



Malaysia Midwest Games

Sports Rules

Chess

1. **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 team be issued **two** technical fouls (yellow, red, then black card) in one game, the game shall be forfeited to the opposing team.
2. **Category**
 - 2.1. There will be one tournament for Chess.
 - 2.1.1. Open
3. **Team Logistics**
 - 3.1. Chess will be held at Mason Hall.
 - 3.2. Chess sets and clocks will be provided.
4. **Game Play and Timing**
 - 4.1. Chess clocks will be used. 20 minutes will be allocated for each player. A player loses the game when the time expires.
 - 4.2. All other rules will follow World Chess Federation (FIDE) Laws of Chess.
 - 4.3. 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.
 - 4.4. Players are not allowed to leave the venue without permission from the arbiter.
 - 4.5. 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.
 - 4.6. Touchmove will be implemented.
 - 4.7. The decision of arbiters will be based on the Laws of Chess and is final.