NEXCORE INSTITUTE OF TECHNOLOGY

INDOOR SPORTS TOURNAMENT - 2026

CHESS - OFFICIAL RULES

Match time: 10 minutes per match (overall match limit).

Format: Individual - 1 player vs 1 player.

1. Reporting & Start

1. Players must report at least 10 minutes before their scheduled match.
2. The board must be correctly set before the game begins. White moves first.
3. The referee starts the official 10-minute timer. Players must make moves without unnecessary delay.

2. Legal Play

1. All moves must follow standard chess movement rules for the King, Queen, Rook, Bishop, Knight, and Pawn.
2. A player may not make a move that leaves their own King in check.
3. Castling, en passant, and pawn promotion are allowed only when all standard legal conditions are satisfied.
4. Check must be answered immediately. Checkmate ends the game.

3. Touch-Move & Piece Handling

1. Touch-move applies: intentionally touching a piece means the player must make a legal move with it when required by the rule.
2. A player wishing only to adjust a piece should say "Adjust" before touching it.
3. Players must not disturb pieces, the board, or the opponent during play.

4. Time & Game Result

1. When the overall 10-minute match limit expires, the referee stops the game and records the result according to the announced tournament timing procedure.
2. If a chess clock is used instead, the organiser must announce the clock format before the round. A player whose allotted clock time reaches zero normally loses, subject to applicable chess rules.
3. Checkmate wins the game. A recognised draw condition or mutual agreement may result in a draw.

5. Draws

1. A draw may occur by stalemate, agreement, or another recognised chess draw condition.
2. The referee may stop the game when a clear draw condition has occurred.

6. Illegal Moves & Penalties

1. An illegal move must be reported to the referee immediately.
2. The referee will restore the position where necessary and apply the tournament penalty.
3. Repeated illegal moves or deliberate rule violations may result in loss or disqualification.

7. Fair Play & Conduct

1. Mobile phones and unauthorised electronic assistance are prohibited during play.
2. Players may not receive advice, consult notes, or receive outside assistance.
3. Do not distract the opponent, comment on the game unnecessarily, or interfere with other boards.
4. Cheating, abusive behaviour, intentional disturbance, or refusal to follow the referee may result in immediate disqualification.

8. Final Authority

1. The referee/organising committee has final authority over legality, timing, penalties, draws, disputes, conduct, and disqualification.