



Chess

All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.

GRADE

Open

Under 18

Under 15

FORMAT

- Knockout competition
- Matches are self-umpired
- Final of each section to be held during the session

UNIFORM AND EQUIPMENT

- All equipment is provided.

RULES

White always moves first. After the initial move, the players alternately move one piece at a time (with the exception of castling, when two pieces are moved). Pieces are moved to either an unoccupied square or one occupied by an opponent's piece, which is captured and removed from play. With the sole exception of en passant, all pieces capture opponent's pieces by moving to the square that the opponent's piece occupies. A player may not make any move that would put or leave his king under attack. If the player to move has no legal moves, the game is over; it is either a checkmate (a loss for the player with no legal moves)—if the king is under attack—or a stalemate (a draw)—if the king is not.

Each chess piece has its own style of moving. In the diagrams, the dots mark the squares where the piece can move if no other pieces (including one's own piece) are on the squares between the piece's initial position and its destination.

- The king moves one square in any direction. The king has also a special move which is called castling and involves also moving a rook.
- The rook can move any number of squares along any rank or file, but may not leap over other pieces. Along with the king, the rook is involved during the king's castling move.

State Youth Games is presented by Youth Vision Victoria

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- The bishop can move any number of squares diagonally, but may not leap over other pieces.
- The queen combines the power of the rook and bishop and can move any number of squares along rank, file, or diagonal, but it may not leap over other pieces.
- The knight moves to any of the closest squares that are not on the same rank, file, or diagonal, thus the move forms an "L"-shape: two squares vertically and one square horizontally, or two squares horizontally and one square vertically. The knight is the only piece that can leap over other pieces.
- The pawn may move forward to the unoccupied square immediately in front of it on the same file; or on its first move it may advance two squares along the same file provided both squares are unoccupied; or it may move to a square occupied by an opponent's piece which is diagonally in front of it on an adjacent file, capturing that piece. The pawn has two special moves: the en passant capture and pawn promotion.

Once in every game, each king is allowed to make a special move, known as castling. Castling consists of moving the king two squares along the first rank toward a rook (which is on the player's first rank) and then placing the rook on the last square the king has just crossed. Castling is permissible only if all of the following conditions hold:

- Neither of the pieces involved in castling may have been previously moved during the game.
- There must be no pieces between the king and the rook.
- The king may not be in check, nor may the king pass through squares that are under attack by enemy pieces, nor move to a square where it is in check.

When a pawn advances two squares from its starting position and there is an opponent's pawn on an adjacent file next to its destination square, then the opponent's pawn can capture it *en passant* (in passing), and move to the square the pawn passed over. However, this can only be done on the very next move, otherwise the right to do so is forfeit. For example, if the black pawn has just advanced two squares from g7 (initial starting position) to g5, then the white pawn on f5 may take it via *en passant* on g6 (but only on white's next move).

When a pawn advances to the eighth rank, as a part of the move it is *promoted* and must be exchanged for the player's choice of queen, rook, bishop, or knight of the same color. Usually, the pawn is chosen to be promoted to a queen, but in some cases another piece is chosen; this is called underpromotion. In the diagram on the right, the pawn on C7 can be advanced to the eighth rank and be promoted to an allowed piece. There is no restriction placed on the piece that is chosen on promotion, so it is possible to have more pieces of the same type than at the start of the game (for example, two queens).

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