

Rules

1. **Piece Adjustment** (in your own move)
2. **Touch and Move**
 - You have to move the piece you touch.
 - If you touch opponent piece then you have to capture that piece [If legally possible.]
3. Any incorrect move can be corrected before pressing the clock.
4. Legal moves cannot be changed.
5. **Illegal move condition**
 - Violation of article 3.1-3.9
 - Using of two hands during game (Castling, Pawn promotion, Piece Capturing)
 - Pressing a clock before moving a piece.
 - **Second illegal lost. (Confirmed in players meet)**
6. **Right To Claim:-** Only the player who has the move.
7. Illegal or Warning written on the game sheet will be considered Only.
8. **Note:-**
 - Double Move is not an Illegal move. Double Move Conditions are like (Castle with rook, During Short Castle King goes to g1 square rook goes to f1 Square.)
9. Procedure of piece promotion and Castle will be followed.
10. **Match Points:-** 2-Win,1-Draw,0-Loss
11. Record your moves on a sheet. (Mandatory)
12. Record the result after the match and signed by both players.
13. Do not interfere with others game.
14. When in doubt, ask.
15. You have to submit your results before leaving the hall, after submitting the result entry is not allowed in the hall.
16. **Electronic Device:-** The possession of any electronic device or any type of watch within the tournament hall is strictly forbidden. Anyone found with these items will immediately default their current match.

Date: 9th -11th October 2026

FA Satendra Singh

Place: Kanpur (UP)

Chief Arbiter