

Chess

- The game is going to be played between 2 players from different teams (a team consists of 4 players who actually play in tournament and one extra).
- All the team members must belong to the same Institute . 4 players play against the 4 players of their opponent team) on a chessboard. If a player from Team A wins against a player from Team B, then he gets 1 point for his team and if they end in a draw, both the players get 0.5 points for their team, to be added into the round points of the team.
- At the end of each round, the winner team of each match will be given 1 point while the other will be awarded a zero. The winner will be decided on the basis of the round points. If the round points of both the teams playing against each other are the same, both the teams will be awarded 0.5 points.
- For example, If team A playing against team B wins 3 out of 4 matches and loses 1(That is 3 of the players in team A win their matches), then it gains 3 round points while team B gains 1. So, team A will be declared as the winner and will be awarded 1 point.
- The points of the team as a whole will be considered for ranking and not that of individual players.
- Tournament follows all competition Rules.
- 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 retracted 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.

- 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 1 hour to finish all his/her moves. 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. Arbiters may decide to add a clock to any ongoing game . In that case the time allotted to each player is at the sole discretion of the arbiters/event coordinators.
- Illegal Moves: If a player plays a move which, under the circumstances is not valid or legal, he will be given a warning by the Arbiter. On playing another illegal move in the same game, the player may be declared lost by the Arbiter.
- The Arbiter's decision shall be final in case of any discrepancies. There will be no separate tournament for girls, but only a single tournament open to all.

The Swiss System

- In Swiss System tournaments, all players get to play all the rounds and no two opponents face each other again. The opponents facing each other must be having same points or nearly same points In this tournament, the team points shall be considered for pairing.
- This method of ranking is tentative and might be subjected to slight modifications as per Arbiter decision.
- Along with the rules mentioned above, all the rules outlined by FIDE for tournaments shall be applicable.
- The pairing of the Teams for a particular round will be done by Swiss System of Pairing as given above.
- Due to Academic reasons , matches of IIT Kanpur will be held only after 6:00 pm on weekdays.

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