

Spandan Chess Tournament Rules

The general rules for Spandan chess tournament that will have two different events: an individual knockout tournament and a team tournament using the Swiss format.

Individual Knockout Tournament Rules (Max 10 players):

The individual knockout tournament will consist of a single-elimination bracket with each round featuring a one-on-one match between two players (toss per round). The winner of each match will advance to the next round, while the loser will be eliminated from the tournament. The tournament will continue until there is only one player left, who will be declared the winner. Each department / team will be permitted to only a maximum of 10 entries. These entries are to be submitted by the department coordinator.

Time Control:

The time control for the individual knockout tournament will be determined by the organizers of the tournament based on the number of entries.

Initial Stage: 10 minutes + 10 seconds' increment

Final Stage: 15 minutes + 15 seconds' increment

Scoring:

The scoring system for the individual knockout tournament will be as follows:

Win: 1 point

Draw: 0.5 points

Loss: 0 points

If a match ends in a draw, then the players will play an Armageddon game to determine the winner. In the Armageddon game, the player with the black pieces will have 4 minutes on their clock, while the player with the white pieces will have 5 minutes. However, if the game ends in a draw, the player with the black pieces will be declared the winner.

Team Tournament Rules:

The team tournament will consist of six players per team, with four players playing on the boards and two extra players as substitutes. The tournament will use the Swiss format, which means that teams will be paired against each other based on their current score.

Time Control:

15 min + 5 sec increments

Scoring:

The scoring system for the team tournament will be as follows:

Match Points	Game Points
Win: 1 point	Win: 2 points
Draw: 0.5 points	Draw: 1 point
Loss: 0 points	Loss: 0 points

If two teams end up with the same score at the end of the tournament, the tiebreakers will be determined by the organizers.

Final:

The top four teams at the end of the Swiss format will play in the finals based on IPL format.

Qualifier 1 (Q1)	Team 1 vs Team 2
Eliminator (E)	Team 3 vs Team 4
Qualifiers – 2 (Q2)	Loser (Q1) vs Winner (E)
Finals (F)	Winner (Q1) vs Winner (Q2)

Please Note that:

1. These are the general rules for a college chess tournament with an individual knockout tournament and a team tournament using the Swiss format. It is important to note that these rules may vary depending on the tournament's organizers and that players should be familiar with the specific rules of the tournament they are participating in.

2. It is important for players to familiarize themselves with these rules and any additional rules specific to the tournament they are participating in. Players who violate these rules may face penalties or disqualification from the tournament.

3. In addition to the rules outlined above, it is important to note that the FIDE has established some general over-the-board rules that apply to all chess tournaments. These rules help ensure fair play and sportsmanship in the game. Some of these rules are included in the last page.

4. In Quarter finals of Individuals Time format will change and player will play with both colors and after that game gets ended on drawing score then there will be Armageddon match with 10min for white and 9 min for black rapid match. White must win the match to move forward.

5. Clock Rule:

□ Whenever a player has the move his clock is running. As soon as he has played his move, he uses the hand which has moved the piece on the board to press a button on his side of the clock.

□ This button stops his own clock and starts his opponent's. Whoever oversteps the time control set for the game loses.

□ Wining or claiming on time:

If your opponent loses all his/her time and you have materials with which, you can deliver Checkmate then you will win. But if you don't have sufficient material to deliver Checkmate then the game will end in a draw.

General Rules:

1. Touch Move: When a player touches a piece on the board, they must move that piece if it is a legal move. If a player touches a piece that they cannot legally move, they must make a different move with a different piece. If a player touches an opponent's piece, they must capture that piece if it is a legal move.
2. Illegal Moves: If a player makes an illegal move, their opponent has the right to stop the clock and call the tournament director. If it is the player's first two illegal moves, they will be given a warning. If they make a third illegal move, they will forfeit the game.
3. Stalemate: If a player's king is not in check, but they do not have any legal moves available, the game is a draw by stalemate.
4. Threefold Repetition: If the same position on the board occurs three times in a game, with the same player to move each time and the same legal moves available, the game is a draw by threefold repetition.
5. Insufficient Material: If player have not enough materials deliver a checkmate to opponent's king, then the game will end in a draw.
6. Forfeit: If a player arrives late for their game or fails to show up at all, they will forfeit the game. If a player is found to be cheating, then he /she will also forfeit the game.
7. Fifty moves Rule: The game may be drawn if each player has made at least the last fifty(50) consecutive moves without the movement of any pawn and without any capture.