

Chess Blitz Tourney Rules and Etiquette

Tournament Overview

The tournament is a Wild West style tournament. There will be no official pairings. As fast as possible, each player should try to play as many different players in as many different categories as possible (round robin-ish). If you play a player a second time, only the first game will be used in the standings. The first games will start anytime after 10:00 am and the last games must start before 11:30 am to count in standings. Whoever wins the most games in each category during the two hours wins.

Winners

Winners will be picked based on score for first and second place in each division. Age based on chronological age on the day of the tournament. (Please do not enroll children who cannot complete a game of chess playing within regular chess rules.)

Tie-breaks

First - whoever won in head-to-head play. Second – the player who played the hardest players (number of wins their opponents had). Third – the player who played the most adults. Fourth - the player who played the most Seniors. Fifth - the player who played the most U18 players, Sixth - the player who played the most U15 players, etc. If still tied both will be presented with a winner certificate.

Clock

Same Hand: Each player must operate the clock with the same hand that moves the pieces. A player cannot keep a finger over their button or hover over the toggle switch. One should not pick up the clock during play. Only the players of the game are allowed to call attention to the time expired or expiring on their clock. Spectators and players in other games are not to speak (or hint) about, make gestures or facial expressions about the time on the clock or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing area.

Buttons: There are three buttons on the clock each player should know: the power button on the bottom for resetting the clock to a three-minute countdown for each player, the pause button on the front for starting and stopping the clocks, and the toggle switch on the top to stop your clock and start your opponent's clock.

Time Expired

A time expired is considered to have expired only when a player's time has gone to 0:00 and is pointed out by either player. Spectators should never draw attention to the clock. If your time expires and then you play a move which checkmates your opponent's king, and then your opponent points out that your flag has fallen, you have still won. On the other hand, if your opponent points out that your flag has fallen before you play the move which checkmates your opponent, you lose (or draw if your opponent has insufficient material, see below). If the opponent does not agree with the claim, a director should be called over to make judgment.

Both clocks: If a player claims that both players time is run out, prior to a checkmate, the game is drawn. Circle both players on the game form.

If your time expires and your opponent has insufficient material to win the game is a draw.

Insufficient material is when: (1) one's opponent has only a lone king; (2) one's opponent has only king and bishop or king and knight, and does not have a forced win; or when (3) one has no pawns and one's opponent has only king and two knights and no forced win.

At the Start of the Game

Find opponent: Invite someone, you have not played yet, to play. Find a board, set up a clock, and determine who plays which color. Fill out the game form with who is white and who is black with the participants number from the score chart.

Black options: Black determines which side of the board the clock is on. If neither player has a tournament chess set, black gets to choose the board.

Start: It is proper to first shake hands and then the player playing black starts (start/pause button) white's clock and pushes the toggle button so white's clock starts.

Report: When the game is over, circle the winner on the game form, each player should initial the game form and the winner should return it to the score keeper. They then each find another opponent for their next game.

Touch Move

This tournament will not enforce touch move. Your move is over when you start your opponent's clock by pressing the toggle switch on the clock.

Conduct During the Game

No Kibitz: During the game, players should never discuss their game with anyone and no one should discuss a game in progress with either player. No non-player should call attention to the clock.

Check: Announcing check is not required. Taking your opponent's king, even though you did not declare check, wins you the game.

Persistent refusal by a player to comply with the Laws of Chess shall be penalized by loss of the game.

Illegal Moves

Check: If your opponent makes an illegal move, and starts your clock, you may immediately start their clock and show them why it is an illegal move or, if the illegal move was moving into check, take your opponent's king and win the game.

Notice Later: If the illegal move is not discovered until after their opponent has played it will stand. If later in the game their opponent can take the offending players king, they may do so, and win the game.

Setup: If during a game it is found that the initial position of the pieces was incorrect, a player may pause the clocks and fix the error or if *either* player wants to restart the game the game shall be canceled and a new game played.

Stopping Clocks to Flag Down a Director of Obtain Promoted Piece

Any player who wishes to make a claim of any sort or see the director for any legitimate reason may pause the clocks before finding the director. If when one goes to promote a pawn to a piece and the desired piece is not

available, the player may pause the clocks in order to borrow a piece and place it on the board.

Withdrawing from a Tournament or Missing Some Games

You may come and go as you please. The player who plays the most games has the best chance of getting a higher score.

Resignation

The proper way to resign a game is to either say “I resign” or by tipping over one’s king, one may then also pause the clocks. Then one should shake hands with one’s opponent, and congratulate him or her for a won game.

Types of Drawn Game

1. Stalemate— the game is drawn when a player cannot make any legal moves and yet is not in check.
2. Agreement— the game is drawn when both players agree to a draw. The proper procedure for offering a draw is, (1) immediate after making one’s move on the board, (2) say: “I offer a draw,” (3) press the button on your clock so as to start your opponent’s clock. After a draw has been offered, your opponent has the option of accepting anytime before his or her next move. One rejects a draw offer simply by playing one’s next move. To accept a draw which has been offered, one may stop the clocks and shake hands, signifying the acceptance of the draw offer.
4. Insufficient material to continue— see list in “Time Expired” above.
5. Both players time is expired— the game is drawn if one of the players points out that both players time is expired.
 6. Draw declared by director— on rare occasions the director may declare a game drawn.

Other rules not enforced:

50 move rules— Will not be enforced. Since recording moves is not required there is no way to verify 50 moves have passed without either player taking a piece or moving a pawn.

Triple occurrence of position—the game can be claimed to be drawn when the same identical position occurs three times (not necessarily in a row). Since the tournament does not require recording moves “Triple Occurrence” will not be enforced.