## CHESS TOURNAMENT RULES

Time Format: 30 minutes+5 seconds increment.

Team: 5 players shall be chosen per team

- i) The matchmaking among these categories of players shall be according to the board numbers assigned to them by the team (shall be explained further before the tournament).
- ii) Before each match, a coin toss declares the color the board number 1 player shall play with. The boards to follow shall have alternating black and white pieces to play the games.
- iii) A team shall be awarded-
- a) +1 for a victory
- b) 0 for a loss
- c)  $+\frac{1}{2}$  for a draw
- iv) Players of a match can agree to a draw in case their position demands so. Resignations can also be done by players who wish to not continue the game.
- v) The first team to reach 3 points shall be declared as the winner.
- vi) When both the teams are tied on points:
  - -There shall be a coin toss. The team that wins the toss will play with the white pieces.
  - Each team shall then send a player to play the tiebreaker match.
  - A 5+3 match shall be played to decide the winner of the tie breaker.

## General Rules:

- Touch to move: Once a piece has been touched, it HAS to be moved, and no other piece can be moved in that turn. A move is considered made once the touched piece has been released at its final position.
- 2) The clock must be pressed by the SAME hand with which the piece was moved.
- 3) Players with black pieces will set the position of the clock (left/right hand side) for convenience in pressing the clock after the move.
- 4) In case a player makes two illegal moves, he/she shall be declared as lost.
- 5) For the first illegal move the player claiming the illegal move shall pause the clock and call the arbiter to verify the illegal move made by his/her opponent.
- 6) Once the clock runs out for a player, that player is declared lost, provided his/her opponent has a way to checkmate the player with his/her remaining material (Kindly call the arbiter once a player runs out of time).
- 7) All the rules of chess apply including castling, en passant, and draw by threefold repetition.