



CHECKMATE 2020 Rules & Procedures



General Rules

1. All participants must complete an online registration form available at www.kagw.com and submit the mandatory registration fees by the end date - Feb 3rd, 2020.
2. Registration fees for tournament will be \$12.00 per participant.
3. Payments must be made through the registration website using Paypal.
4. The venue and date for the event will be:
Venue-- Carderock Springs Elementary School 7401 Persimmon Tree Ln,
Bethesda, MD 20817
Date & Time- Feb 15th, 2020 at 09.00 AM
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 Feb 3rd, 2020.
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 the 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 will be no separate tournaments 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 Vellanoore : 301-412-8010 ; manojv@gmail.com
- Sudhir Menon : 614-208-7447; sudhirhpp@gmail.com
- Anoop Das : 571-528-6926; das.anoop@gmail.com
- Ahfaan Kondeth : 216-755-7549; ahffank@gmail.com
- Manoj Valiyaveettil: 240-778-3498; mvaliyaveettil@gmail.com
- KAGW Sports Committee: sports@kagw.com

Match Rules

1. The rules is split into 2 sections – Tournament Rules and Game Rules.

2. The below rules explain about both tournament and game rules and is applicable for all categories.

3. Since Chess is a game that needs concentration, please ensure you are quiet when the games are going on.
4. The schedule for the tournament will be sent separately.
5. Please ensure you are familiar with the rule book, schedule, game timings and the chess board number. If participant is late by 15 mins, the player will be considered lost in that game.
6. The average game time mentioned in the schedule is 30 mins. The time is calculated based on past KAGW chess tournaments. The game can exceed 30 mins. But please ensure you are available for the game at the scheduled start time. The only exception allowed would be if your previous game is not over. In that case the committee will provide a break of 5 minutes before starting the next game.
7. There might be continuous games. Please get familiarized with the schedules and feel free to ask committee in case of concerns/doubts

TOURNAMENT RULES:

1. Players will be divided into 2 groups (depending upon the number of participants).
2. Each group will be selected using random drawing.
3. The tournament is divided into League and Knock out Stage.
4. League Phase:
 - a. Each player will play two matches.
 - b. The winner of a match will get 2 points.
 - c. If the game is tied/draw [stale mate/no legal move etc.], each player will get 1 point.
 - d. The top 2 players with highest points qualify to the next round [Semi-Finals].
 - e. If there are multiple winners at the end of the League with same points, then the below hierarchy will be followed to decide the winner:
 - i. The Player with least match time.
 1. Match time will be calculated using the formula → [Total match time in the winning games] – [Total match time in the losing games.]

- ii. If the above does not break the tie, Head to Head winner will be applied if tie is between 2 players (if a match was played between these players). If the tie is between 3 or more players, a lot will be done to select the players qualifying to next round.

5. Knock Out Phase:

The Knock out format is as below

SF-1	Group A – Winner	Group B – Runner Up	 Final SF-1 vs SF-2
SF-2	Group B – Winner	Group A – Runner Up	

GAME RULES:

1. All Standard rules of Chess will be followed by KAGW for this tournament unless mentioned below. In case of conflict, committee has all the rights to take a decision.
2. Touch Move Rule – If a player touches one of their own pieces then he must move that piece, if it is a legal move. If a player touches a piece of opponent, then capturing that piece is a must. A player who wishes to touch the piece only to adjust it on the board must first announce the intention.
3. Timings Rule – The player should make the move in 60 seconds. If the player crosses the time limit of 60 seconds, a warning will be issued. A player can have maximum of 2 such warnings. In 3rd warning the player is considered lost.
4. No Interference – When the game is in progress, no third party is allowed to interfere in the game. You are allowed to walk through the playing area, but please do it quietly.
5. Illegal Moves – If any player makes any illegal move, the opponent will be awarded an extra 30 seconds for one move in the game (which will not be counted for warning). The opponent can use this whenever they wish to. If the player makes one more illegal move, the player will be considered lost.
6. NO Cell-Phone Usage: Players are not allowed to use the cell phones during the time of game. Please ensure your phones are in silent mode to avoid distraction to players.

7. Once the game is over, the score sheet has to be signed by the players.