

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 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

Example 1: According to the Tournament Regulations of an event, the time control is 30 minutes for the whole game and 30 seconds increment for each move. That is: for 60 moves we would get $30' + (30'' \times 60) = 30' + 30' = 60'$. Then such a game is considered to be standard chess.

As according to Article A1 "A Rapid Chess" is a game where all moves must be completed in more than 10 minutes and less than 60 minutes for each player.

Example 2: According to the Tournament Regulations of an event, the time control is 10 minutes for the whole game and 5 seconds increment for each move. That is: for 60 moves we would get $10' + (5'' \times 60) = 10' + 5' = 15'$. So according to Article A.1 such a game is considered to be Rapid Chess.

When doing these calculations games using delays are treated in the same way.

- 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/her with a scoresheet, in order to write the moves.

Players are allowed to record the moves, but they may stop recording any time they wish. Players may claim a draw without the support of a scoresheet when they are playing on electronic boards. The arbiter also has the right to accept or refuse a claim without scoresheet evidence based on his/her observations.

- 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:

A4.1 one arbiter supervises at most three games and

A4.2 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.

If a player asks the Arbiter to show him the score sheet, the clock should not be paused.

If the Competition Rules are used they must apply to every round. They cannot be introduced, for example, only for the final.

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 incorrect 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.

This means that the player does not lose the game with the first illegal move, but only with the second, as it is in standard chess. The penalty is the addition of one minute to the opponent, instead of two minutes.

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.

If both clocks indicate 0.00, no claim for win on time can be submitted by the players, but the Arbiter shall decide the result of the game by the flag that is shown on one of the clocks. The player whose clock shows this indication loses the game. unless the opponent cannot win by normal means.

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.

The arbiter arrives at a board where both kings are in check. If that situation continues after the next move is played the arbiter shall declare the game drawn. If that move removes his/her own king from check but the opponent is still in check then the game continues as it is no longer an illegal position. If the second player remains in check after completing his/her next move the arbiter should declare an illegal move by that player.

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.

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 for each player.

*According to the Tournament Regulations of an event the time control is 5 minutes for the whole game and 5 seconds increment for each move
That is: for 60 moves we would get $5' + (5' \times 60) = 5' + 5' = 10'$.
According to Art. B.1 we have a Blitz game.*

- B.2 The Competition Rules shall apply if:

- B.2.1 one arbiter supervises one game and
- B.2.2 each game is recorded by the arbiter or his/her assistant and, if possible, by electronic means.
- B.2.3 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.

If the Competition Rules are used, they must apply to every round. They cannot be introduced, for example, only for the final.

In both Blitz and Rapid Chess, if the player asks from the Arbiter to see the scoresheet, the clock should not be paused.

- B.3 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2, A.3 and A.5.
- B.4 The regulations of an event shall specify whether Article B.2 or Article B.3 shall apply for the entire event.