

**ATHARV
RANBHOO MI'23**

CHESS



RULEBOOK

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CHESS

■ RULES ■

- **The event will be held on lichess.org. All players are advised to make themselves familiar with the site.**
- **A Swiss tournament& will be held.**
- **You can read more about Swiss tournaments on Wikipedia!**
- **There would be 8 rounds* in the Swiss tournament. Time format*: 5'+3" (5-minute game with 3 seconds increment per move).**
- **Scoring system: Win: +1-point Draw: +0.5-point Loss: +0 point**
- **Possibility of a 1 point "bye" if there are an odd number of players, normally given to the player lowest in standing. *The number of rounds and time format are tentative and subject to change according to participation.**



CHESS

■ RULES ■

- All players are expected to be familiar with Chess.com.
- Players will be asked to join the club on chess.com and then join the tournament in the club at least 1 hour prior to the start of the event.
- All players must have at least 20 games on their account.
- Only the standard variant of chess will be played.
- Tie-breaking in the Swiss tournament will be done by the Buchholz system.
- It is the player's responsibility to be connected to the game. This includes having a stable internet connection and a working playing device. The organizers will not be responsible for any loss due to internet disconnection.



CH^ESS

■ RULES ■

- **Any type of assistance from another person or chess engines will lead to immediate disqualification.**
- **Fixing game results - Arranging games, playing with multiple accounts, or losing intentionally are strictly prohibited.**
- **For any disputes, the decision of the organisers will be final.**
- **The format is subject to change without prior notice.**

