



B. S. C. C.

The Bishop's Stortford Chess Club



Rapid Play Tournament Rules

- The Rapid Play matches will be 25 minutes, plus 10 seconds added for each move for each player. If analogue clocks are used, the time is 30 minutes each.
- The Rapid Play is a 5 Round Swiss Pairing.
- The 1st Round pairings will be the top half playing the bottom half. (No. 1 Seed to play No. 11 Seed, No. 2 plays No. 12 and so on...). This is allocated via the primary software used (SWIPS) and using current long play grades. The remaining rounds will be allocated on the scores for each participant and by the algorithm of the software.
- In the event of the primary software failing, the first round may be random if the secondary software is used instead (PairFX). After that, remaining rounds will be allocated on the scores for each participant and by the algorithm of the software.
- You do not have to record your moves but can if you wish.
- An illegal move is completed once the player's clock has been started. The opponent is then entitled to claim that the player completed an illegal move **before** the claimant has made his move. In this event an additional 2 minutes are to be added to the claimant's clock.
- A second illegal move will result in the game being defaulted by the guilty player; (Rule added 01:02:16).
- Kings cannot be taken.
- As organiser, I may use my discretion in settling any disputes. I may also consult strong and/or experienced players as I see fit;
- (Only relevant with analogue clocks). To claim a win on time, the claimant must notify a third party. For the claim to be successful, the claimant's time should be visible while opponents 'flag' is indicated after the clocks have been stopped and this is verified by a third party.
- All other rules apply.

Adam Hirst

Rapid Play Tournament Organiser