

## Bristol Blitz Tournament Rules

### Tournament Specific Regulations

Entry Limit	50 (one section)
Number of Rounds	9
Number of Half Point Byes Permitted	1 (not in the first / last round)
Time Control	5min + 3sec
Default Time	None: The player has until their time expires to begin their game

#### Schedule

Round 1	Saturday, 2nd April	13.00
Round 2	Saturday, 2nd April	13.30
Round 3	Saturday, 2nd April	14.00
Round 4	Saturday, 2nd April	14.25
Round 5	Saturday, 2nd April	14.50
Round 6	Saturday, 2nd April	15.15
Round 7	Saturday, 2nd April	15.40
Round 8	Saturday, 2nd April	16.05
Round 9	Saturday, 2nd April	16.30

Pairings Published for each Round	13.00 for Round 1, ASAP thereafter
Pairing Software	Swiss Manager
Tournament Sections	FIDE Open

Entry Fee	£12
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Bank Transfer  
No Postal Entries  
No Entries on the day

**Entry to the tournament subject to receipt of full tournament fee.**  
The entry fee will not be returned in case player doesn't turn up.

#### Prizes

1st £50  
1st under FIDE 1800 rating £35  
1st under FIDE 1600 rating £25

All entry fees will be distributed as prize money after expenses deduction

The top Bristol League player will be the Bristol Blitz Chess Champion

## Allocation of Ratings

The ratings used for the tournament will be determined from the following:

- (1) FIDE Blitz Rating (March 2022)
- (2) FIDE Rapid Rating (March 2022)
- (3) ECF Rapid Rating (March 2022)
- (4) FIDE Standard Rating (March 2022)
- (5) ECF Standard Rating (March 2022)

Where a player has none of these, the organisers will assign an estimate based on all available data on a case-by-case basis, failing which the player will be assigned a rating of 0.

## Rating

The tournament will be submitted to FIDE. It is a condition of playing in the Bristol Blitz that the data submitted at the time of entry will be forwarded to the ECF / FIDE as required to enable the games to be rated by the FIDE.

## Levels of ECF Membership Required

At the moment FIDE is not charging for the registration or rating of Blitz events; nor does ECF grade them. They are currently outside the ECF fee structure.

## Covid Regulations

The regulations below apply at the time of writing. Depending on government regulations, or the regulations of the venue, these may change without notice.

- Players should only play if they have no COVID-19 symptoms.
- No handshakes before or at the end of the games are necessary, just be polite!

## Prize Conditions

The prize fund will be reduced if there are fewer than 30 players!

The place prizes in all tournaments will be awarded to the player scoring the most points. There will be no tie-breaks applied, and in the event of a tie, the prize money will be shared equally between all tied players.

Players allocated a rating of 0 are not eligible for rating prizes.

Where there is a tie for a rating prize, the prize shall be won by the lowest-rated

player involved in the tie.

Where a player wins a place prize and a rating prize, the player will win whichever prize is of the higher value.

## Byes

One half Point bye may be requested for Rounds 2 to 8 (or a request may be cancelled) either:

- At the time of entry, or
- At any point before the pairings are published for each tournament.

Where the pairings are published as soon as they are available, the request should be made no later than the conclusion of the last game in the round of the tournament being played. Such requests should be made to the Arbiter at the tournament.

Players who miss more rounds than the number of Half Point Byes permitted in each tournament will be withdrawn from the tournament, unless the Chief Arbiter decides otherwise.

A player who defaults a game will not be included in the pairings for the next round of the tournament, or any subsequent round, unless the Chief Arbiter decides otherwise.

## F.I.D.E. Rules of Blitz Chess apply.

For the first completed illegal move, the arbiter shall give one-minute extra time to the opponent. For the second completed illegal move by the same player, the arbiter shall declare game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king, by any possible series of legal moves.

### **Appendix B. Blitz**

- B.1 A 'blitz' game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.
- B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules **shall be one minute instead of two minutes.**
- B.3.1 The Competition Rules shall apply if:
- B.3.1.1 ~~one arbiter supervises one game and~~
- B.3.1.2 ~~each game is recorded by the arbiter or his assistant and, if possible, by electronic means.~~
- B.3.2 ~~The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.~~

**B.4** Otherwise, play shall be governed by the Rapid chess Laws as in **Article A.2 and A.4.**

**B.5** The regulations of an event shall specify whether Article B.3 or **Article B.4 shall apply** for the entire event.

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**A.2** Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.

**A.4** ... otherwise, the following apply:

**A.4.1** From the initial position, once 10 moves have been completed by each player,

**A.4.1.1** no change can be made to the clock setting, unless the schedule of the event would be adversely affected

**A.4.1.2** no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

**A.4.2** If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

**A.4.3** To claim a win on time, the claimant may stop the chess clock and notify the arbiter. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

**A.4.4** If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

**A.4.5** **The arbiter shall also call a flag fall, if he observes it.**

**7.5.1** An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

**7.5.2** If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

**7.5.3** If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

- 7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.
- 7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

## Mobile Phones

During play mobile phones and other electronic devices must be completely switched off.

A player will be immediately disqualified if during the game any such device either  
(a) makes any sound; or  
(b) is found to be switched on.

## Parental Responsibility

Parents or guardians are responsible for their children during the tournament. The organisers and helpers are not able to act "in loco parentis" and are not able to take responsibility for any child's actions, or for the actions of anyone that may affect your child.

## Liability

The organisers accept no responsibility for any loss, theft or accident during the tournament.

## Right to Refuse Entry

The Chief Organiser reserves the right to refuse entry without being required to state a reason, and to transfer players between tournaments at any time.

## Zero Tolerance to Abuse

The Chief Arbiter is empowered to expel a player from all tournaments entered, either for a number of rounds, a number of days, or in their entirety, who shows dissent by word or action towards an arbiter, or any member of staff connected with the Tournament.

**By entering the tournament, players are accepting ALL the above terms and conditions.**