

CHESS

Rules:

Limits on number of players :

Classical : 5 (4 + 1 reserve)

Blitz : 5 (4 + 1 reserve)

Problem Solving : 3 per team (subject to time constraints)

General chess rules:

1. All FIDE rules apply as on 1st January 2016 unless otherwise mentioned.
2. Touch-to-move: If a player touches a piece, he/she must move it. It also requires him/her to capture the opponent's piece if he/she touches it. This rule only applies if the player can make a legal move with the piece touched. If a player touches a piece by non-playing area (like elbow), then he is not required to move it. If a piece is awkwardly placed, you can adjust it; simply say "I adjust" before touching the piece to make it clear to your opponent that you don't intend to move it.
3. Clock rules: Opponents must press the clock with the same hand that moves the pieces. If not, he/she may be penalized one minute. In case the defaulter does not have sufficient time on his clock, it will be added to the opponent's time. The chess clock will be placed on Black's favoured side.
4. Illegal move: If one player makes an illegal move, while playing on the clock, two minutes will be deducted from the player's time. In case the defaulter does not have sufficient time on his clock, it will be added to opponent's time. The player must also move the piece that he touched, if legal.
5. Winning on time: Whichever player's flag falls first, loses the game (on time). In case of both the flags fallen the game will be a draw.
6. Rules of draw:
 - Draw by offer: A proposal of draw offer should be made after a move and before pressing the clock. (Make the offer of draw while claimant's clock is running) The opponent may accept or reject it.
 - Draw by threefold repetition: the claimant must present a score sheet demonstrating that the same position is about to occur or with the same player to move. It must be the claimant's move to make such a claim. If the claimant makes a move and then claims, the claim will be declared invalid.
 - 50-move rule: If the player shows (with moves written on score sheet) 50 moves having been made without a pawn having been moved or any capture made, he may claim the game a draw.
 - Stalemate: If the player on turn has no legal move but is not in check, this is stalemate and the game is a draw.

- Impossibility of checkmate: If a position arises in which neither player could possibly give checkmate by a series of legal moves, the game is a draw. This is usually because there is insufficient material left.

Tournament rules and information:

1. The board order of players should be given beforehand to the committee. It can not be changed except as per the **substitution rule**.
2. In case of a 2-2 draw between the playing team in critical rounds, three blitz matches will be played between the best players of the teams. Captains of both the teams will report the name of the best player to the organizer confidentially. In case of further draw, a final Armageddon match will be held.
3. **Rule for substitution:** "Roll over substitution"

The boards lower to the board on which substitution is made will slide up one board till the board of substitution.

Example 1: Assume the following board order- A-1, B-2, C-3, D-4. Substitute player E. In case, the player A (on board 1) is to be substituted, the new board order should be B-1, C-2, D-3, E-4 (Non playing-A).

Example 2: Assume following board order- A-1, B-2, C-3, D-4. Substitute player E. In case the player C (on board 3) is to be substituted, the new board order should be A-1,

B-2, D-3, E-4 (Non playing-C).

Violation of rules of substitution will lead to '0-4' loss to the violating team for that round.

4. All participating teams are requested to bring chess clocks. The player is required to know how to use a clock. A player may ask about its operation before the clocks are applied.
6. It is expected that players record the moves. (A sheet will be provided.) It may help to resolve some disputes. At the end of the game, a signed copy (by both players) of result sheet should be handed over to the organizing committee. The moves should be written using standard chess notation.
7. No prompting allowed (Even if violation of any rule is noticed by spectators). Any person found guilty for prompting will be disqualified from the tournament and strict action will be taken against the team to which he/she belongs.
8. A player or his/her team can be disqualified if his/her conduct in the tournament hall is not found satisfactory.
9. After the game is over, both the players should leave the table immediately. However, captains of the playing team can stay inside the playing arena even if his/her match is over.
10. Walkover will be given to the player if his/her opponent does not turn up in 30 minutes (for classical chess) after the round has started. Any player absent from

the playing room or board for more than fifteen minutes without permission from the committee may have his or her game forfeited due to unsportsmanlike conduct.

11. Please switch off your mobile or keep it in silent mode. Everyone present in the hall is expected to maintain silence. Violating team will likely be subject to a penalty, and may even have to forfeit their game.
12. Parents, coaches and managers are not allowed inside the playing arena.
13. In case of any disputes or discrepancies, the decision of the organizers will be final and binding on all teams and players.

Rules specific to blitz chess:

1. Time of the game will be 5 minutes to each player per game.
2. Illegal move pointed out by the opponent immediately results in a loss.
3. Players do not need to point out a 'check' to the opponent.