

CHESS CHAMPIONSHIP

OFFICIAL RULES AND REGULATIONS

1. INTRODUCTION

- 1.1 As not all scenarios can be foreseen, arbiters shall exercise fairness, logic, and discretion in resolving disputes. These rules serve as a guiding framework; arbiters' competence and impartiality are essential. A flexible approach is encouraged to ensure equitable outcomes.
- 1.2 Arbiters' decisions are final and binding. All participants are required to adhere to these regulations and respect the authority of the arbiters.

2. THE NATURE AND OBJECTIVES OF THE GAME OF CHESS

- 2.1 Chess is a game played between two players on a square board known as the chessboard. The player with the white pieces shall make the first move, followed by alternate moves from each player. The objective is to checkmate the opponent's king, rendering it unable to escape capture.
- 2.2 A player who delivers checkmate is declared the winner. It is prohibited to leave one's own king in check, expose it to check, or capture the opponent's king. If neither player can achieve checkmate by any legal sequence of moves, the game shall be declared a draw.

3. THE INITIAL POSITION OF THE PIECES ON THE CHESSBOARD

- 3.1 The chessboard has 64 squares arranged in an 8×8 grid, alternating between light (white) and dark (black) squares. It is placed so that each player has a white square on their right-hand corner.
- 3.2 At the start, White has 16 light-coloured pieces and Black has 16 dark-coloured pieces. Each side has the same set of pieces, distinguished only by colour

- 3.2.1  1 King (K)
- 3.2.2  1 Queen (Q)
- 3.2.3  2 Rooks (R)
- 3.2.4  2 Bishops (B)
- 3.2.5  2 Knights (N)
- 3.2.6  8 Pawns (no symbol)

- 3.3 The Initial position looks as under:

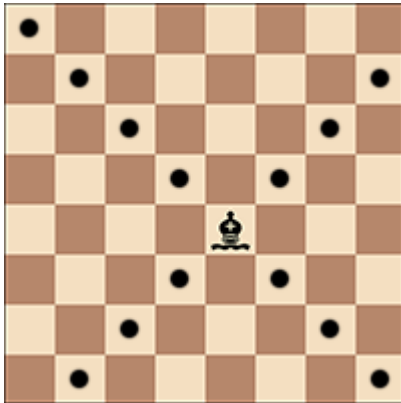


4. MOVES OF THE PIECES

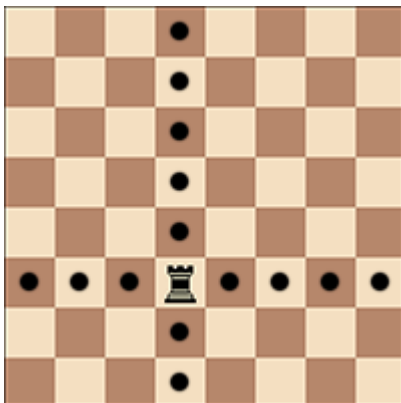
4.1 A piece cannot move to a square occupied by another piece of the same colour. If a piece moves to a square occupied by an opponent's piece, it captures that piece and removes it from the board as part of the same move.

4.2 A piece is said to attack an opponent's piece if it could legally capture it based on its movement rules. A piece still counts as attacking a square even if it cannot move there because doing so would expose its own king to check.

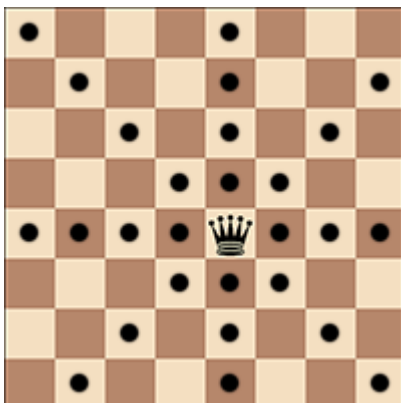
4.3 The bishop may move to any square along a diagonal on which it stands.



4.4 The rook may move to any square along the file or the rank on which it stands.

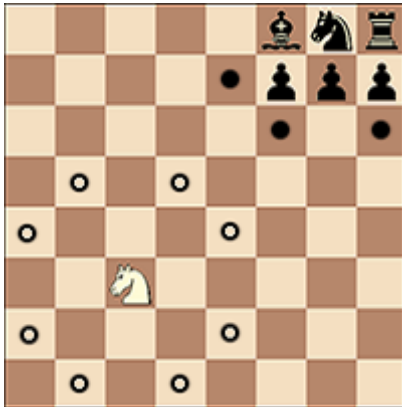


4.5 The queen may move to any square along the file, the rank or a diagonal on which it stands.



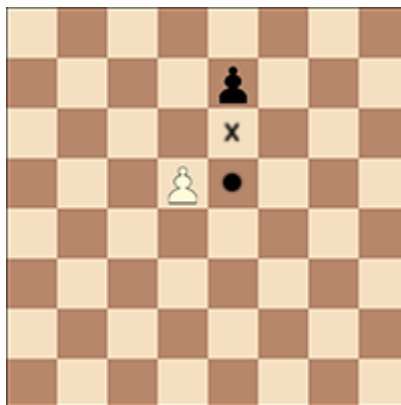
4.6 When making these moves, the bishop, rook or queen may not move over any intervening pieces.

- 4.7 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



- 4.8 The pawn:

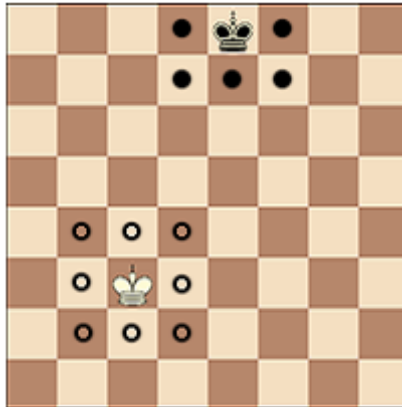
- 4.8.1 A pawn moves forward one square on the same file if the square is empty.
- 4.8.2 On its first move, it may move forward two squares if both are unoccupied.
- 4.8.3 A pawn captures diagonally forward on an adjacent file if that square contains an opponent's piece.
- 4.8.4 A pawn positioned on the same rank and an adjacent file to an opponent's pawn that has just advanced two squares from its original position may capture that pawn as if it had moved only one square forward. This capture, known as '**en passant**', is only permissible on the move immediately following the opponent's two-square advance.



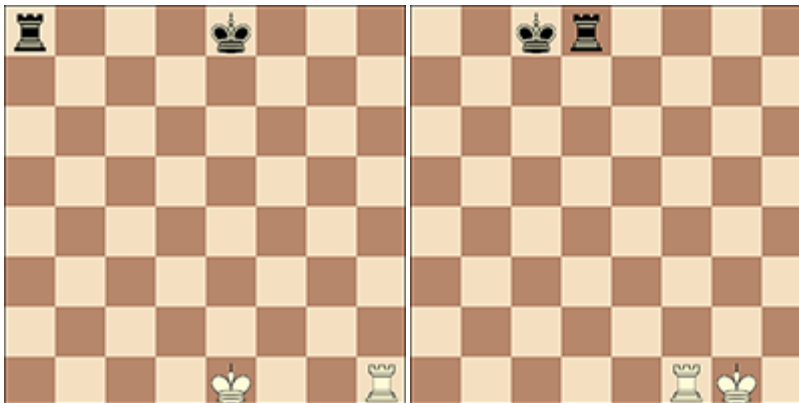
- 4.8.5 When a pawn reaches the eighth rank, it must be promoted, as part of the same move, to a queen, rook, bishop, or knight of the same colour, regardless of whether such pieces have been previously captured. This promotion is immediate, and the newly chosen piece assumes its role upon placement.

4.9 There are two different ways of moving the king:

4.9.1 by moving to an adjoining square

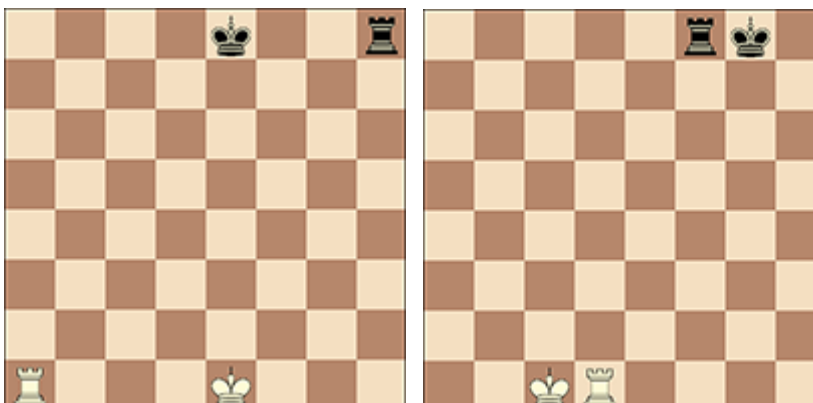


4.9.2 *Castling* is a move involving the king and a rook of the same colour, considered a single move of the king. It is executed by transferring the king two squares toward the rook on the same rank, followed by placing that rook on the square the king crossed.



Before white kingside
castling/ black queenside
castling

After white kingside castling
After black queenside
castling



Before white queenside
castling/ black kingside
castling

After white queenside
castling/ black kingside
castling

- 4.9.3 The right to castle has been lost:
 - 4.9.3.1 If the king has already moved, or
 - 4.9.3.2 With a rook that has already moved.
- 4.9.4 Castling is not permitted if any square the king occupies, crosses, or is to occupy is under attack, or if any piece is positioned between the king and the rook involved in the castling move.
- 4.10 A king is *in check* when attacked by one or more of the opponent's pieces, regardless of whether those pieces are legally permitted to move to the king's square. No move is permitted that would expose or leave the king in check.
- 4.11 A move is considered *legal* only if it complies with all applicable rules. A position is deemed *illegal* if it could not have arisen through a sequence of legal moves.
- 5. THE INITIAL POSITION OF THE PIECES ON THE CHESSBOARD**
- 5.1 All moves must be executed using one hand only.
- 5.2 Only the player whose turn it is, may adjust pieces, and must first express intent (e.g., by stating "I adjust"). Any deliberate contact with a piece implies intent to move or capture.
- 5.3 If a player touches their own piece, they must move the first one that can legally move; if they touch an opponent's piece, they must capture the first one that can legally be captured; if pieces of both colours are touched, the player must capture the first touched opponent's piece with the first touched own piece, if legal. If the sequence is unclear, the player's own piece is considered touched first.
- 5.4 Special cases:
 - 5.4.1 Touching king and rook: must castle on that side if legal.
 - 5.4.2 Touching rook then king: castling on that side is not allowed.
 - 5.4.3 If castling with the touched rook is illegal: must make another legal move with the king.
 - 5.4.4 In promotion: the choice of piece is final once placed on the promotion square.
- 5.5 If none of the pieces touched in accordance with Clause 5.3 or 5.4 can be moved or captured, the player may make any legal move.
- 5.6 Promotion specifics:
 - 5.6.1 The pawn need not be placed on the final square.
 - 5.6.2 Removing the pawn and placing the new piece can happen in any order.
 - 5.6.3 If an opponent's piece is on the promotion square, it must be captured.
- 5.7 A move is considered complete when:
 - 5.7.1 In a capture: the opponent's piece is removed and the capturing piece is released.
 - 5.7.2 In castling: the rook is released on its final square. Releasing the king commits the player to castling on that side, if legal.
 - 5.7.3 In promotion: the new piece is released on the promotion square and the pawn is removed.

- 5.8 A player loses the right to claim a violation once they touch a piece intending to move or capture.
- 5.9 If a player cannot move the pieces physically, an assistant approved by the arbiter may help.

6. THE COMPLETION OF THE GAME

6.1 Winning

- 6.1.1 A player wins by checkmating the opponent's king with a legal move.
- 6.1.2 A player loses by resigning, unless checkmate is impossible, then the game is a draw.
- 6.1.3 In an Armageddon game, the player with the white pieces wins only by checkmating the opponent or if the opponent resigns. The player with the black pieces wins by checkmate, resignation, or if the game ends in a draw.

6.2 Draw

- 6.2.1 The game is drawn by stalemate, when the player to move has no legal move and is not in check.
- 6.2.2 The game is drawn by a dead position, when no legal sequence can lead to checkmate.
- 6.2.3 The game is drawn by mutual agreement, after both players have made at least one move.
- 6.2.4 If the same position occurs three times with the same player to move and identical legal options, a draw can be claimed. The claim must be made before the next move is played.

7. CHESSCLOCK

7.1 Using the Clock:

- 7.1.1 Players must press their clock with the same hand used to make the move.
- 7.1.2 Pressing the clock completes the move.
- 7.1.3 Only the player whose clock is running may adjust pieces.

7.2 Defaults

- 7.2.1 If a player's time runs out before completing the required moves, they lose the game unless checkmate is impossible, then it's a draw.
- 7.2.2 The arbiter starts White's clock at the scheduled game time.
- 7.2.3 Players arriving after the default time (as defined by tournament rules) lose the game unless the arbiter decides otherwise.

7.3 Clock Adjustments and Interruptions:

- 7.3.1 The arbiter may pause the clock if the game is interrupted.
- 7.3.2 Players may pause the clock only to call the arbiter (e.g., for promotion when the required piece is unavailable).
- 7.3.3 If a clock is defective or incorrectly set, the arbiter will correct it using best judgment.

- 7.4 To ensure consistency and avoid last-minute issues, the player with the white pieces must use their phone to operate the chess clock during the game. The phone should be on flight mode for the duration of the game.

8. IRREGULARITIES

- 8.1 If an irregularity occurs, the arbiter will restore the position and adjust the clock and move counter as needed, using best judgment.

8.2 Incorrect Setup

- 8.2.1 If the initial piece setup is wrong, the game is cancelled and restarted.

- 8.2.2 If the board is placed incorrectly, the game continues but the position is transferred to a correctly oriented board.

- 8.3 Reversed Colours: If players started with the wrong colours and fewer than 10 moves have been made by both, the game is restarted. Otherwise, it continues.

8.4 Displaced Pieces

- 8.4.1 A player who displaces pieces must fix them on their own time.

- 8.4.2 Either player may pause the clock and call the arbiter if needed.

- 8.4.3 The arbiter may penalise the player responsible.

8.5 Illegal Moves:

- 8.5.1 An illegal move is considered complete once the clock is pressed.

- 8.5.2 In case an illegal move is made for the first time, a warning is given to the player and the position is restored to before the illegal move, and the game continues from there.

- 8.5.3 On the second illegal move of the game by a player, the opponent gets 2 extra minutes on the clock. Any subsequent illegal move shall be considered in forfeiture of the game and the opponent wins , unless checkmate is impossible, in which case it's a draw.

- 8.5.4 Pressing the clock without moving or using both hands for a move is treated as an illegal move.

- 8.5.5 Irrespective of clause 8.5.1, if a pawn reaches the last rank and is not promoted, it is replaced with a queen.

- 8.6 If a piece is found on the wrong square, the position is restored to the last known correct state. If that's unclear, the game resumes from the last identifiable position.

9. OTHER CONSIDERATIONS

- 9.1 In addition to the rules and regulations contained herein, any supplementary documents, guidelines, circulars, or communications issued by the organizing committee or governing body shall be deemed an integral part of these rules. All such documents shall carry equal binding authority and must be adhered to by all participants.

10. FORMAT OF THE TOURNAMENT

- 10.1 The following rules apply to this year's corporate chess championship. The objective is to provide every participant with meaningful games during the league stage, followed by a short play-off stage to determine the champion.

- 10.2 Tournament Structure at a Glance:

Stage	Format	Time Control
Core Stage	8 rounds. All players continue to play each round unless they withdraw or are not available for a round.	10 minutes per player, no increment (10+0).
Qualification	After 8 Core rounds, the top 4 players in the standings qualify for the play-offs.	Standings decided first by points, then by the tie-break order below.
Play-offs	Rank 1 vs Rank 2; Rank 3 vs Rank 4; then a final qualifier; then the Grand Final.	All non-final play-off games are 10+0 rapid games.
Grand Final	Two rapid games, followed by two blitz games if still tied, followed by Armageddon if still tied.	Rapid: 10+0. Blitz: 5+0. Armageddon: 10+0 with bid time for Black.

10.3 Core Stage - How It Works

- 10.3.1 The Core stage consists of 8 rounds. Players are not eliminated during the Core stage.
- 10.3.2 A win scores 1 point, a draw scores 0.5 points, and a loss scores 0 points.
- 10.3.3 From Round 2 onwards, players are paired against other players on the same or nearest possible score. This means players doing similarly well in the tournament will generally face each other.
- 10.3.4 No two players should be paired against each other more than once during the Core stage.
- 10.3.5 Colours will be balanced as far as reasonably possible. The pairing system will try to avoid a player receiving the same colour three times in a row, unless unavoidable due to pairings.
- 10.3.6 If the number of players in a round is odd, one player will receive a full-point bye. A player should not receive more than one pairing-allocated bye in the tournament.
- 10.3.7 Players who withdraw, are unavailable for a round, or are not present by the applicable default time will not be paired for that round unless the Chief Arbiter decides otherwise.
- 10.3.8 Pairings and standings are live on the website [Chesspairings](#) and published after results are entered. Once pairings for the next round are published, they will generally not be changed except for a clear administrative error or an exceptional circumstance.

10.4 Result Reporting and Corrections

- 10.4.1 Both players are responsible for ensuring that the result is correctly reported immediately after the game.
- 10.4.2 If a result or colour allocation has been recorded incorrectly, the player must notify the arbiter or organising team as soon as possible and before the next round pairings are published.

- 10.4.3 Corrections reported after the next round pairings are published may be reflected only from the following round, unless the Chief Arbiter decides that an immediate correction is required in the interest of fairness.

10.5 Tie-Break System for Core Standings

- 10.6 Tie-breaks are used only when two or more players finish on the same number of points. They decide the final Core ranking and therefore who qualifies for the play-offs. The tie-breaks will be applied in the following order:

Order	Tie-break	Explanation
1	Buchholz Cut-1	Add up the final scores of all opponents a player faced, but ignore the lowest opponent score. This rewards players who faced stronger opposition while reducing the impact of one unusually low-scoring opponent.
2	Buchholz	Add up the final scores of all opponents a player faced. A higher number means the player faced a stronger set of opponents overall.
3	Sonneborn-Berger	For each win, add the opponent's final score. For each draw, add half of the opponent's final score. Losses add zero. This rewards scoring points against stronger opponents.
4	Direct Encounter	If all tied players have played each other, their results against each other are compared at this stage. If they have not all played each other, this tie-break is skipped for that tied group.
5	Number of Wins	If players are still tied, the player with more wins in the Core stage is ranked higher.
6	Drawing of Lots	If the tie still cannot be resolved after the above tie-breaks, the organiser will break the tie by a transparent random draw in the presence of the concerned players, where practical.

10.7 Simple Tie-Break Examples

- 10.7.1 **Buchholz example:** If your opponents finish on 6, 5, 5, 4, 4, 3, 3 and 2 points, your Buchholz score is 32. Your Buchholz Cut-1 score is 30 because the lowest opponent score, 2, is ignored.
- 10.7.2 **Sonneborn-Berger example:** If you beat players who finished on 6 and 4 points, draw with a player who finished on 5 points, and lose to the rest, your Sonneborn-Berger score is $6 + 4 + 2.5 = 12.5$.
- 10.7.3 Byes and unplayed games count for a player's tournament score as set out in these rules, but they do not create a normal over-the-board opponent for opponent-strength calculations.

11. **PLAY-OFF FORMAT**

- 11.1 The top 4 players after the Core stage enter the play-offs. The play-offs are designed so that the top two players from the Core stage receive an advantage, while players ranked 3 and 4 still have a clear path to the title.

Match	Players	Winner	Loser
Match 1 - Qualifier	Rank 1 vs Rank 2	Goes directly to the Grand Final	Moves to Match 3
Match 2 - Eliminator	Rank 3 vs Rank 4	Moves to Match 3	Eliminated
Match 3 - Final Qualifier	Loser of Match 1 vs Winner of Match 2	Goes to the Grand Final	Eliminated
Match 4 - Grand Final	Winner of Match 1 vs Winner of Match 3	Champion	Runner-up

11.2 **Non-Final Play-off Matches**

- 11.2.1 Match 1, Match 2 and Match 3 will each be decided by one 10+0 rapid game.
- 11.2.2 The higher-ranked player from the Core stage will have White in the rapid game, unless the arbiters decide to draw colours for operational reasons.
- 11.2.3 If the rapid game is drawn, the match will be decided by one Armageddon game using the bid-time process described below.

11.3 **Grand Final Format**

- 11.3.1 The Grand Final begins with 2 rapid games of 10+0. Each player will have White once.
- 11.3.2 If the score is tied after the 2 rapid games, the players will play 2 blitz games of 5+0. Each player will have White once.
- 11.3.3 If the score is still tied after the blitz games, the champion will be decided by one Armageddon game using the bid-time process described below.

11.4 **Armageddon Bid-Time Process**

- 11.4.1 Armageddon is used only when a match must produce a winner after the scheduled games are tied.
- 11.4.2 White receives 10 minutes with no increment. Black receives the time they successfully bid, with no increment.
- 11.4.3 Both players secretly write the amount of time they are willing to play with as Black. Bids must be between 1:00 and 10:00 and may be stated in minutes and seconds.
- 11.4.4 The lower bid gets Black and draw odds. This means Black wins the match if the Armageddon game is drawn.
- 11.4.5 White must win the Armageddon game to win the match.
- 11.4.6 If both players submit the exact same bid, the players will re-bid. If they remain tied after a re-bid, colour allocation will be decided by drawing of lots.

11.5 **General Play-off Rules**

- 11.5.1 Except where specifically stated in this play-off section, the general chess rules, clock rules, illegal move rules and arbiter powers in this document continue to apply.
- 11.5.2 Players must be present and ready to play at the scheduled start time. The organisers may apply a default loss for late arrival, subject to the arbiter's discretion.
- 11.5.3 The arbiters may make reasonable operational adjustments to schedule, board allocation, colour allocation or clock setup where required to ensure a fair and smooth tournament.

11.6 **Administrative Note**

- 11.6.1 This is a corporate recreational tournament. The event will not use external ratings for pairing, ranking, prize allocation or title purposes.

CHESS CHAMPIONSHIP

PLAYER CODE OF CONDUCT

- 1.1 The players shall take no action that will bring the game of chess or reputation of the corporate brand into disrepute.
- 1.2 Playing venue and playing area:
 - 1.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, and other places as designated by the arbiter.
 - 1.2.2 The playing area is defined as the place where the games of a competition are played.
 - 1.2.3 Only with the permission of the arbiter can:
 - 1.2.3.1 a player leave the playing venue,
 - 1.2.3.2 the player having the move be allowed to leave the playing area.
 - 1.2.3.3 a person who is neither a player nor arbiter be allowed access to the playing area.
 - 1.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he/she wishes to leave the playing area.
- 1.3 Notes and electronic devices:
 - 1.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.
 - 1.3.2 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.
 - 1.3.2.1 However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without permission of the arbiter.
 - 1.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The regulations of an event may specify a different, less severe, penalty.
 - 1.3.3 The arbiter may require the player to allow his/her clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with the article on Arbiter.
- 1.4 Players who have finished their games shall be considered to be spectators.
- 1.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.
- 1.6 Infraction of any part of Clause 1.1 – 1.5 shall lead to penalties in accordance with Article on Arbiter.

- 1.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.
- 1.8 If both players are found guilty according to Clause 1.7, the game shall be declared lost by both players.
- 1.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.
- 1.10 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.
- 1.11 Checking a 'three times occurrence of the position' claim is a duty of the players, under supervision of the arbiter.

CHESS CHAMPIONSHIP

ROLE OF THE ARBITER

- 1.1 The arbiter shall see that the Laws of Chess are observed.
- 1.2 The arbiter shall:
 - 1.2.1 ensure fair play,
 - 1.2.2 act in the best interest of the competition,
 - 1.2.3 ensure that a good playing environment is maintained,
 - 1.2.4 ensure that the players are not disturbed,
 - 1.2.5 supervise the progress of the competition,
 - 1.2.6 take special measures in the interests of disabled players and those who need medical attention,
 - 1.2.7 follow the Fair-Play Rules or Guidelines
- 1.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he/she has made, and impose penalties on players where appropriate.
- 1.4 The arbiter may appoint assistants to observe games, for example when several players are short of time.
- 1.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 1.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. The arbiter shall refrain from informing a player that his/her opponent has completed a move or that the player has not pressed his/her clock.
- 1.7 If someone observes an irregularity, he/she may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.
- 1.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.
- 1.9 Options available to the arbiter concerning penalties:
 - 1.9.1 warning,
 - 1.9.2 increasing the remaining time of the opponent,
 - 1.9.3 reducing the remaining time of the offending player,
 - 1.9.4 increasing the points scored in the game by the opponent to the maximum available for that game,
 - 1.9.5 reducing the points scored in the game by the offending person,
 - 1.9.6 declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score),
 - 1.9.7 exclusion from one or more rounds,
 - 1.9.8 expulsion from the competition.