

US CHESS FEDERATION BLITZ RULES FOR SUPERNATIONALS V

Rules of Play:

1. Blitz will be played using **Touch-Move** rules. Clock-Move rules no longer apply. Therefore, if a player touches one piece, then moves another and presses the clock, the opponent may press the player's clock to force the player to move the piece touched, or may stop the clock to claim a violation. A penalty may be assessed.
2. One "round" of Blitz chess consists of 2 games, one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). White first goes to the player whose name appears on the left-hand side of the Pairing Sheet.
3. Each player must make all of his moves in the five minutes allotted on his clock. Time delay feature will not be used.
4. All the clocks must either have a special device, usually called a flag, or be a digital clock.
 - a. Whatever clock is used, analog or digital, the clock must continue to run for both sides even if one side's time has expired.
 - b. A digital timer (given it meets the requirements of 4a) is preferred over an analog clock.
 - c. If Black and White have equivalent clocks (e.g. both analog, or both digital), then the player with Black chooses the clock provided that player is at the board when the round begins.
5. Before play begins both players should inspect the position of their pieces and the setting of the clock, since once each side has made a move all claims for correcting either are null and void. The only exception is if one or both players have more than five minutes on their clock, then the tournament director (TD) may reduce the time accordingly.
 - a. If the King and Queen are set up incorrectly, it is legal to castle short on the Queenside and long on the Kingside.
 - b. If an illegal position is created or an illegal move made without the opponent making a claim, the position stands and a claim not allowed when the opponent has determined the next move (e.g. has released his piece on its destination square).
6. Each player must press the clock button with the same hand he uses to move his pieces. This rule also applies to castling and capturing.

7. The TD may state at the start of the event the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.

8. Except for pushing the clock button, neither player should touch the clock except:

a. To straighten it.

b. If either player knocks over the clock, his opponent gets one minute added to his clock.

c. If your opponent's clock does not begin you may push his side down and re-punch your side; however, if this procedure is unsatisfactory, please call for a TD.

d. Each player must always be allowed to push his clock after making his move. Neither player should keep his hand on, or hovering over, the clock.

9. Defining a win.

a. A game is won by the player:

1) Who has mated his opponent's King.

2) Whose opponent resigns.

3) Whose opponent's flag falls first, at any time before the game is otherwise ended, provided he points it out and neutralizes the clock while his own flag is still up and that player still has mating material.

4) Who, after an illegal move, takes the opponent's King (if the King is in check) or claims the win and stops the clock.

b. An illegal move doesn't negate a player's right to claim on time, provided he does so prior to his opponent's claim of an illegal move. If the claims are simultaneous the player who made an illegal move loses.

c. Either two minor pieces (except K vs K+N+N), a Pawn, a Rook or a Queen is sufficient mating material.

10. Defining a draw.

a. A game is a draw:

1) If one of the Kings is stalemated, even if a flag fall is claimed simultaneously.

2) By agreement between the players during the game only.

3) If the flag of one player falls after the flag of the other player has already fallen and a win has not been claimed, unless either side mates before noticing both flags down. Checkmate nullifies any later time claims.

4) If one player has insufficient mating material (see 9c above) when the opponent's flag falls or makes an illegal move.

b. To claim a draw by perpetual check, a three-time repetition is necessary with the player counting 1, 2, 3, out loud so as to make it quite clear and easier for the TDs to assist. Claimant should stop the clock after the third repetition.

c. "Insufficient Losing Chances" (ILC) claims will be allowed only under the following conditions:

1) If both players each have just one identical piece and if neither side can show a forced win.

2) In K+Bishop vs K+Bishop and the Bishops are of opposite colors, with only one Pawn on the board, provided that no forced win can be demonstrated.

3) K+Rook Pawn vs K can be claimed as a draw once the defender's King is on the Rook file in front of the Pawn. K+Pawn vs K can be claimed as a draw once the defender is on the square directly in front of the Pawn, as long as the Pawn is not on the 7th rank.

4) K+R+Rook Pawn vs K+R is a draw if the Pawn is blockaded by the King and there is no immediate win demonstrated.

11. If a player accidentally displaces one or more pieces, he shall replace them on his own time. If it is necessary, the opponent may start the offending player's clock without making a move in order to make sure that the culprit uses his own time while replacing the pieces.

12. It is unsportsmanlike conduct to knock over any pieces then punch the clock. For the first offense the player will get a warning from the TD (unless this causes his flag to fall, in which case the opponent will get one extra minute added to his clock). For a second offense the TD will add one minute a one minute to the opponent's clock. For a third offense the offender shall forfeit the game. Thereafter, the TD may use other penalties or expel a player from the event for repeated offenses.

13. In case of a dispute either player may stop the clock to summon a TD. In any unclear situation the TD will consider the testimony of both players and any reliable witnesses before rendering his decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief then, if necessary, the player may appeal to the Chief TD whose decision in all cases is final.

14. The TD shall not pick up the clock; except in the case of a dispute.

15. Spectators and players in other games are not to speak or otherwise interfere in a game. If a spectator interferes in any way, such as by calling attention to the flag fall or pointing out an illegal move, the TD may cancel the game and rule that a new game be played. The TD may also expel the offending party from the playing room. If the offending party is participating in the event, penalties at the discretion of the TD may be assessed up to expulsion from the event.

16. When a clearly drawn position is reached (see Rule 10), either player may stop the clocks and appeal to the TD for a draw.
- a. If the TD rules a draw, the game is over.
 - b. If the TD denies the claim, the TD will impose a one minute penalty (or half the remaining time if less than two minutes remain) on the player who made the claim and stopped the clock.
17. Illegal moves, unnoticed by both players, cannot be corrected afterwards, nor can they become the basis for making a claim. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win.
18. Moving the King next to another King is illegal, and neither player can play King takes King!
19. If a player promotes a Pawn and leaves the Pawn on the board, only the opponent has the option of stopping the clocks while a replacement piece is found.
20. Only a TD may determine if a clock is defective and change clocks.
21. Excessive banging of pieces or clock will not be tolerated. The offending player may be penalized with loss of time.
22. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
23. The Official Rules of Chess (5th edition) and the online "Rulebook Changes [2003-2013]" shall be used to resolve any situation not covered by these rules.