



PG GC CHESS TOURNAMENT 2026–27



OFFICIAL RULEBOOK

Particular	Details
Eligibility	Open to all Master's students, PhD scholars and Post-Doctoral Fellows registered in the Institute.
Registration	Form released Thursday, 27 August 2026; no on-the-spot registration.
Tournament Start	1 September 2026, 7:00 PM
Venue	Gymkhana Board Games Room
Format	Knockout tournament with random draw and seeded top-four departments from 2025–26.

1. About the Event & Eligibility

The PG GC Chess Tournament 2026-27 is open to all Master's students, PhD scholars and Post-Doctoral Fellows registered in the Institute. The tournament is intended to provide an inclusive and competitive platform for chess among the PG community.

- The tournament will commence on 1 September 2026 at 7:00 PM.
- All matches will be conducted at the Gymkhana Board Games Room.
- The registration form will be released on Thursday, 27 August 2026.
- No on-the-spot registrations will be permitted.

2. Team Composition & Department Collaboration

- A department may register a **maximum squad of 6 players** for the tournament.
- The **minimum number of players required to form a team is 3** players, with **at least 1 girl**.
- For a regular department squad of 6 players, at least 2 players must be girls.
- In **each team match, 3 players will play, of whom at least 1 must be a girl**.
- Departments that do not have sufficient eligible players may collaborate with another department to form a combined team.
- A combined team may comprise players from a maximum of 2 departments. Departments should finalize any collaboration before submitting the registration/team list.
- All players appearing in the final team list must be eligible under the tournament requirements.

3. Playing Order & Fixed Sequence of Play

The sequence in which the three selected players play is a crucial tournament requirement. **Once a department submits its team list and playing sequence, the sequence will remain fixed throughout the tournament** and must be followed in every subsequent round. Departments must therefore be extremely careful while preparing and submitting their team list, as the order of players can directly determine the match pairings.

Illustration: Suppose Team A enters players 1, 2 and 3 for a match (one of 1,2,3 must be a girl), while Team B enters players 2, 5 and 6 (one of 2,5,6 must be a girl). The games will follow the same prescribed sequence:

Game	Team A	Team B
Game 1	Player 1	Player 2
Game 2	Player 2	Player 5
Game 3	Player 3	Player 6

The above example is illustrative of the fixed sequence: once the submitted player positions are established, the same sequence and corresponding positions will be used throughout the tournament. Players should not be rearranged from one round to another.

4. Tournament Format & Draw

- The tournament will be conducted in a knockout format.
- Fixtures will be generated using a randomizer during a Google Meet call.
- Seedings will be assigned to the departments that finished in the top four positions in the previous year's Boys' and Girls' competitions. The seedings would be decided based on the registered number of teams. The actual match-ups will be determined through the random draw.

5. Match & Game Format

- Each team match will consist of 3 games:
 - The three games may be **Boys vs Boys, Girls vs Girls, or Boys vs Girls.**
 - **At least one of the three players representing a team in a match must be a girl.**
 - The fixed sequence of play applies.
- Each player will be given 10 minutes for every game.
- The playing sequence submitted by the departments will determine the player pairings and will remain fixed throughout the tournament.
- A team must have the required minimum of 3 players available to participate in a match, subject to the minimum 1-girl requirement.

6. Scoring & Colour Allocation

- A player winning a game will receive 1 point; a losing player will receive 0 points; in case of a draw, each player will receive 0.5 point.
- The points scored by the players of each department/team will be combined to determine the result of the team match.
- The team scoring the higher total number of points wins the match.
- The colour (White/Black) on Board 1 will be decided by a toss.
- Colours will then be alternated for the remaining boards. For example, if a team receives White on Board 1, its player on Board 2 will receive Black and player on Board 3 plays with White.

7. Tie-Break Procedure

- If the team scores are equal after the scheduled games, a Blitz tie-break will be played using the same pairings, with colours reversed.
- The Blitz tie-break will be played with a time control of 5 minutes + 0 seconds increment.
- The Blitz tie-break will be played on all applicable boards.
- If the match remains tied after the Blitz tie-break, each department/team will nominate 1 player for an Armageddon game.
 - The Armageddon game will be played with 5 minutes for White and 4 minutes for Black.
 - The colour for the Armageddon game will be decided by a toss conducted by the arbiter.
 - White must win the Armageddon game to win the match. If the Armageddon game is drawn or Black wins, the team playing Black will be declared the winner.

8. Reporting Time & Walkover

- Teams are requested to report at the venue at least 15 minutes before their allotted match time.
- If a team fails to arrive within 15 minutes after its allotted match time, the opposing team may request a walkover.
- The organising committee/arbiter shall verify attendance and circumstances before confirming the walkover.

9. Chess Rules & Conduct

All games shall be conducted in accordance with the official rules of the Fédération Internationale des Échecs (FIDE), unless a provision is specifically modified by this rulebook.

- Players must follow the instructions of the arbiter and the organising committee.
- The official FIDE Handbook shall be the reference for chess rules and game conduct.
- FIDE Handbook: <https://handbook.fide.com/>

10. Equipment & Dress Code

- No additional equipment requirement has been prescribed for participation in the tournament.
- No separate dress code has been prescribed for the Chess PG GC.

11. Previous Year's Results & Seeding Reference – 2025–26

The following departments secured the top four positions in the Ches PGGC 2025-26 and will receive seedings for the 2026-27 draw:

Position	Boys	Girls
Winner	C-TARA	Earth Sciences
Runner-up	IEOR	HSS – Humanities and Social Sciences
3rd Place	Civil Engineering	Civil Engineering
4th Place	Mathematics	Aerospace Engineering

12. Important Instructions for Departments

- Departments should verify the eligibility, gender composition and availability of all players before submitting the final team list.
- The player sequence must be decided carefully before submission because the sequence remains fixed throughout the tournament.
- Where departments are collaborating, the combined team arrangement and final player sequence should be settled before registration and treated as the official team structure.
- Any ambiguity in the submitted list should be clarified with the organising team before the tournament begins.

13. Queries & Contacts

Name	Designation	Contact
Varad	Institute Board Games Secretary	77220 97837
Aditya	PG Sports Convener – Events	76662 10590

14. Disputes & Final Authority

In case of any discrepancy, ambiguity, dispute, or situation not explicitly covered in this rulebook, the decision of the Institute PG Sports Council 2026–27 shall be considered final and binding. The Council reserves the right to interpret and enforce these rules in the interest of the fair and smooth conduct of the tournament.

PG SPORTS COUNCIL 2026–27