



KAGW Association
of Greater Washington



KAGW Chess Tournament – 2019 Rules and Procedures



General Rules

1. All participants must complete an online registration form available at www.kagw.com and submit the mandatory registration fees of \$12 by the last date on January 26th, 2019 for registration.
2. Registration fees for tournament will be as follows:
 - \$12.00 per participant
3. Payments can be made using either –
 - PayPal through the registration website OR at the venue
4. The Venue and date for the event will be:
Gaithersburg High School, 101 Education Boulevard, MD 20877
Date & Time- 02-02-2019, 08.30 AM-01:30 PM
5. Only one registration form should be submitted per participant.
6. Registration forms submitted after the deadline will not be accepted.
7. The last date for registration is January 26th, 2019.
8. Organizers reserve the right to extend the deadline for registration. Any extension of the registration deadline will be announced through the KAGW website.
9. Organizers reserve the right to cancel a whole tournament or a specific category within the tournament if there are less than 4 participants for that tournament /category.
10. The tournament will be conducted based on the following categories:
 - Category 1 – Below 3rd grade
 - Category 2 – 4th grade to 6th grade
 - Category 3 – 7th grade to 10th grade
 - Category 4 – Above 10th grade (no upper limit) + Adults
11. For administrative purposes, categories are determined based on the grade/class in which the participant is currently studying. The participant's actual age will not be considered to determine their category
12. False representation of the category will result in disqualification of the participant
13. Participants can only participate in one category. However, participants may opt to participate in a higher category. Under no circumstances will they be allowed to participate in a lower category. A participant cannot contest in multiple categories.
14. There is no separate tournament for male and female participants.

15. Participants should report at least 15 minutes before the beginning of the tournament to the venue. Participants who arrive after the conclusion of the first round of the tournament will not be allowed to participate and their registration will be deemed cancelled and the registration fees will not be reimbursed.
16. Participants will not receive any communication from the organizers if they fail to report at the venue on time.
17. The KAGW Sport's Committee reserves the rights to revise the rules at any time.
18. The KAGW Sport's Committee decision shall be final.
19. Please Contact for any questions:
 - Manoj Balakrishnan: 703-342-6854 balakrishnan.manoj@gmail.com
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 - Binu Paul John: 5166430622 binupauljohn@hotmail.com
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 - Anil Anto James: 2403429766 jamesanilanto@gmail.com
 - KAGW Sports Committee: sports@KAGW.com

Match Rules

1. The tournament will be conducted according to the rules and regulations of The World Chess Federations
2. KAGW will provide the chess board, pieces and scoring sheets.
3. Each player has ONE MINUTE to make a move
4. The players are expected to monitor their opponent's time for a move.
5. The format of the tournament will be a straight knockout. The loser will be out of the tournament and the winner will move to the subsequent round.
6. There will be multiple rounds until there is only a single winner in each category.
7. If any match is tied, the match will be replayed with each player given 30 Seconds to make a move. In case of an additional tie the winner will be chosen by coin toss.
8. A player exceeding the allowed move time will be given 3 warnings after which he/she will be disqualified and marked as the loser of the game.
9. If in the round there are odd number of players - then the winner with the fastest time (least time played) among the group of winners from the previous round will get a walkover to the subsequent round after the current round. Example: - If we there are 11 winners from round 1 then only 10 players will play in round 2. The winner from round 1 with the fastest time will automatically qualify towards round 3 without playing in round 2.
10. In subsequent rounds winners will be matched based on their timings from the previous round. Example in round 2, the winner with fastest time in round 1 will play the winner with the slowest time in round 1 and so on.