



GAME OF THRONES

Glory for the crown

GAMBIT RULES

1. **All the basic rules of chess, and tournament play shall be abided by** (As mentioned by FIDE, the international authority in chess, fyi)
 - For reference, the document has been provided. Everybody is encouraged to go through it. Even if no-one does read it; **all the basic rules will be explained at the very start of the tournament**, and everybody is expected to attend it.
2. **Time Control :**
 - a. For the elimination rounds – 15 minutes per player.
 - b. For the final, semi-final and quarter-finals – 30 minutes per player.
3. **Tournament Style:**
 - a. The tournament will be based on a knock-out/ elimination format.
 - b. Incase of odd number of participants, the player seeded last will be given a bye (or free point.)
 - c. The seeding will be done alphabetically.
 - d. Incase, the number of participants is lesser than 20, **or**, if by general consensus it is decided - the tournament will be in the Swiss format, consisting of 4 rounds. (i.e, every player will play 4 games with someone equal to them in points. The one with the most points will win. The tie-break will be done with a blitz play-off, i.e, each player gets 5 minutes each.)
4. **General Rules:**
 - a. Gender discrimination will not be done, both men and women will play against each other if equal in points.
 - b. We will be using smartphone apps as clocks, due to lack of resources, but it is the same as normal analog/digital chess clocks, so it should not pose any problems whatsoever. However, if the clock is tampered with, or if someone reports some kind of irregularity regarding the handling of the clock – the player maybe disqualified if found guilty.
 - c. **If a player does not press his clock after making his move, and his/her opponent simply doesn't move, consequently making the initial player lose on time, the result shall hold. Pressing the clock is the sole responsibility of the player himself/herself.**
 - d. Since the number of boards is only 6, the clocks will start on time, and players who fail to reach within 10 minutes will be considered to have forfeited the game (unless there is a valid reason, and it is mentioned beforehand).
 - e. As mentioned before, Touch-move, and other tournament rules are expected to be followed. If a player complains, and it cannot be proved (This might involve the arbiter asking other players if they saw anything) – the arbiter will use his/her discretion.
 - f. The pairing list for a certain round will be hung outside the venue at a specific time. The organizers WILL NOT individually call the players to ensure their presence, unless there is a crisis. We value our call balances.
5. **The Arbiter/Organizer's judgement is final.**