



Bengal Institute of Technology

Bits2Bytes 2009

Tech Town, Basanti Highway (Near Science City)

Kolkata – 700150



Phone: (033) 2345-8004/8005

E-mail- info@bitcollege.org

Fax: (033) 2345-8077

E-mail- bits2bytes09@gmail.com

RULES FOR CHESSMASTER

1. PLAYING ENVIRONMENT

- i. All of the matches will be played on Computer using modern chess-playing software, set up over the LAN.
- ii. The game shall be played according to FIDE Laws.
- iii. In case of major electricity failure or any such non-avoidable situations the games will be played on standard chess boards.
- iv. On the days of the tournament Arbiter's decision will be final.

2. PAIRING

- i. Pairing of matches will be done by drawing the lots & will depend on the total number of Players.
- ii. The Final Pairing Status will be posted on the official 'Bits2Bytes' website (www.bits2bytes.info) 48 hrs before the first match of the tournament.
- iii. If a player withdraws, is excluded from a competition & if there are additional entries, then the announced pairings shall remain unaltered.
- iv. Additional pairings or changes may be made at the discretion of the tournament coordinators in consultation with the players directly involved, but only if these minimize amendments to pairings which have already been announced.

3. ELIMINATION

- i. The tournament will be based on **Single-elimination style** or **knock-out style**.
- ii. In single-elimination tournaments, the loser of a game is immediately eliminated from the tournament.
- iii. Player can resign the game at any point in time, in that case opponent wins the game.

4. TIME CONTROL

- i. The matches will be based on **Standard time controls (STC)**.
- ii. The time control for each player would be as follows:
90 minutes for the first 40 moves followed by **30 minutes for the rest of the game** with an **addition of 30 seconds per move starting from move one**.
- iii. If player A calls attention to the fact that player B is out of time while player A is not out of time and some sequence of legal moves leads to B being checkmated then player A wins automatically. If player A does not have the possibility of checkmating B then the game is a draw.
- iv. If player A calls attention to the fact that player B is out of time, but it is then noted that player A is also out of time, then:
 - the game will be played under a **sudden death** time control (each player has a fixed amount of time no matter how many moves are played), then if it can be established which player ran out of time first, the game is lost by that player; otherwise the game is drawn.
- v. The official clock takes over from the built in computer clock in any necessary situation.

5. ON DRAW

- i. **No player can offer draw to his/her opponent without the approval of Arbiter in appropriate situations.**
- ii. **The operator may accept or refuse the player's offer of a draw as provided in the FIDE laws.**
- iii. In case the game ends in a draw, it is played again with reversed colors & the players will continue to play **blitz chess, 10 minutes per player, adding 5 seconds per move**.
- iv. The first player who runs out of time Loses.

6. CONDUCTS

- i. Players are not allowed to use any notes, outside sources of information, or advice from other people.
- ii. Analysis on another board is not permitted.
- iii. Players may not leave the competition area without permission of the arbiter.
- iv. High standards of etiquette and ethics are expected. Players should shake hands before and after the game.
- v. Generally a player should not speak during the game, except to offer a draw, resign, or to call attention to an irregularity.
- vi. An announcement of "check" should not be used. A player may not distract or annoy another player or even arbiter by any means, including repeatedly offering a draw.

7. OTHER IMPORTANT RULES

- i. Player may view & copy the Record Log.
- ii. No Print-out of the Record Log will be provided.
- iii. ALL PHONES AND PAGERS MUST BE TURNED OFF IN TOURNAMENT HALL.
- iv. The tournament Coordinator has a wide range of options and powers -- his/her decision is FINAL!
- v. The Official Rules of Chess, 5th edition and Addendum, will govern the tournament and, any modifications or clarifications to these rules, are not allowed.
- vi. We will not show pairings OR registrations to anyone before they are officially posted on the website.
- vii. If opponent is late you must wait a time period equal to the half of the time control of the game up to 45 minutes as measured by your clock, you may then claim a win on time.
- viii. If both players arrive late, the first player to sit on the computer should split the elapsed time and then start his opponent's clock.
- ix. Touch-move rule is not followed in the game.
- x. Proper timing of draw offer. A proposal of draw offer should be made before your move. (Do not make draw offer while opponent's clock is running.)
- xi. In order to claim a draw by threefold repetition, the claimant must present a score sheet demonstrating that the same position: A) is about to occur or B) has occurred, with the same player to move.
- xii. If there is a dispute, or if a player wishes to make a claim of any kind, the player should ask the arbiter.
- xiii. Both players are responsible for reporting the results of the game on the wall chart (pairing sheet). Failure to report your result may lead to a double forfeit.
- xiv. If you withdraw from the tournament or if you do not want to play next round, notify the director at least 15 minutes before the next round begins.
- xv. Any player absent from the playing room or board for more than fifteen minutes without permission from the tournament Coordinator may have his or her game forfeited due to unsportsmanlike conduct (at Coordinator's discretion).
- xvi. All players are to conduct themselves in an orderly fashion, and to compete in a spirit of good sportsmanship; any player who does not will be asked to leave.

NOTE: Event coordinators can bring change in rules at any time. Their decision will be final.