



Rules

Game Objective

The aim of Chess Eleven is to be the player with the highest number of goals at the end of the game. This is determined over a set time period, or as the first player to reach an agreed number of goals at the beginning of the game.

The game follows the formats of both football and chess. To read the basic rules of both games please refer to the following links:

Football - <https://www.thefa.com/football-rules-governance/lawsandrules>

Chess - <https://www.fide.com/FIDE/handbook/LawsOfChess.pdf>

Below lists the elements of each game included in Chess Eleven:

Football

- Scoring of goals
- Formation Selection
- Substitutions
- Disciplinary action in the form of yellow and red cards

Chess

- Game Board
- Game pieces
- Piece movement
- Capturing opponents' pieces
- Placing opponents King in check, or a checkmate position

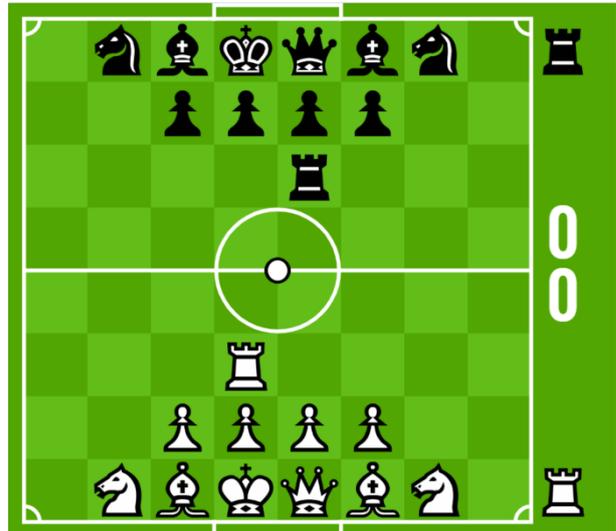
Game pieces

The pieces that form Chess Eleven are the same as that of a standard game of chess, with the inclusion of one ball. One player will take control of the pieces that are white with the other taking control of the pieces that are black.

Pieces

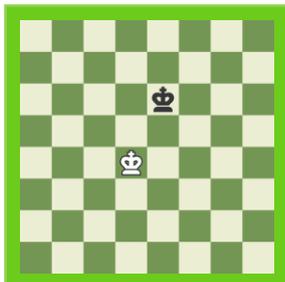
- 1 x King  
- 1 x Queen  
- 2 x Bishop  
- 2 x Knight  
- 2 x Rook  
- 4 x Pawn  
- Ball 

Default board set up

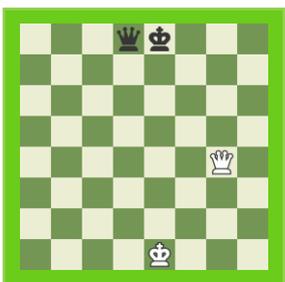


Piece Movement

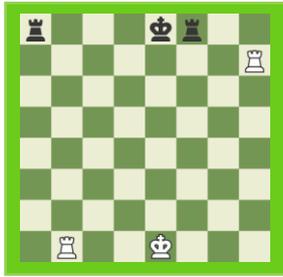
See below images which indicate each piece movement capabilities in the game.



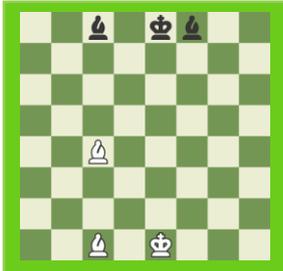
King - The king is the most important piece but is also one of the weakest. The King can only move one square in any direction - up, down, to the sides, and diagonally. The King may never move into check (where he could be captured). When the king is attacked by another piece this is called "check".



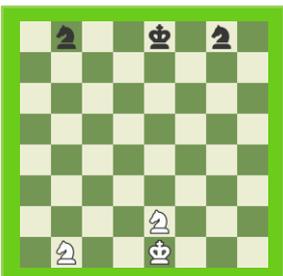
Queen - The queen is the most powerful piece. She can move in any one straight direction - forward, backward, sideways, or diagonally - as far as possible as long as she does not move through any of her own pieces. And, like with all pieces, if the queen captures an opponent's piece her move is over.



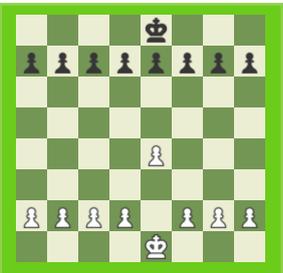
Rook - The rook may move as far as it wants, but only forward, backward, and to the sides. The rooks are particularly powerful pieces when they are protecting each other and working together!



Bishop - The bishop may move as far as it wants, but only diagonally. Each bishop starts on one colour (light or dark) and must always stay on that colour.



Knight - Knights move in a very different way from the other pieces – going two squares in one direction, and then one more move at a 90 degree angle, just like the shape of an “L”. Knights are also the only pieces that can move over other pieces.



Pawn - Pawns move forward, but capture diagonally. Pawns can only move forward one square at a time, except for their very first move where they can move forward two squares.



The Ball – This is the main piece of the game, with the object being to maintain possession of it, along with placing it in the opponents Goal.

Game Play Functions

Placing the ball in the opponents’ goal can be achieved using the 3 core functions. A **move**, a **pass** and a **shot**. For the team in possession, a players “turn” consists of the **movement of once piece** (this does not have to be the piece in possession) and **one pass**, or **one movement and one shot**.

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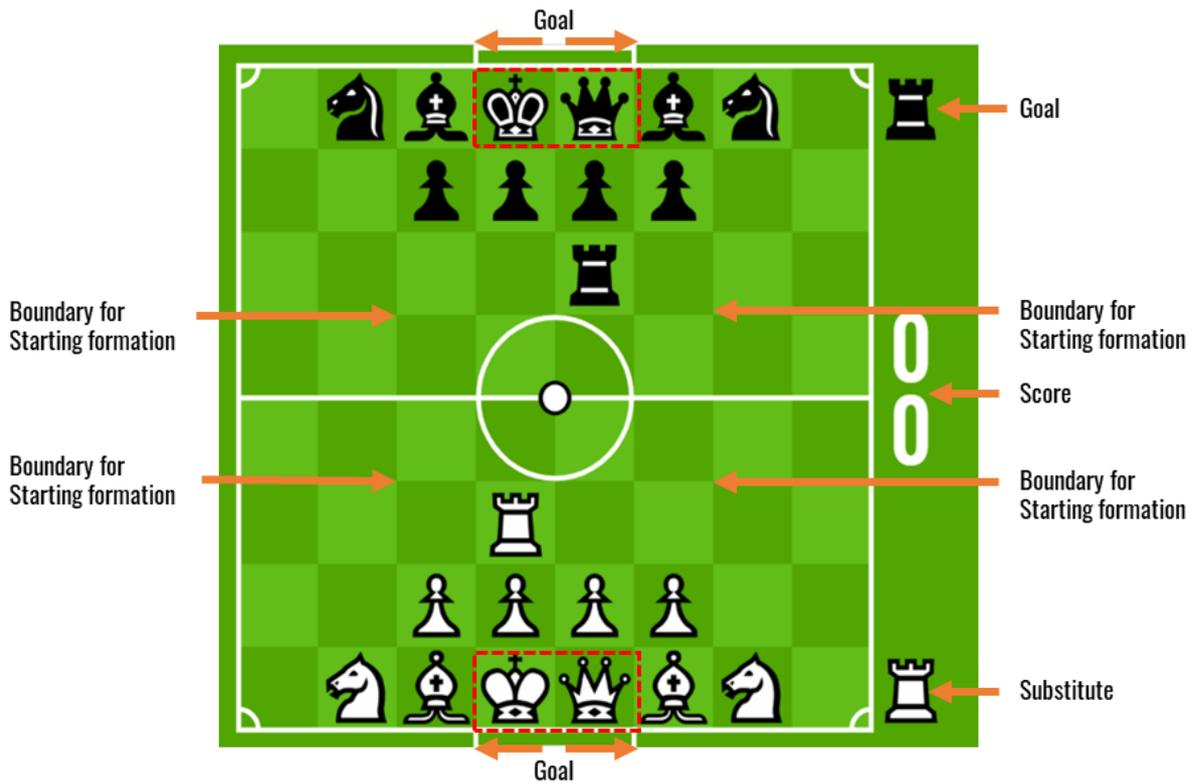
Each movement is depicted in the imagery below.



Each player will get **20 seconds to make their move**. If time runs out, the “go” switches back to the opposing player. All pieces will remain in position from the moment time runs out, even if only one element of the players go has been carried out. For example, I have made a **move** but have not passed, the players piece placement remains as it is at this point, and does not revert back to how it was at the beginning of the go.

Board set up

Default set up of the board along with description of elements:

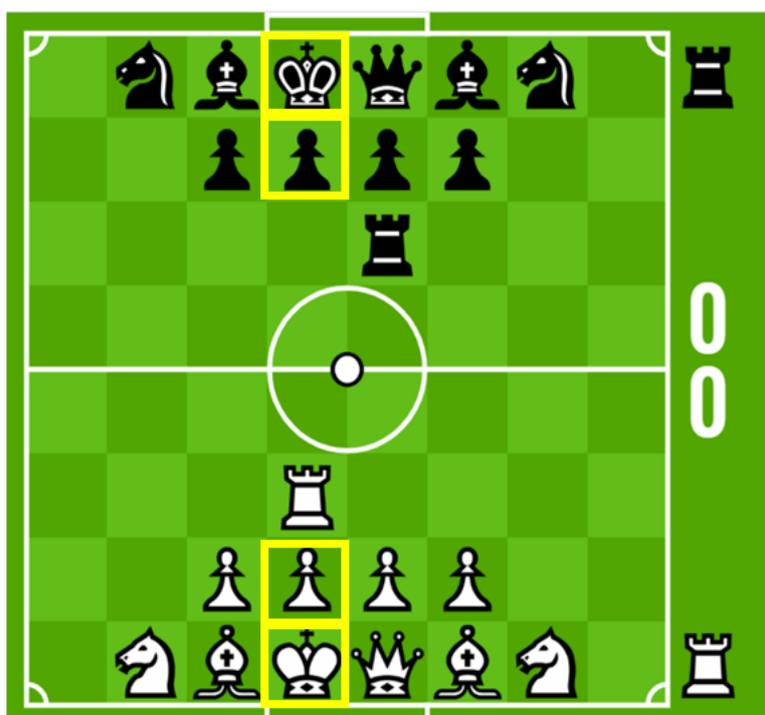


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Starting Formation Selection

At the start of the game, each player will have 20 seconds to choose their starting formation. As per the default board set up, the rules for starting formation are as follows

- It is mandatory to start with 4 x Pawns and 1 x King
- The remaining 6 pieces to form the starting Chess Eleven can be as chosen by the player
- 1 piece will remain. This will be the substitute piece.
- King starts on its own colour of the centre 2 squares of the board (The Goal)
- 1 x pawn starts in front of the king. This is to prevent the king being placed in check by the opponent upon formation selection (see below image highlighted in yellow)
- All pieces need to be placed within the first 3 lines of squares as per default board set up



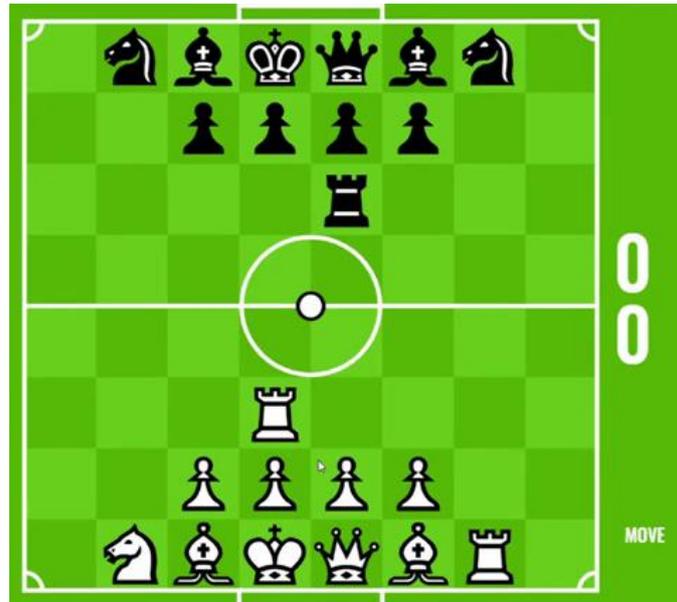
Once starting formation has been selected, players will click “Ready”. Once ready has been clicked, formations cannot be changed. Players will be able to see each other’s live selection of formation.

Beginning game

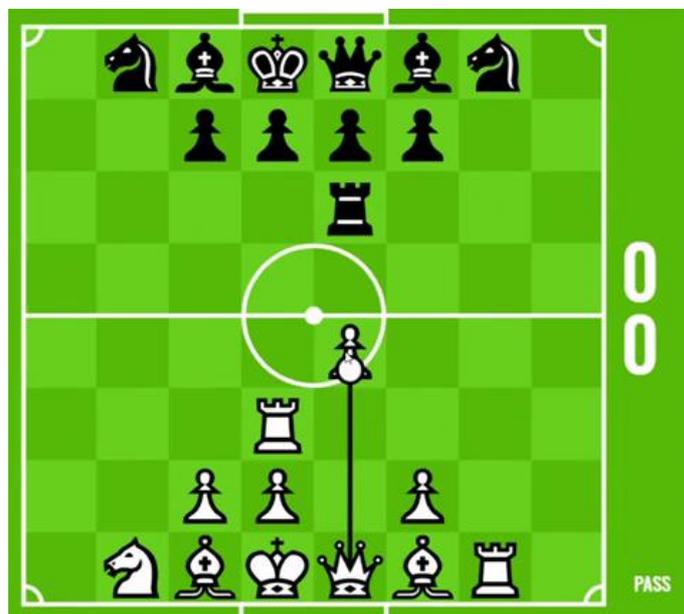
As per standard chess rules, whites start in the online version of the game. Local versions, this can be determined by players or by a coin toss.

The first move of the game needs to be obtaining possession of the ball. This can be done by a piece making a legal move to the centre circle as depicted below

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Once possession is obtained, this will leave the pass element of the players go remaining:



Once completed, play passes over to the opposition. Whilst a team is NOT in possession, they are only permitted one move. The go then passes back to the team in possession.

All legal moves and passes are highlighted once a piece has been selected.

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Obtaining possession

Restarting play

Time/Goal parameters

End of Game