

CHESS PROGRAMMER

1. TEAM STRUCTURE

- 1. Each team can have 1 to 3 members.
- 2. One member must be designated as the team leader.
- 3. Multiple teams from the same institution are allowed.

2. COMPETITION FORMAT

- 1. **Coding Phase:** Each team will be given **3 hours** to develop their chess bot using machine learning.
- 2. **Bot Testing:** After the coding phase, teams will test their bots for functionality and fairness.
- 3. Tournament Phase: All bots will compete in a knockout-style chess tournament.
- 4. **Winning Criteria:** The last bot standing in the tournament will be declared the **winner**.

3. RULES & GUIDELINES

- 1. Teams must develop a **fully automated chess bot** capable of playing chess without human intervention.
- 2. The programming language and libraries used are **open-ended**, but teams must ensure compatibility with the event setup.
- 3. Internet access will be **restricted** during the coding phase.
- 4. Bots should **adhere to standard chess rules** (FIDE rules for movement and checkmate conditions apply).
- 5. Any team found using pre-trained models or existing chess engines without modifications will be **disqualified**.
- 6. Code plagiarism is **strictly prohibited** and will result in immediate disqualification.
- 7. The decision of the judges and event coordinators will be **final and binding**.