

CHECK MATE – Chess Competition

1. Participation will not be accepted or entertained after reporting time.
2. International Rule of chess will be followed.

CONTEST-SPECIFIC RULES

1. Eligibility:

- 1.1. Has to be a student of any certified college or school.

2. Rules:

2.1. Touch-move: Touch and Move rule has to be strictly followed. If a player touches one of their own pieces then he must move that piece, if it is a legal move. If a player touches a piece of that of the opponent, then capturing that piece is a must. If you let go of a piece, 30 sec will be deducted from your available time. A player who wishes to touch a piece only to adjust it on the board must first announce the intention, usually by saying “adjust.”

2.2. Timings and clocks: The purpose is to keep track of the total time each player takes for his own moves. The players may take more or less time over any individual move, but if one player exceeds their total available time, that player has lost the game.

2.3. Distractions: Chess is a quiet game! And therefore, all distracting behaviors like making noises, talking, moving tables or chairs, use of mobile phone or any electronic gazettes by participants during game are forbidden. Exceptions are when you want to indicate rules violation, such as an illegal move. This kind of behaviors may lead to disqualification of that participant.

2.4. Illegal moves: If the chess player makes any illegal move then the opponent player will be given an extra time of 1 minutes. If the same player makes the third illegal move in the same game then the volunteer will announce the game lost by the offending player.

2.5. Conduct of the players: All the players must observe code of conduct that is common for all the players. Players are not allowed to take any action that will bring the game to disgrace, e.g. cheating, sneaking the captured piece back. Players should not distract or annoy their competitor in any way.

3. Selection process:

3.1. First Round: Lottery to choose your opponent. Time Limit for each player 10 minutes. Whose time limit will be over first or who will be check-mate in time limit will be disqualified and opponent will qualify to next round. (Points will be given based on your saving time. According to that next round opponent will be selected)

3.2. Second Round: According to points of first round opponent will be selected. In this round time limit for each player 15 minutes. Whose time limit will be over first or who will be check-mate in time limit will be disqualified and opponent will be eligible to qualify for next round. Points will be given based on your saving time. Top 8 participants according to points will qualify to next round.

3.3. Third Round: According to points of second round opponent will be selected. In this round time limit for each player 20 minutes. Whose time limit will be over first or who will be check-mate in time limit will be disqualified and opponent will qualify to next round.

3.4. Final Round: Top 4 participants will play with each other. In this round time limit for each player 20 minutes in each game. Whose time limit will be over first or who will be check-mate in time limit will lost the game and opponent will win that game. Who will win highest number of game will be the WINNER of the competition. Second highest number of game winner will get the second place.

4. Deadlines: Registration and Payment Deadline(tentative): Date- 13th March, 2020
Time: 10:00 am

5. Participation Fess: Rs. 30

(On spot payment on the day of event)

(For any query please contact- Susmita Goswami(Phone No.- 8513075967))

6. Prizes: Top 2 participants will be awarded.

7. Event Date: 13th-14th March, 2020 (11:00 am)

TERMS AND CONDITION

Participants from GNIT should get their college ID cards.

Participants from other schools/colleges are requested to get a valid ID proof.

For any queries contact: Siddhartha Nag(Event Head), 7980668895

Disha Bose(Event Head), 8240349668

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