

Chess Rules

- Matches shall be played according to the rules specified by the FIDE handbook
- **Team of each college will consist of 02 male and 02 female.**
- **The tournament will be conducted in knock out rounds.**
- **Session of each round will be of 30 mints for each player.**

Tournament follows all competition Rules.

Act of Moving the Pieces: The movement of pieces is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retracted unless the move is illegal. When castling, the player should first move the king with one hand and then move the rook with same hand.

Touch And Move Rule: If a player having the move touches one of their pieces as if having the intention of moving it, then the player must move it if it can be legally moved. So long as the hand has not left the piece on a new square, the piece can be placed on any accessible

Timing: Tournament games may be played under time constraints, using Chess Clock. Each player must make the moves within the time controls or forfeit the game. Each player will get 1 hour to finish all his/her moves. The clock must be pressed using the same hand that is used to play the move. Hovering a hand above the clock button is not allowed. Arbiters may decide to add a clock to any ongoing game. In that case the time allotted to each player is at the sole discretion of the arbiters/event coordinators.

Illegal Moves: If a player plays a move which, under the circumstances is not valid or legal, he will be given a warning by the Arbiter. On playing another illegal move in the same game, the player may be declared lost by the Arbiter.

The Arbiter's decision shall be final in case of any discrepancies.

The Swiss System

In Swiss System tournaments, all players get to play all the rounds and no two opponents face each other again. The opponents facing each other must be having same points or nearly same points in this tournament, the team points shall be considered for pairing. This method of ranking is tentative and might be subjected to slight modifications as per Arbiter decision.

Along with the rules mentioned above, all the rules outlined by FIDE for tournaments shall be applicable.

The pairing of the Teams for a particular round will be done by Swiss System of Pairing as given above.

DISCIPLINARY RULES-

- Unruly behaviour of the student members of any team member shall be generally dealt with suitable punishment
- All participants should switch off their mobile phones during their games
- All participants are not supposed to use any kind of electronic equipments during the Match.
- All spectators are requested to keep their mobile phones on silent mode and not to disturb the silence of the playing hall in any way.
- Any point not directly covered by these rules, shall be decided in the light of the rules most nearly applicable and in accordance with the general tenor and the spirit of the said rules.