

Copy of the Laws from "An Introduction to the History and Study of Chess"

By 'An Amateur' 1804

LAWS OF CHESS,  
AND ELEMENTARY RULES FOR PLAYING.

The laws, as established under the authority of Philidor, are thus elegantly introduced by him :--" The laws, or constitutions of a game are originally established, either to prevent or decide contests; because, by defining what is in itself indefinite, by determining that which, without any explanation would be uncertain, they put an end to all obstinacy and dispute. These statutes, founded at first in reason, consecrated afterwards by custom, confirmed at length by the practice of the best players, and the approbation of the most illustrious authors, may be reduced to the XVII following Laws; which the Society or Club of Chess in England have adopted for their code."

LAWS.

I.

The chess-board must be turned in such a manner, that both players may have the white square at their right hands.

II.

He that gives a piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move; afterwards it becomes alternate.

III.

If a pawn or piece has been forgotten at the beginning of the game, it will be in the adversary's choice, either to begin the game afresh, or to go on, permitting nevertheless the piece forgotten to be again set in its place.

IV.

If it is agreed to give the advantage of a piece or a pawn, and it has been forgotten at the beginning of the game, it will be left to the choice of him who has suffered by such a mistake, to go on with the game, or to begin it again.

V.

A piece once touched must be played, unless it is said, in touching it, *j'adoube\**: but if by chance it is displaced or overturned, it will be allowed to put it right, and set it again in its place.

\* " I replace." It is a word made use of only at Chess, or Tric-Trac, when a person touching a piece intimates that he does it only to adjust, and not to play it. The word seems to have arisen from *radouber*, to refit or repair a ship.

VI.

If you touch one of your adversary's pieces without saying *j'adoube*, he has a right to oblige you to take it ; and in case it was not takeable, you, who have touched it, must "play your king, if you can.

VII.

When one has quite left a piece, he cannot take it again, to play to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

VIII.

Whoever makes a false move, must play his king, as in Law VI. but no false move can be recalled after the adversary's next move: so the position must remain, as if such irregular move, not revoked in time, had been just.

IX.

Every pawn which has reached the eighth, or last square of the chess-board, is entitled to make a queen, or any other piece that shall be thought proper; and this even when all the pieces remain on the chess-board.

X.

Any pawn has the privilege of advancing two squares, at its first move: but, in this case, it may, in passing, be taken by any pawn which might have taken it if it had been pushed but one move.

XI.

The king, when he castles, cannot go beyond two squares: that is, the rook with which he castles must take its place next to the king; and this last, leaping over, will be posted on the other side of the rook\*.

