

CHess COMPETITION

Overview:

"Welcome to the world of chess, where a simple game of strategy unfolds on a checkered battlefield. Each piece has its own unique role, from the nimble knight to the formidable queen. The goal? To protect your king while outsmarting your opponent's moves. It's a game of patience, cunning, and foresight, where every move shapes the outcome. Join us as we

dive into the enchanting world of chess, where victory awaits those who can master the art of planning ahead and thinking several steps ahead of the competition."

Rounds:

Qualifier Round: In this round all the participants will participate to qualify for the semifinal round.

Semi final Round: In this round participants would be narrowed for the final round.

Final Round : This round will declare the winner.

Team Formation:

It is a single player game.

Rules:

- Each player starts with 16 pieces: 1 king, 1 queen, 2 rooks, 2 knights, 2 bishops, and 8 pawns.
- The objective is to checkmate your opponent's king, meaning the king is in a position to be captured.
- Pawns move forward but capture diagonally. They have a unique two-square initial move.
- Rooks move horizontally or vertically across the board, bishops diagonally, and queens both.
- Knights have an L-shaped move, jumping over other pieces. They are the only pieces that can "jump."
- The king moves one square in any direction. It cannot move into check.
- Castling is a special move involving the king and a rook under certain conditions.
- En passant allows a pawn to capture another pawn that has moved two squares forward from its starting position.
- Pawn promotion occurs when a pawn reaches the opposite end of the board, and it can be exchanged for any other piece, except a king.

- Stalemate is a draw where a player has no legal moves and isn't in check.
- If any illegal move is performed then the participant would receive first warning afterwards he would be eliminated.
- If the game draws, each participant would get 1 point.
- You could only use one hand for playing chess as well as managing the timer.
- Each player will get a 10 min and 2 sec increment.
- If any player's time comes to an end, the other opponent will be considered the winner.
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