



**CHANDIGARH
GROUP OF COLLEGES**
Building Careers. *Transforming Lives.*

PARIVARTAN 2026

(Technical College Event Rule Book)

AI/ML & Cybersecurity | AI & Prompting | Robotics & Drones | Ideathon | Esports

GENERAL INSTRUCTIONS

- **Minimum Participation Requirement:** Final positions and winners will be declared depending upon the entries only.
- **Valid Fee Receipt:** Participants must retain and produce their **official fee/payment receipt** as proof of registration whenever required. Entries without valid payment confirmation may not be considered.
- **Registration:** Participation is valid only after successful registration and payment of the applicable event fee within the specified registration period.
- **Event Eligibility:** Participants must fulfil the **team-size and eligibility requirements** specified for their respective event. Changes to team members after registration closes will not be permitted unless approved by the organizers.
- **Reporting Time:** Participants must report at the **designated venue at least 15 minutes before** their scheduled event/slot.
- **Identity Verification:** Participants must carry a **valid college/institution ID card** and present it whenever requested by the organizers.
- **Organizer's Decision:** The decision of the **judging panel/event coordinators will be final** in matters related to scoring, rule interpretation, penalties, and disqualification.
- **Code of Conduct:** Participants must maintain proper discipline and sportsmanship throughout the event. Misconduct, abusive behaviour, cheating, deliberate disruption, or damage to event property may result in disqualification.
- **Originality & Fair Play:** Participants must not use unfair means, unauthorized assistance, or copied/purchased work where originality is required. Any violation may lead to immediate disqualification.
- **Equipment Responsibility:** Participants are responsible for their own personal devices, equipment, robots, drones, and other permitted materials unless explicitly stated otherwise in the event rules. The organizers will not be responsible for loss or damage to personal belongings.
- **Rule Compliance:** Participants are expected to read and understand the **specific rules of their event** before participating. Event-specific rules take precedence over general instructions wherever applicable.
- **Schedule Changes:** The organizers reserve the right to modify event timings, rounds, venues, or procedures due to operational, technical, or safety requirements. Any such changes will be communicated to registered participants.
- **Disqualification:** The organizing committee reserves the right to disqualify any participant/team found violating the event rules or engaging in unfair practices.

For queries, contact:

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Category 5 — Esports

Online Chess

A knockout online chess tournament with a fixed time control.

Format: Knockout

Platform: Lichess

Entry: Pre-registration with platform username

Rounds: Single-elimination knockout rounds leading to a final

Fair Play: Platform's built-in anti-cheat + organizer monitoring

Basic Concept of the Event

A competitive online chess tournament run on a standard platform (Lichess) under a fixed time control, following standard chess rules with a knockout format leading to a final.

Rules

1. Participants must register with their platform username in advance and join the official tournament link/room shared by organizers.
2. Standard chess rules apply throughout (touch-move is not enforced online, but all other rules — checkmate, stalemate, threefold repetition, 50-move rule — apply as per the platform's engine).
3. The time control for each round is 10+0; players are responsible for a stable internet connection — disconnection does not pause the clock.
4. Use of any chess engine, external analysis tool, or assistance during a live game is strictly forbidden; the platform's fair-play/anti-cheat detection will be used, and flagged accounts are disqualified.
5. Players must report scores/screenshots promptly if the platform's official bracket doesn't auto-update.
6. No-shows within the grace period (5 minutes after round start) forfeit that round.

Note: Final positions and winners will be declared depending upon the entries only.

Judgement Criteria

- Tournament standings as per platform scoring (win/draw/loss points) within the bracket format used.
- Tie-breaker: In case of a draw, a 3+0 Blitz playoff will be played to determine the winner.

Participation Fee

Rs. 75/- (individual participation)

Cash Prizes to the Winners:

1st Position: **Rs. 8000**

2nd Position: **Rs. 6000**

3rd Position: **Rs. 4000**