

Each of the 6 different kinds of pieces moves differently. Pieces cannot move through other pieces (though the knight can jump over other pieces), and can never move onto a square with one of their own pieces. However, they can be moved to take the place of an opponent's piece which is then captured. Pieces are generally moved into positions where they can capture other pieces (by landing on their square and then replacing them), defend their own pieces in case of capture, or control important squares 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.

Match Ball



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

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 on the sidelines. 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

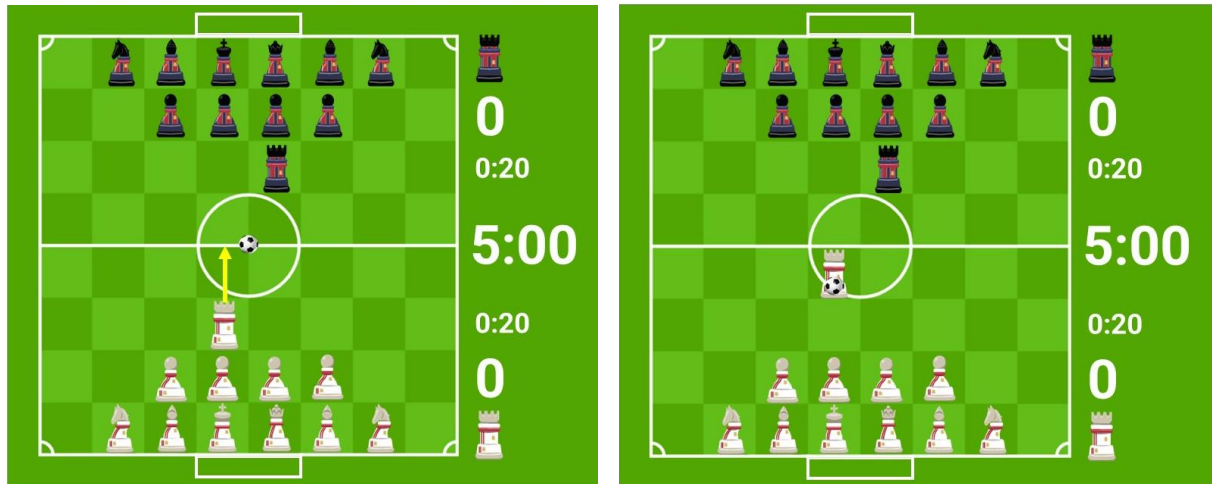


Once starting formation has been selected, players will click "Ready". Once ready has been clicked, formations cannot be changed. Players will be able to see each other's live selection of formation.

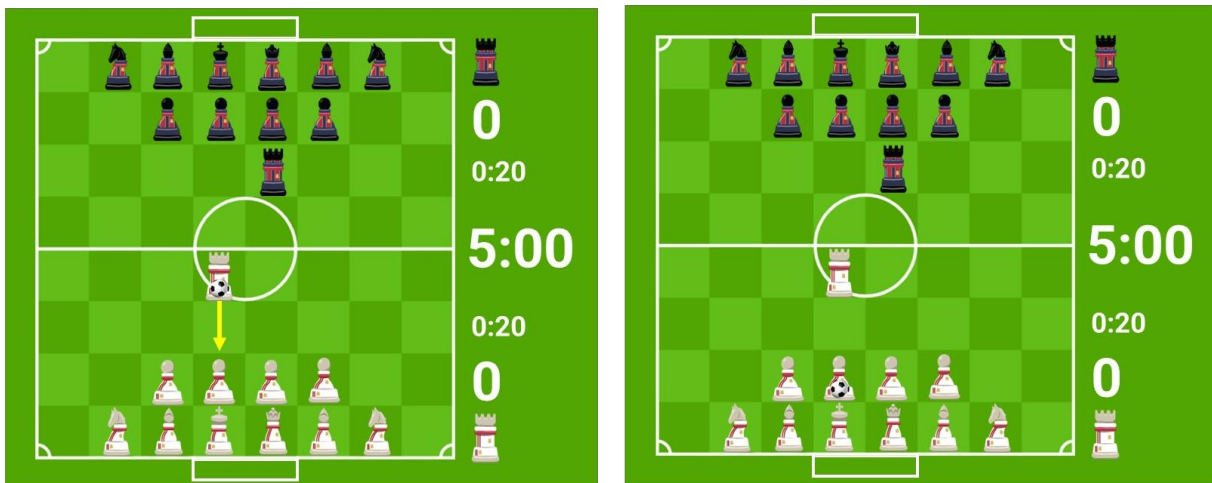
Beginning game

As per standard chess rules, whites start in the online version of the game.

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



Once possession is obtained, the player will then need to select which piece it is passing the ball to. Only pieces within the line of a legal move can pass and receive the ball. This can be based on the piece in possession, or the piece receiving the ball. In this example, the rook is in line with the pawn 2 squares below it:



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.

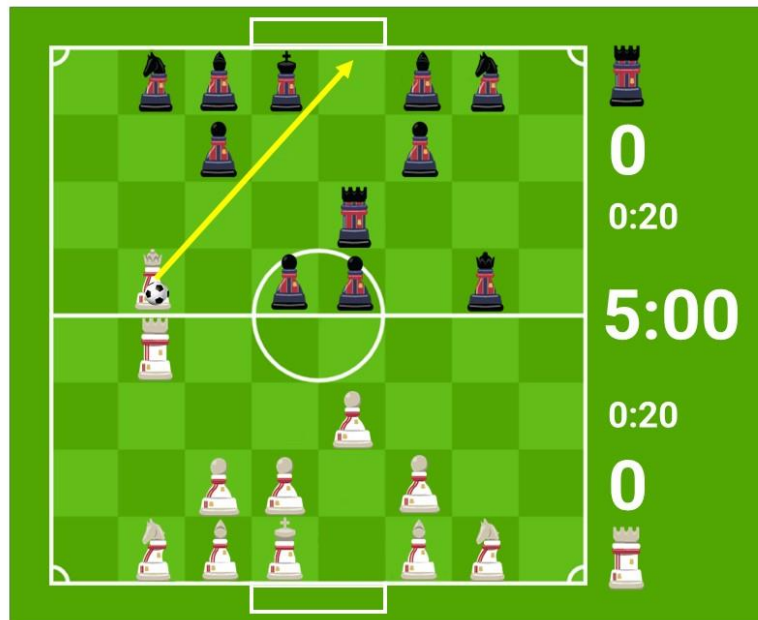
All potential legal moves and passes are highlighted once a piece has been selected.

Cont...

Shoot function

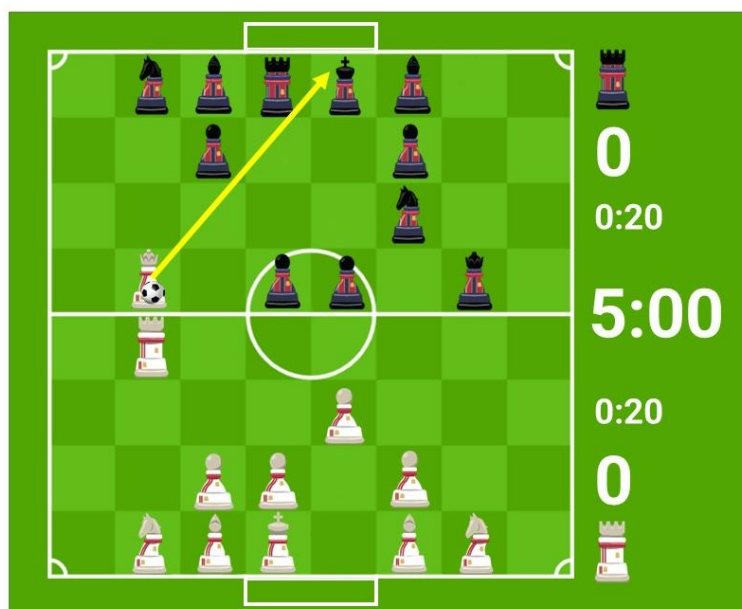
For a shot at goal to take place, the following scenarios need to have occurred

- A clear line, whereby there are no opponent pieces, between the piece in possession and the 2 squares that form the goal. If there are no pieces in the 2 squares, and the piece in possession of the ball is in a legal line of the goal, a shot can be made by selecting the square the player wishes to place their shot. In the below example, the white queen has a clear legal line at goal, so can now take a shot:



A goal is then added to the players tally, and play restarts.

- If there is an opponent piece in the 2 squares that form the goal, a shot can still be made:



The outcome of the shot is then automatically generated, from the following outcomes:

- Goal – A goal is scored and play restarts
- Save – If the king is in the way of the shot and saves, possession is retained by the opponents King
- Block – If a piece other than the King blocks the shot, possession is retained by that piece
- Corner – The ball moves to the corner square of the defending team's side of the pitch. The side is determined by the side of which of the 2 squares that form the goal, the shot was made at. The attacking teams go is then made up of a pass, a move and a shot. The first element will need to be a pass or a move. If a legal shot is available at this time it can be made. Alternatively, whatever movement is remaining from the initial pass or move can now be made. Should the shot element not have been used by this stage, and a legal shot is presented, it can now be made.

Obtaining possession

To obtain possession of the ball during open game play, a player must capture an opponent's piece. Once this movement has taken place, the player making the capture obtains possession of the ball, with the capture piece leaving the field of play, and does not return until a goal is scored

Check and Checkmate

As per the rules of traditional chess, in Chess Eleven, it is possible to place the King in both Check and Checkmate positions. Check is having a piece lined up with your opponents King based in line with that pieces legal movement, with no opponent pieces in the way (exception to this rule is the Knight whose legal move can have opponent pieces in its way)

There are only three ways a king can get out of check:

- move out of the way
- block the check with another piece or
- capture the piece threatening the king.

If a king cannot escape check then this results in a checkmate. In this Chess Eleven, this results in the game restarting, and the player that placed its opponent in checkmate being awarded 2 goals.

If a players King is in a check position,

Restarting play

Once a goal has been scored, formations will return to their default setting along with all captured pieces returning to the board. Players will once again have 20 seconds to choose their starting formations. Once both teams have clicked ready, or the 20 second period times out, game play recommences with the team who has just conceded a goal restarting play.

Substitutions

Once a goal has been scored, a team can use their substitute piece to upgrade one of their pawns should they choose to. This can be done during the formation selection period and will be valid for the next round of play. Once a goal has been scored again, pieces reset to

their default setting of which a player will only be able to reintroduce the substitution if they have scored again.

Time parameters

For live games, the length of a game of chess eleven takes place over 10 minutes (2 x 5 minute halves). For correspondence games, whereby you can have 1 day to make a move, the game is decided by which player scores 2 goals first.

End of Game

The end of the game is determined by either the time limit running out, whereby the player with the most goals scored is declared winner, or when a player has reached the number of goals agreed.