

Ground Event Chess

Introduction

Chess competitions are intellectual battlegrounds where minds clash in strategic warfare. Players meticulously plan moves, anticipating their opponent's response. Each match unfolds like a symphony of calculated moves where every pawn advance, knight leap, and bishop diagonal holds profound significance. Beyond the board, spectators are drawn into the intense mental duel, witnessing the drama with suspense. In the end, victory belongs to the one who navigates the complexities of the game with precision, foresight, and unwavering determination.

RULEBOOK

Instructions for CHECKMATE CHESS:

1. Registered players must arrive 15 minutes before their match time. Failure to do so may result in disqualification.
2. System of Play: The tournament follows the FIDE Laws of Chess and a Knock-out System for initial rounds and round robin for further.
3. Touch & Move: Once a piece is touched on the board, only that piece may be moved.
4. Making 2 or more illegal moves will result in disqualification.
5. In the event of a draw or stalemate, the match will be decided by a blitz.
6. Maintain discipline and silence to not disturb players during matches.
7. All standard chess rules must be followed.
8. In case of disputes, the decision of the match referee (Chief Arbitrator) is final.

NOTE:- Once a decision is announced, it is final. No further arguments or questions will be entertained.