

<p>Event Description</p>	<p style="text-align: center;">CHESS (COMMON)</p>
<p>Guidelines & Rules</p>	<p><i>1. General Rules</i></p> <ul style="list-style-type: none"> • The tournament follows standard chess rules as per FIDE regulations. • Each player must arrive on time; a 10-minute grace period is allowed before a forfeit. • Touch-move rule applies: If a piece is touched, it must be moved if a legal move exists. <p><i>2. Format & Time Control</i></p> <ul style="list-style-type: none"> • The tournament can be conducted in a knockout, round-robin, or Swiss system (decided by organizers). • Each player gets 10–15 minutes per game (or as per the chosen format). • If a player runs out of time, they lose the game unless the opponent has insufficient material to checkmate (draw). <p><i>3. Winning & Tiebreakers</i></p> <ul style="list-style-type: none"> • A game is won by checkmate, opponent resignation, or time-out. • A draw can happen by stalemate, threefold repetition, 50-move rule, or mutual agreement. • Tiebreakers (if needed) will be decided by: <ol style="list-style-type: none"> 1. Buchholz system (for Swiss tournaments). 2. Blitz tiebreak (3+2 minutes per player) for knockout stages. <p><i>4. Conduct & Fair Play</i></p> <ul style="list-style-type: none"> • No electronic devices (phones, smartwatches, etc.) are allowed during play. • Players must not receive outside help or discuss games with others while in progress. • Any misconduct, cheating, or unsportsmanlike behavior results in immediate disqualification. • The arbiter's decision is final in case of disputes.

