



राष्ट्रीय प्रौद्योगिकी संस्थान दिल्ली
NATIONAL INSTITUTE OF TECHNOLOGY DELHI

RULES AND REGULATIONS

Tournament Rules

- 1) There should be 5 players from each department.
- 2) Captain of each Dept. should submit the team list before the Tournament and there wouldn't be any substitutions for these players.
- 3) Before start of every round, Caption of each Dept. must present the team seating for that particular round, in the presence of an Arbiter(Referee).
- 4) The colour of the teams for the rounds, will be decided earlier by toss.
- 5) Duration of each game will be 1hr. If no result is attained in the 1hr, then a timer(clock) of timing, 15min+2sec each, will be set. And the player, whose time runs out will lose.
- 6) In case of a tie, best 3 players from each Dept. will play the Tie Braker. Tie Braker will be 10min+2sec each timer game.
- 7) In case each Dept. wins equal no. of rounds, then their total points(wins & draws) in each round will be considered to decide the final standings.

Game Rules

- 1) Touch to move: If a player touches his/her piece during his/her turn, then it must be played. If the piece doesn't have any legal moves, then it is considered as an illegal move.

Note: She/he can only adjust the pieces by telling "adjust" audibly.

- 2) One has to press the clock, only with the hand he/she is playing. Ex: Playing the pieces with

right hand, and pressing the clock with left will be considered as wrong play. In this case, at most 2 warnings will be given, after which it will be considered as an illegal.

3) 3 illegal will make the player to lose, and the opponent will be declared winner.

4) All kinds of draws, including mutual agreement are allowed. Note: repetition of same position 3 times, will be considered as a draw.

5) Any issue related to game should be brought to the notice of the arbiter. And arbiter's decision is final.

