



Malaysia Midwest Games

Sports Rules

Chess

Forfeits

- 1.1. Please refer to Section 9 of the General Rules.
- 1.2. Each player must be on-site in order to play the game.
- 1.3. Should a player be issued **two** technical fouls in one game as noted by arbiter(s) or any in-game player(s) with arbiter(s) notification, the game shall be forfeited to the opposing team. Outsiders are not allowed to interfere any game (eg. flag of chess clock dropped) and if find anything suspicious, he/she should note arbiter(s) instead. Three illegal chess moves (see 5.14) will result in immediate forfeit.
- 1.4. Any players shall not disrupt the tournament in any way or shall be forfeited for the round or from the entire tournament.

Category

- 1.5. There will be one tournament for Chess.
 - 1.5.1. Open Chess

Format of tournament

- 3.1. Players are divided into four groups of four and three rounds will be conducted in each group unless stated otherwise. Each player will play everyone in his/her respective group at least once.
- 3.2. Top two players in each group shall enter the elimination rounds beginning with quarter finals, semi finals, and then finals and 3rd place match.
- 3.3. The top in group A will meet with runner-up in group B and vice-versa while the top in group C will meet with runner-up in group D and vice-versa during quarter finals. See live draw for further reference.
- 3.4. One-round play determines whether a player proceed to the next elimination round or not.
- 3.5. Tournament shall start promptly at 5:30pm on the 23rd of May 2015 unless stated. Players should arrived at least 10 minutes before tournament for once registration, otherwise can be prevented from joining the tournament if without any valid reason. See Section 9 of general rules.
- 3.6. The organizers reserve the rights to change the format of the tournament if needed.

Team Logistics

- 1.6. Chess will be held at Mason Hall.
- 1.7. Chess sets and clocks will be provided.

Game Play and Timing

- 1.8. All relevant rules will follow World Chess Federation (FIDE) Laws of Chess and a few are mentioned as follow. Players are assumed to understand basic chess rules. (eg. en passant and the non-existence of 21-step rule.)
- 1.9. In the course of play, each player is required to record his/her moves and his/her opponent's moves in the correct manner on the score sheet prescribed for the competition. The score sheet should be visible to the arbiter throughout the game.
- 1.10. Chess clocks will be used. 15 minutes will be allocated for each player or as noted by organizer for the preliminary matches and 25 minutes for quarter finals, semi finals and finals. A player loses the game when the time expires. Unlimited moves are allowed within the allotted time.
- 1.11. Arbiter(s) is the only authority who can set chess clocks at any round and players should not change the clock time, but if needed to would require the consent and agreement from any arbiter.
- 1.12. During game, a player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
- 1.13. A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect. The winner goes to the person with remaining time. The end time of any analog chess clock should be pointing at 12 o'clock and not when the clock needle touches at any portion of the flag.
- 1.14. If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of recording moves.
- 1.15. In case of tiebreaker after group stages, another 20-minute games between players shall assume (each player has 10 minutes). Players are not required to record moves during tiebreaker. Arbiters reserved the rights to start the chess clock if either player do not turn up on time. See schedule.
- 1.16. Players are not allowed to leave the venue without permission from the arbiter during their own game. Chess clock resumes even though player(s) left the venue for any reason.
- 1.17. Players are forbidden to use mobile phones or any other electronic means of communication in the venue unless they are switched off. If such electronic devices make sounds during the game, the player shall automatically forfeit the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

- 1.18. During play, the players are **forbidden** to make use of any notes, sources of information or advice, or analyse on another chessboard. The player shall automatically forfeit the game, although position is clearly a draw.
- 1.19. Players are allowed to eat and drink if are not deemed disturbing any game play.
- 1.20. Touchmove will be implemented.
- 1.21. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity.
- 1.22. The game shall then continue from this reinstated position. Touchmove rule still applies. For the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 1.23. Punctuality is important due to tight time schedule. During any game, if player(s) is not present for their game, arbiter(s) can start the chess clock. If both players do not turn up for a particular round, 15-minute rule applies as stated in section 9 of MMG's general rule. If either player arrives on time, the chess clock can start and the game resume.
- 1.24. For any particular game in quarter final when both players are not present, after the 15-minute rule, available lower ranked (in order) players in respective groups can be their substitutes. For the fairness of the tournament, if such a substitution should happen, both substitutes must present, otherwise the game is considered forfeited. Substitutes must show their photo ID to arbiter for confirmation.
- 1.25. In special circumstances during semi-final when both players are not present for a particular game, the same substitution rule in 5.16 can apply. Losers from respective brackets can proceed to the next stage in this way.
- 1.26. If both players are not present for the final, players playing in the 3rd place match are playing in the final instead. There will be no third place for the tournament. In case all players are not present for the third place match, there will also be no third place for the tournament. In case all players are not present for both final and third place match, there will be no winner at all in the tournament.
- 1.27. REMEMBER, the 15-minute rule is absolute as any lateness can delay the tournament.

1.28. The decision of arbiters will be based on the Laws of Chess and is final.

Reference

<https://www.fide.com/component/handbook/?id=124&view=article>