vertically or horizontally if its path is not blocked.
   c. Knight: The Knight hops directly from its old square to its new square, meaning it is the only piece that can jump over other pieces between its old and new squares. Think of the Knight’s move as an “L”. It moves two squares horizontally or vertically and then makes a right-angle turn for one more square.
   d. Bishop: The Bishop can move any number of squares diagonally if its path is not blocked. This means that a Bishop will always stay on the same-colored square that it starts the game on.
   e. Queen: The Queen can move any number of squares in any direction—horizontal, vertical, or diagonal if its path is not blocked.
   f. King: The King can move one square in any direction. (Exception: Castling. See rule below)

6. Special Rules
   a. Castling
      i. Castling involves moving the King piece to squares to its left or right towards one of its Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board. Each player may castle one during a game and only when the following conditions are met:
         1. Neither the King nor the Rook involved have been moved yet.
         2. The King may not castle out of check, into check, or through check.
         3. All the squares between the King and Rook are unoccupied.
   b. En Passant
      i. This French phrase is used for a special pawn capture. It means “in passing”, and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent’s pawn. The capture is made exactly as if the player had moved the pawn only one square forward.

7. Draws
   a. A game is a draw if one player cannot checkmate the other or if there is a “Stalemate”
   b. Stalemate occurs if there is not a legal move that can be made, and the only move possible would be with the King which would put the player into check. This differs from “checkmate”, where the King is already in check before moving.

8. Touch Move
   a. A move is considered complete when a player’s hand has released the piece in its new location.
   b. In the case of a capture, a move is considered complete when the captured piece is touched either by the attacking piece or the attacking player’s hand.

Any additional rules not stated on this sheet will follow the U.S. Chess Federation’s (USCF) Official Rules of Chess, 6th edition.