

LAWS OF CHESS

As Established by

THE SOCIETY OR CLUB OF CHESS IN ENGLAND.

1. The chess board must be placed in such a manner that each player may have a white square at his right hand. If a player perceive the board to be improperly placed, before four moves on each side" have-been played, he may insist on recommencing the game.
2. He that gives a piece is supposed to have the move, unless it is agreed otherwise. In games without odds, lots must be cast for the move which afterwards becomes alternate.
3. If a pawn or piece have been forgotten at the beginning of the game; it will be in the adversary's choice, either to begin the game afresh or to proceed, permitting the piece forgotten to be set in its place.
4. If it be agreed to give the advantage of a piece or pawn, and it have been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake to proceed, or to recommence.
5. A piece once touched must be played, unless it is said, in touching it, J'adoube, but if a piece be displaced or overturned by accident, the player in whose set it is, will be allowed to restore it to its place.
6. 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 you touch a piece not prizable, you who have touched it, mast play your king if you can.
7. When one has dismissed a piece from his hand, he cannot take it again, to play it to another place; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.
8. A player making a false move must play his king, as in rule 6, but no false move can be recalled after the adversary's succeeding move; so if the irregular move be not revoked in time, the position taken must remain, as if it had been just.
9. 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.
10. 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 square.
11. The king, when he castles, cannot in his flight exceed two squares, that is, the castle with which he castles, must take the square next to the original square of the king; and the latter, leaping over, must be posted close on the other side of the castle.
12. The king cannot castle when in check, nor after having been moved, nor if in passing, he were exposed to a check, nor with a castle which has been removed from its place: and he that castles when he should not, must play his castle touched or his king, at his own choice.
13. If a player give check without warning, the adversary will not be bound to ward it off; and he may consequently play as if such check did not exist: but if the former, in playing the next move, were to say check, each must then retract his last move, as being false, and he that is under check is to obviate it in the prescribed form.
14. If the adversary warn you of a check, without however it, and you in consequence touch or move either your king or any other piece, you will then be allowed to retract, so long as your adversary has not completed his next move.
15. If any one touch a piece which he cannot play, without exposing his king to check, he must then play his king, and if his king cannot be played, the mistake entails no penalty.

16. When one has nothing else to play, and his king being out of check, cannot stir, without going into check, then the game is stale-mate.

In England, he whose king is in stale-mate, wins the game; but in France, and several other countries, the stale-mate is a drawn game.

17. At all conclusion: of parties, when a player seems not to know how to give the difficult mates, as that of a knight and a bishop against the king, that of a castle and a bishop against a castle, &c., at the adversary's request, fifty moves on each side must be appointed for the end of the game; these being accomplished without a mate, it will be a drawn game.