



**INFINITO 2024**

**CHESS  
RULEBOOK**

# INFINITO 2024 CHESS RULEBOOK



## System of Play:

1. Time Control: 20 Minutes + 5 Seconds increment from move 1.
2. Rounds: 4 Rounds.
3. Team Composition:
  - Each team can bring 6 players; only 4 can play in any particular round.
4. Board Order Submission:
  - Submit your board order prior to the start of the tournament.
  - Once submitted, it cannot be changed.
5. Disqualification:
  - If any team is found disobeying their given board order, they will be immediately disqualified.
6. Player Ejection:
  - In each round, 2 players will be ejected from the team of 6.
  - The captain will decide which 2 players to eject 30 minutes before the round begins.
7. Player Name Submission:
  - Submit the names of players and their board sequence to the arbiter 15 minutes before each round.

## Example:

If Player 2 and Player 4 are ejected, the team will look like this:

- Player 1 - Board 1
- Player 3 - Board 2
- Player 5 - Board 3
- Player 6 - Board 4

## Game Conduct

1. Player Order:
  - The playing order of the selected 4 players must follow the submitted player order.



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## 1. Scoring:

- A team must score 2.5 points or more to win a round.
- A tied round will result in a draw, and both teams will share points ( $\frac{1}{2}$  -  $\frac{1}{2}$ ).

## 2. Fixed Order:

- Once the player order is set, it cannot be changed.

## 3. Scoresheets:

- All playing players must sign the scoresheet along with their opponents.
- The captain is responsible for submitting all scoresheets to the arbiter.

## Rules and Regulations:

### i. Touch & Move:

- This rule will be strictly followed.
- A loss will be declared by the arbiter after 2 illegal moves.

### ii. Single-Hand Play:

- Only one hand can be used to play.

### iii. Scoresheet:

- Writing the moves on the scoresheet is mandatory.

### iv. Default Time:

- The default time (walkover time) is 10 minutes.

### v. Tie-Break:

- In case of a tie, the latest FIDE rules will apply.

### vi. Electronic Devices:

- No electronic devices, including wristwatches and mobile phones, are allowed in the tournament hall.

### vii. Draw Offers:

- Players cannot agree to a draw without the arbiter's consent before each player makes 20 moves.

### viii. Protest:

- Any protest against the arbiter's decision must be made in writing with a fee of Rs. 1000 within 15 minutes of the incident.
- The fee will be refunded if the appeal is upheld.

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## FIDE Swiss Laws:

1. The number of rounds to be played is declared beforehand.
2. Two players shall not play against each other more than once.
3. Should the number of players to be paired be odd, one player is unpaired.  
This player receives a pairing-allocated bye: no opponent, no colour and as many points as are rewarded for a win, unless the rules of the tournament state otherwise.
4. A player who has already received a pairing allocated bye, or has already scored in one single round, without playing, as many points as rewarded for a win, shall not receive the pairing allocated bye.
5. In general, players are paired with others with the same score.
6. For each player the difference between the number of black and the number of white games shall not be greater than 2 or less than -2. Each system may have exceptions to this rule in the last round of a tournament.
7. No player shall receive the same colour three times in a row. Each system may have exceptions to this rule in the last round of a tournament.
8. In general, a player is given the colour with which they played fewer games. If colours are already balanced, then, in general, the player is given the colour that alternates from the last one with which they played.

## Important Note:

Schedules are subject to change in the spirit of the game and fest. The final decision in all matters rests with the INFINITO team.

## Point of Contact:

- Parth Ganjewar: 8308917584 (Overall Organizer)