



CHESS TOURNAMENT RULES

I. Overview

Knock out

Group Stage

Players will play matches as per the schedule and winners will progress in the tournament till a winner of group emerges.

In case of Draw, Rapid Fire Game of 5 minutes, with No Increment per move.

Still if there is a Draw after the end of Rapid Fire Game of 5 minutes, below Draw-Breaker Point System will decide the winner of the game.

Add up all the piece values which are on board for each side as -

Pawn	-	1 Point
Bishop / Knight	-	3 Points
Rook	-	5 Points
Queen	-	9 Points
King	-	Not counted

And the player with Maximum points will be declared as Winner of the Match

Finals:

Winners of groups will fight for the title.

If in case, there is No result / Draw, a Rapid Fire Game of 5 minutes And/or Draw- Breaker point system will be applicable to decide the winner.

II. General

1. White to start the game.
2. Board oriented such that bottom right corner is a white square
3. Kings are placed on the e file. Files named from the left.
4. En passant capture is allowed.
5. Touch to move. In case you want to adjust pieces say 'I adjust'.
6. One must capture the piece touched.



7. Time Limit: 15 minutes per person with 10 seconds increment per move. Person running out of time loses.

III. Castling

1. King should not be under attack/check while castling.
2. King should not have moved in the game.
3. The rook with which castling is to take place should not have moved in the game.
4. Path between the king and the rook should not be under attack

IV. Draw

A game is drawn when:

1. The game is immediately drawn when there is no possibility of checkmate for either side with any series of legal moves. This draw is often due to insufficient material, including the endgames
 - king against king;
 - king against king and bishop;
 - king against king and knight;
 - king and bishop against king and bishop, with both bishops on diagonals of the same color
2. Game reaches a stalemate.
3. There is a three-fold repetition.
4. A player with resource to checkmate runs out of time while the player with no resources to checkmate has time left.
5. If a player with resources to checkmate cannot checkmate the opponent with only the King remaining in 30 moves.
6. Mutual understanding.



V. Win

A game can be won:

- a. By checkmate
- b. If the opponent resigns.
- c. The opponent runs out of time and player has resources to checkmate.

VI. En passant

If player A's pawn moves forward two squares and player B has a pawn on its fifth rank on an adjacent file, B's pawn can capture A's pawn as if A's pawn had only moved one square. This capture can only be made on the immediately subsequent move. In this example, if the white pawn moves from *a2* to *a4*, the black pawn on *b4* can capture it *en passant*, ending up on *a3*.

VII. Pawn promotion

If a pawn advances to its eighth rank, it is then promoted (converted) to a queen, rook, bishop, or knight of the same color, the choice being at the discretion of its player (a queen is usually chosen). The choice is not limited to previously captured pieces. Hence it is theoretically possible for a player to have up to nine queens or up to ten rooks, bishops, or knights if all of their pawns are promoted.