



ASEAN UNIVERSITY GAMES 2026

CHESS RULES

1 TECHNICAL REGULATIONS

- 1.1 The AUG Chess competition will be organised in accordance with:
- 1.1.1 The AUG General Rules & Regulations.
 - 1.1.2 The International Chess Federation (FIDE) Laws of Chess as of the competition date.
- 1.2 The competition will consist of the following 6 events:

Men's Tournament	Women's Tournament
Individual (Standard)	Individual (Standard)
Individual (Blitz)	Individual (Blitz)
Individual (Rapid)	Individual (Rapid)
Team (Standard)	Team (Standard)
Team (Blitz)	Team (Blitz)
Team (Rapid)	Team (Rapid)

- 1.3 Each country is authorised to enter:
- 1.3.1 Individual Event (Standard, Blitz & Rapid): A maximum of 5 competitors.
 - 1.3.2 Blitz and Rapid Events: Competitors must have competed in Standard event.
 - 1.3.3 Team Events (Standard, Blitz, & Rapid): Each country may register 1 team for the event. The results of the 4 best Individual (Standard, Blitz, & Rapid) Event's entries will be used to compute the team score.
 - 1.3.4 A maximum of 5 men and 5 women competitors and 3 team officials may be registered. Number of team officials shall not exceed number of competitors.
- 1.4 Countries must confirm and submit their list of competitors at the General Technical Meeting.

2 COMPETITION REGULATIONS

- 2.1 System of Play
- 2.1.1 Men and women events will use the Individual Swiss System 7 Round for Standard, Rapid and Blitz. The results of the 4 best Individual (Standard, Blitz, & Rapid) Event's entries will be used to compute the team score. Players from the same country will not be paired during the competition.
- 2.2 Categories of Competition
- 2.2.1 Standard Chess; maximum of 2 games per day.
 - 2.2.2 Blitz Chess
 - 2.2.3 Rapid Chess

2.3 Time Control

- 2.3.1 Standard Chess: 90 minutes with 30 seconds increment from move 1. DGT chess clocks will be used.
- 2.3.2 Blitz Chess: 3 minutes with 2 seconds increment from move 1.
- 2.3.3 Rapid Chess: 15 minutes with 10 seconds increment from move 1 (full day), or 10 minutes with 5 seconds increment from move 1 (half day)

2.4 Recording of the Game

- 2.4.1 In accordance with FIDE Laws of Chess, each player must keep a record of their game for the Standard Event
- 2.4.2 For the Rapid and Blitz Event, it is optional for players to record their games. However, players who do not record shall have no right of claim in the event of any dispute.

2.5 Ranking of Entries

- 2.5.1 The following points system will apply:

Win	1 point
Drawn	½ point
Lost	0 point

- 2.5.2 If there are any players who share the same points after the last round, the following tie breaker system shall be applied to determine the winner:

- A. Direct Encounter
- B. Buchholz
- C. Sonneborn-Berger
- D. Play-Off

- i. Each pair of the tied players shall play two Play-Off games, each game with the time control of 5 minutes with 3 second's increment. The Chief Arbiter shall arrange for the drawing lot selecting one player in the pair to play White in the first game and play Black in the second game.
- ii. If the Play-Off games do not break the tie, Armageddon Play-Off will be applied, whereby White shall have 6 minutes and Black 5 minutes, with no increment. In case of draw, Black wins. The Chief Arbiter shall arrange for the drawing lot of who will play White or Black in the Armageddon Play-Off game.

- 2.5.3 For the team competition, accumulative points after the final round of the four players on the same team will be added together to determine the winner.

- 2.5.4 If there are any teams that shares the same points after the last round, following tie breaker system shall be applied to determine the winner:
 - a. Smallest combined ranking of 4 players
 - b. Play-Off

- i. Each pair of the tied players shall play two Play-Off games, each game with the time control of 5 minutes with 3 seconds' increment. The Chief Arbiter shall arrange for the drawing lot selecting one player in the pair who shall play White in the first game and Black in the second game.
- ii. If the Play-Off games do not break the tie, Armageddon Play-Off will be applied, whereby White shall have 6 minutes and Black 5 minutes, with no increment. In case of draw, Black wins. The Chief Arbiter shall arrange for the drawing lot of who will play White or Black in the Armageddon Play-Off game.

2.6 Anti-Cheating

2.6.1 During a game, a player is forbidden to have any electronic device of any kind in the playing venue. If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game and the opponent shall win. If it is also evident that the player has the device on the purpose of computer-assisted cheating, the player shall be expelled from all of the remaining events and reported of the wrongdoing to AUSC.

2.6.2 The player must allow his clothes, bags, other items, or body to be inspected by the arbiter or person authorised by the arbiter, in private. If a player refuses to cooperate with these obligations, he or she shall lose the game and the opponent shall win, and the player might be additionally penalized depending on the severity of the offense.

2.7 Medals Awarded

Each country can only achieve a maximum of 2 medals per event.

2.8 Match Attire

The attire of participants must comply with FIDE standard.

3 SUMMARIES OF ENTRIES

Chess	Maximum Number of Participants Per Country
Men Competitor	5
Women Competitor	5
Team Officials*	3
International Technical Official	0

**Number of team officials shall not exceed number of competitors.*

END