OSA Sports

INTER-FACULTY GAMES

The Tan Eng Chye Challenge Trophy



INTERNATIONAL CHESS (MIXED)

Rules & Regulations

1. Laws of the Game

The competition shall be conducted in accordance with the general rules and regulations of the FIDE Laws of Chess, subject to the special tiebreak rules of the NUS Inter-Faculty Games. In the event of any dispute, the NUS IFG General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

2. **Player Eligibility**

Refer to Rule 5 for player eligibility in the IFG General Rules & Regulations.

3. **Registration of Players**

- The respective Faculty Sports Directors must confirm their faculty's participation by 3 1 submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.
- 3.2 Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (This will be deemed to be 14 days before the first round of International Chess, regardless of which faculties are playing first.)
- 3.3 The respective Faculty Sports Secretaries must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least 7 days before the commencement of the competition. (This will be deemed to be 7 days before the first round of International Chess, regardless of which faculties are playing first.)
- Each team may register a minimum of 4 players and a maximum of 8 players. Each faculty 3.4 may send a maximum of 1 team.
- 3.5 Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4.

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

Competition Rules 5.

5.1 Submission of Line-ups

- 511 The team captain must submit the complete official line-up of up to 4 players to the tournament director at least 5 minutes before the start of each round. No changes are to be accepted once the team line-up for the round has been submitted.
- 5.1.2 The team line-up will remain the same for the current round and is not allowed to be changed once the pairing of the current round is finalised.
- 5.1.3 Each team can have a maximum of 4 reserves.

5.2 Definitions

- 5.2.1 A match refer to a contest between 2 teams (faculties)
- 5.2.2 A match consists of 4 games, of which the teams play in a 4v4 format.

5.3 Scoring and Tie-breakers

5.3.1 Scoring is marked by 1 Game Point for a won game. ½ Game Points for a draw, and 0 Game Points for a loss. The player awarded a walkover will be given the 1 Game Point for a won game.

Team Points will be awarded based on the sum of Game Points of the 4 players in the team against the opponent team. 1 Team Point will be awarded to the team with the higher sum of Game Points, and 0 Team Points to the team with the lower sum of Game Points. ½ Team Points will be awarded to both teams in the event of a tie. The faculty with the highest amount of Team Points at the end of the tournament will be the winner.

In the event of a tie of Team Points, the tie shall be resolved using the following tie-breakers, to be applied in the order specified below:

- (a) Total Game Points
- (b) Game Points of the 1st Board
- (c) Game Points of the 2nd Board
- (d) Game Points of the 3rd Board
- (e) An Armageddon match to be played by a representative of each team. The player with the white pieces will be given 5 minutes, while the player with the black pieces will be given 4 minutes. Black will have draw odds in this game. (Black wins if the game ends in a draw.)

Refer to Rules 8 and 9 for no-show and walkover rules in the General Rules and Regulations.

5.4 Format of Play

- 5.4.1 The tournament will be run using the Round-robin system, with there being 9 rounds of play. Each faculty team will play a match against every other faculty team once. Due to an odd number of faculty teams, each faculty team will not be paired for 1 out of the allocated 9 rounds and will be given time to rest.
- 5.4.2 Each team will send 4 players to compete (According to the order specified in the Team Registration Form, notwithstanding any permitted reserve substitutions) in each round. The first-named team in each pairing shall play White on the odd-numbered boards and Black on the even-numbered boards.
- 5.4.3 The time control is 15 minutes per player, no time increment.
- 5.4.4 If a player fails to show up for the start of a particular round, the opponent will start the clock. The late player will not be compensated for the lost time incurred while being late for the round. If the time on the player's clock expires, that player will be deemed to have lost the game. The reserve player is not allowed to replace a player who is late for a particular round. All changes to the line-up will only be effective from the next round onwards.
- 5.4.5 If any player makes 2 technical fouls, his/her game will be punished as a loss directly. Any illegal actions must be reported to the arbiter when it occurs.
- 5.4.6 Any dispute arising from a game shall be referred to the arbiter immediately when it occurs at any time of the game. Disputes raised after the match or after the entire competition has ended will not be entertained. The arbiter's decision will be final.

5.5 League Points

Points shall be awarded to teams in the following position after the entire tournament.

Position	1 st	2 nd	3 rd	4 th	5 th	6 th
Points	10	8	7	6	5	4
Position	7 th	8 th	9 th			
Points	3	2	1			

5.6 Walkovers and Disqualification

5.6.1 In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the IFG Council reserves the right to disqualify the team from the competition and/or impose the relevant penalties on the team.

5.6.2 Refer to Rules 8 and 9 for no-shows and walkovers in the NUS IFG General Rules and Regulations.

5.7 Tournament Rules

All games are to be played in accordance with the rules and regulations of the FIDE Laws of Chess. A general guide to these rules can be found here.

6. Attire

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations

7. Official Calls

In all matches, all faculties shall abide by the decisions of the Arbiters.

The IFG Council & Organising Committee will be the rightful and final adjudicators of all protests and disputes.

8. Alterations and Amendments

The Organising Committee of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Office of Student Affairs

27 July 2022

Acknowledgement

The above Rules & Regulations for IFG 22 has been read and checked by:



Hosting Faculty: Intellectual Games Club International Chess Captain 2022

Goh Yijie, Jonathan

Arrangements:

 Venue-Multi-Purpose Sports Hall 4

2. Arbiters required

Chief Arbiter: Jonathan

2 x assistant arbiters (NUS IGC volunteers)

- 3. Hygiene-related measures
 - a. Masks must remain on at all times during the game, except for permissible reasons, such as drinking of beverages.
 - b. Handshakes are banned.
 - c. Players are required to wipe down the pieces and board with anti-bacterial wipes after the completion of every game.

Participating Teams (Assuming each Faculty/School sends a full roster of 8 players per team):

- 1. Faculty of Arts and Social Sciences
- 2. Faculty of Science
- 3. Faculty of Law
- 4. College of Design and Engineering
- 5. School of Computing
- 6. NUS College
- 7. Yale-NUS College
- 8. NUS Business School
- 9. NUS Yong Loo Lin School of Medicine

This indicates that there is a maximum of 72 participants.

Plan: Round-robin of 9 rounds

Assuming time control of 15 minutes per side, plus 10 minutes for administration/break between rounds, each round is scheduled to take 40 minutes.

NUS Inter-Faculty Games 2022 Fixtures (ICHESS)

Duration per Match: 40 minutes (30 minutes playing time + 10 minutes administration)

Format: Round Robin
Date: 21 Aug 2022
Venue: MPSH4

Matches (36)

Rd	Time	Groups						
	0815	<u>.</u>						
-	0830	Registration						
-	0830 - 0900	Opening Brief						
		2	Faculty of Science	VS	9	NUS Yong Loo Lin School of Medicine		
		3	Faculty of Law	VS	8	NUS Business School		
1	0900 - 0940	4	College of Design and Engineering	VS	7	Yale-NUS College		
		5	School of Computing	VS	6	NUS College		
		1	Faculty of Arts and Social Sciences	VS	NIL			
		7	Yale-NUS College	VS	5	School of Computing		
	0940 - 1020	8	NUS Business School	VS	4	College of Design and Engineering		
2		9	NUS Yong Loo Lin School of Medicine	VS	3	Faculty of Law		
		1	Faculty of Arts and Social Sciences	VS	2	Faculty of Science		
		6	NUS College	VS	NIL			
3		3	Faculty of Law	VS	1	Faculty of Arts and Social Sciences		
	1020	4	College of Design and Engineering	VS	9	NUS Yong Loo Lin School of Medicine		
	1100	5	School of Computing	VS	8	NUS Business School		
		6	NUS College	VS	7	Yale-NUS College		
		2	Faculty of Science	VS	NIL			
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4	1100 - 1140	8	NUS Business School	VS	6	NUS College		
		9	NUS Yong Loo Lin School of Medicine	VS	5	School of Computing		
		1	Faculty of Arts and Social Sciences	VS	4	College of Design and Engineering		
		2	Faculty of Science	VS	3	Faculty of Law		
		7	Yale-NUS College	VS	NIL			
	1140 - 1220	4	College of Design and Engineering	VS	2	Faculty of Science		
		5	School of Computing	VS	1	Faculty of Arts and Social Sciences		
5		6	NUS College	VS	9	NUS Yong Loo Lin School of Medicine		
		7	Yale-NUS College	VS	8	NUS Business School		
		3	Faculty of Law	VS	NIL			
	1220		Lunch Break					
	1400		Lulicii Dieak					
		9	NUS Yong Loo Lin School of Medicine	VS	7	Yale-NUS College		
	1400	1	Faculty of Arts and Social Sciences	VS	6	NUS College		
6	- 1440	2	Faculty of Science	VS	5	School of Computing		
		3	Faculty of Law	VS	4	College of Design and Engineering		
		8	NUS Business School	VS	NIL			
		_	Cabaal of Carrenting	1/0		Fourth of Law		
		5	School of Computing	VS	3	Faculty of Law		
7		6	NUS College	VS	2	Faculty of Science		
	1440	7	Yale-NUS College	VS	1	Faculty of Arts and Social Sciences		
	1520	8	NUS Business School	VS	9	NUS Yong Loo Lin School of Medicine		
		4	College of Design and Engineering	VS	NIL			
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8	1520 - 1600	1	Faculty of Arts and Social Sciences	VS	8	NUS Business School		

		2	Faculty of Science	VS	7	Yale-NUS College	
		3	Faculty of Law	VS	6	NUS College	
		4	College of Design and Engineering	VS	5	School of Computing	
		9	NUS Yong Loo Lin School of Medicine	VS	NIL		
		6	NUS College	VS	4	College of Design and Engineering	
	1600 - 1640	7	Yale-NUS College	VS	3	Faculty of Law	
9		8	NUS Business School	VS	2	Faculty of Science	
		9	NUS Yong Loo Lin School of Medicine	VS	1	Faculty of Arts and Social Sciences	
		5	School of Computing	VS	NIL		
-	1640 - 1700		Debrief				