

ISC, SOHAR CHESS TOURNAMENT - 2012

RULES AND REGULATIONS

1. The format used for this tournament is Rapid Chess similar to a T-20 type.
2. The duration of each game will be 10 minutes.
3. During the game each player will be given a maximum of 20 seconds to make a move. If the move is not made within 20 seconds the player loses 1 point. For every 20 seconds move is not made the player loses 1 point.
4. The result of the game is decided based on the value of the pieces left on the board at the end of the 10 minutes period.
5. Except for the rules mentioned above all the basic rules and regulations of chess will be used for the entire tournament
6. Rules are subject to change and will be informed prior to the start of the tournament

The Relative Value of the Pieces

During a chess game, you will often be required to exchange one piece for another. Perhaps you can capture a rook, but this will allow your opponent to capture one of your bishops.

How do we know when a trade is good for us? There are many factors to consider, but beginners should become accustomed with the basic value of each piece. This serves as a rough guide that can tell you at a glance which side has more [material](#) (the side with more material usually has a significant advantage), as well as give you some guidance when making exchanges.

Generally, you want to make trades that allow you to capture more material than your opponent, and avoid the reverse. However, not all pieces are created equal.

- **Pawns** are the basic units of chess, and are given a value of **1**. All other pieces are valued in terms of how many pawns they are worth.
- The minor pieces, **bishops and knights**, are each considered to be worth about **3** pawns.
- **Rooks** are worth about **5** pawns. This makes them worth slightly less than two minor pieces.
- **Queens** are worth approximately **9** pawns. A queen is worth nearly as much as two rooks.

You'll notice one piece is missing from our list: the king. The **King** can never be exchanged, and losing your king means the game is immediately over. Thus, the king's value is **infinite** -- no cost is too high to avoid **Checkmate**