APPENDICES

Appendix A. Rapid Chess

A.1 A 'Rapid chess' game is one where either all the moves must be completed in a fixed time of more than 10minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than10 minutes but less than 60 minutes for each player.

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

A.3 The penalties mentioned in Articles 7 and 9 of the Competitive Rules of Play shall be one minute instead of two minutes.

A.4 The Competitive Rules of Play shall apply if:

A.4.1 one arbiter supervises at most three games and

A.4.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means.

A.4.3 The player may at any time, when it is his/her move, ask the arbiter or his/her assistant to show him/her 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.

A.5 Otherwise the following apply:

A.5.1 From the initial position, once 10 moves have been completed by each player,

A.5.1.1 No change can be made to the clock setting, unless the schedule of the event would be adversely affected.

A.5.1.2 No claim can be made regarding incorrect set-up or orientation of the chessboard. In case of in correct king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

A.5.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he/she shall act according to Article 7.5.5, provided the opponent has not made his/her next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his/her 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/her next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.5.3 To claim a win on time, the claimant may pause 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.5.4 If the arbiter observes both kings are in check, or a pawn stands on the rank furthest from its starting position, he/she shall wait until the next move is completed. Then, if an illegal position is still on the board, he/she shall declare the game drawn.

A.5.5 The arbiter shall also call a flag fall, if he/she observes it.

A.6 The regulations of an event shall specify whether Article A.4 or Article A.5 shall apply for the entire event.

3.10.2 A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9.

7.5 Illegal moves

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 penalised 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 penalised 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 1 minute extra time to his/her 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