



★
BIET JHANSI
PRESENTS
PRABHANJAN
March 2-4, 2020

GENERAL INSTRUCTIONS

- The registration fees for PRABHANJAN is Rs.1000 per participant. There is no individual event registration fees.
- There is no registration fees for faculty accompanying their respective teams.
- Fooding, lodging and medical assistance doesn't require any additional cost.
- The teams must report at BIET Jhansi on March 1, 2020 after 11:00 AM. The team must inform management about their arrival.
- Transport facility will be provided from Jhansi railway station to campus premises.
- The winning team will be awarded with trophies, medals and certificates. Participation certificate will be provided to every participant.
- Teams are liable to disqualification against breach of disciplinary conduct. Teams are liable to disqualification against breach of disciplinary conduct if players/management are involved in illegal activities as per institute norms in BIET Jhansi.
- The schedule of matches will be provided after the registrations.
- Hosting institute reserves all the rights of disqualification, group distribution, scheduling and time of conduction of matches.
- The registrations are limited and will be on the basis of first come and first serve in each event.
- A conformation mail will be sent to the respective institute once the payment has been verified.
- Hosting institute has rights to cancel the registration of a team or an institute in case of discrepancies.

CONTACT:

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(Institute Captain)
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(Sports Secretary)
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(Head of Event)
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CHESS CHAMPIONSHIP OFFICIAL RULE-BOOK

This rulebook is binding and will be strictly followed in the course of the tournament.

LIST OF EVENTS:

- Team event boys
- Team event girls
- Solo boys
 - Rapid
 - Blitz
- Solo girls
 - Rapid
 - Blitz

ELIGIBILITY FOR PARTICIPATION:

- Every player of the team must be currently registered to the same college and must also carry a valid identity card of the same college for identification purposes.
- Before the start of every match, each player must produce his identity card.
- In-case of protest against the admission of a player into a particular college, said player must produce copy of fee-receipt, current semester mark-sheet or website registration details as proof of admission within 4 hours of intimation to avoid disqualification.

GENERAL REGULATIONS:

- Each time must comprise of minimum 4 and maximum 5 players.
- Teams are liable to disqualification against breach of disciplinary conduct if players/management is involved in illegal activities.
- Smoking/consumption of alcohol or any prohibited substances inside the campus is strictly prohibited. The entire team will be disqualified from the tournament even if a single player is found to be violating these rules.
- Players are required to bring clock for their practice.

- All teams must report 30-45 Minutes before the scheduled time.
- If a team shows up 15 minutes late of the scheduled time, then probably it will lose the match.
- In all cases, the arbiter decision would be final. The committee can decide after discussing it with the officials.

RULES OF PLAY:

- **Act of Moving the Pieces:** The movement of pieces is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retraced unless the move is illegal. When castling, the player should first move the king with one hand and then move the rook with same hand.
- **Touch And Move Rule:** If a player having the move touches one of their pieces as if having the intention of moving it, then the player must move it if it can be legally moved. So long as the hand has not left the piece on a new square, the piece can be placed on any accessible square. If a player touches one of the opponent's piece, then that piece must be captured in that move. If none of the touched pieces can be moved or captured there is no penalty. However, a player, by first declaring that he is going to adjust the pieces, may do so without the necessity to move that piece.
- Along with the rules mentioned above, all the rules outlined by FIDE for tournaments shall be applicable.

TEAM EVENT:

- The team consists of **5 players** in which one is **substitute**.
- For boys' team event, team must consist of (4+1) boys.
- For girls' team event, team must consist of (4+1) girls.
- All the team members must belong to the same Institute. **4 players** play against the **4 players** of their opponent team on a chessboard.

CLOCK TIMING:

Tournament games may be played under time constraints, using Chess Clock. Each player must make the moves within the time controls or forfeit the game. Each player will get **60 minutes + 2 second** increment. The clock must be pressed using the same hand that is used to play the move. Hovering a hand above the clock button is not allowed.

Note: Clock timing may change according to the situations.

Point of Contact

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Chess Captain
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