

SPARDHA JKLU (2026)
OFFICIAL CHESS RULE BOOK
Rapid Knockout Championship Edition

1. Tournament Overview

Event Name: Spardha Chess Championship 2026

Organizer: JK Lakshmipat University

Game Format: Rapid (10 + 5 Increment)

Mode: Individual Championship

Structure: Knockout Format

Time Control: 10 minutes + 5 seconds increment per move

Prize Pool:

1st Place: ₹2500

Runner-Up: No Cash Prize

2. Tournament Format & Structure

2.1 Knockout Format

- Direct knockout format.
- One loss = elimination.
- Winners advance to next round.
- Final match determines Champion and Runner-Up.

2.2 Match Structure

- Each round consists of one Rapid game (10+5).
- In case of draw: Armageddon game.
 - White: 10 minutes
 - Black: 7 minutes
 - Black wins in case of draw.

3. Time Control & Clock Rules

- Each player receives 10 minutes.
- 5 seconds increment per move.
- Players are not required to record moves.
- A game is lost if a player's flag falls.

Claiming Win on Time:

- Player must stop the clock and inform the arbiter.
- If both flags fall, game is drawn.

4. Basic Rules of Play

- Tournament follows FIDE Laws of Chess.
- Legal movement of pieces.
- Touch-move rule applies.
- Castling, en passant, promotion allowed.
- Checkmate ends the game.
- Stalemate results in draw.
- Threefold repetition & 50-move rule apply.

Illegal Move Rule (Rapid):

- First illegal move: Opponent awarded 2 minutes.
- Second illegal move: Loss of game.

5. Player Regulations

5.1 Eligibility

- Open to registered Spardha participants.

5.2 Reporting Time

- Report 15 minutes before round start.
- Default time: 10 minutes after round begins.
- Failure to appear = Loss by forfeit.

5.3 Conduct Rules

Prohibited:

- Use of mobile phones
- Electronic devices
- Notes or external assistance
- Analysis on another board
- Disturbing opponent

If mobile phone rings → Immediate loss.

6. Playing Area Rules

- Silence must be maintained.
- Spectators cannot interfere.
- Players cannot leave playing area without Core permission.
- Only Core may intervene during games.

7. Draw Rules

Draw allowed by:

- Mutual agreement
- Threefold repetition
- 50-move rule
- Stalemate
- Insufficient material

In knockout stages, draws lead to Armageddon tie-break.

8. Chess Core Authority

Core may:

- Award extra time
- Deduct time
- Declare game lost
- Disqualify player
- Modify pairings if necessary

Arbiter's decision is final and binding.

9. Code of Ethics

Zero tolerance for:

- Cheating
- Engine assistance
- Disrespectful behavior
- Physical or verbal abuse
- Damage to equipment

Violation may lead to:

- Immediate disqualification
- Ban from future Spardha events

10. Equipment & Setup

- Standard 8x8 chess boards
- Digital chess clocks/ Physical Chess Clock
- White moves first
- Pairings decided by organizers

11. Media & Consent

- Games may be recorded or photographed.
- Participants consent to use of media for promotional purposes.

12. Final Declaration

By participating in Spardha JKLU Chess Championship 2026,
players agree to abide by official tournament rules,
FIDE Laws of Chess,
Decisions of the Tournament Arbiter,
and University Code of Conduct.