



Rules and Regulations *for Zeal*

Chess tournament Tournament Rules:

1. Each departmental team will consist of at least 5 players and at most 6 players. 6 players having team will be able to choose any 5 for the play of a round match without changing team board order.
2. Team captains will have to submit board order to the arbiter before first round of tournament. Board order for a team will remain same throughout the tournament.
3. This tournament is going to be very similar to a **Round Robin** type tournament, where each team will have one encounter with all other teams with a rapid time control.
4. Rapid time control for the tournament will be 30min. +10sec.
5. Each team will have to report at the decided venue within 15min. of walkover time. If any team fails to do so then opponent team will be awarded a win with perfect score or win on absent boards (decided by arbiter).
6. In case of a tie for a place(Equal *match points*), standard FIDE tie breaker rules will be applied in following order:
 - 6.1.Game points
 - 6.2.Direct Encounter
 - 6.3.Sonneborn - Berger rule

Game Play Rules:

1. Touch to move: If a player touches his/her piece during his/her turns, then it must be played. If the piece doesn't have any legal moves, then it would be considered as an illegal move.

1.1. She/he can only adjust the pieces by telling "adjust" audibly.

2. One has to press the clock, only with the hand he/she is playing. Ex: Playing the pieces with right hand, and pressing the clock with left will be considered as wrong play. In this case, at most 2 warnings will be given, after which it will be considered as an illegal.
3. 2 illegal will make the player to lose, and the opponent will be declared winner.
4. Draw with mutual agreement will not be allowed before 30 moves. To claim threefold repetition either presence of arbiter or written moves will be required.
5. All the players will be advised to go through some little less known rules such as castling conditions, en-passant etc.
6. Any other issue related to game play should be brought to arbiter's notice and decision of arbiter will be final.

