

DENR INTER-BUREAU

CHESS BLITZ – TEAM TOURNAMENT RULES AND REGULATIONS

1. The Tournament shall be played as a group/team tournament in the “**SINGLE ROUND ROBIN**” format of playing a blitz game;
2. The submitted lineups in the Tournament Host shall be the Official lineups in the Blitz game;
3. Every team must require to submit their lineup and it will be composed of four (4) players including the board designation before the commencement of every game;
4. **RE-SHUFFLING** of players is strictly prohibited. Violation of this rule shall mean forfeiture of the games involved and the conducted points led to his opponent;
5. Before the commencement of the game the players should check the chess pieces are complete and correct positions (*i.e. King is not placing the Queen's position*);
6. Players do not need to record the moves;
7. No coaching is allowed during the official game, either by both teams. (*Warning in the first offense. If repeated the teammate of the offending party shall leave the game and the player who committed the said offense lost by forfeiture*);
8. Each player shall play for **FIVE (5) MINUTES** or a maximum of ten (10) minutes per game of blitz “Play to finished with no adjustment/no extension of games shall be allowed. A player who consumed his time before the time control shall be lost by the forfeiture;

TIME (CHESS CLOCK):

- 8.1 *Players must press the chess clock in every move;*
 - 8.2 *Pressing the clock of the opponent is strictly prohibited;*
 - 8.3 *Only both players in the official game must notice their time consumed (chess clock) whether the flag is already down or not. Any members in both teams who are not playing are not allowed to give a sign or call the attention of their team members during in an official game. If the violation is found, the opposing player has the option to continue or draw the game. (Regardless for both players whether the game position is winning or losing); see article no. 7*
 - 8.4 *To claim a win on time, the claimant must stop the chess clock and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped;*
 - 8.5 *Dropping the chess clock is strictly prohibited; (Dropping twice in a row will result in a forfeiture of the game); and*
 - 8.6 **DEFAULTING TIME** *is five (5) minutes running time. If both players arrive at the official game more than five (5) minutes late, the game shall be declared lost for both.*
9. The “Team Point System” must apply in the game by adding the individual winning scores of each team. The position will establish the total points of each team. A winning score is considered one (1) point, a draw half-point (0.5), and a loss nil (0);

WIN:

- 9.1 *Who has legally mated his opponent's King;*
- 9.2 *By resignation of the opponent;*
- 9.3 *By illegal moves of the opponent;*
- 9.4 *Opponent's flag is down;*
- 9.5 *By defaulting or the opponent's unable to attend the game; and*
- 9.6 *Mate prevails (regardless if the clock is already down).*

DRAW:

- 9.7 *If one of the Kings is stalemated;*
- 9.8 *By agreement between the players;*
- 9.9 *If both flags (time) have fallen, the arbiter shall declare the game drawn;*
- 9.10 *If one player has insufficient mating material;*
- 9.11 *A threefold repetition is considered a draw (both flags must remain up after the clock has been stop)*
- 9.12 *The book draw shall apply. (i.e. King and Rook's Pawn vs. King ending)*

10. All players are required to observe the “TOUCH MOVE” rule. Violators of this rule shall automatically lose the game which results in an illegal move;
11. Illegal moves unnoticed by both players cannot be corrected afterward. An illegal move is completed when the player presses the clock, whereupon the opponent may claim a win;

ILLEGAL MOVES:

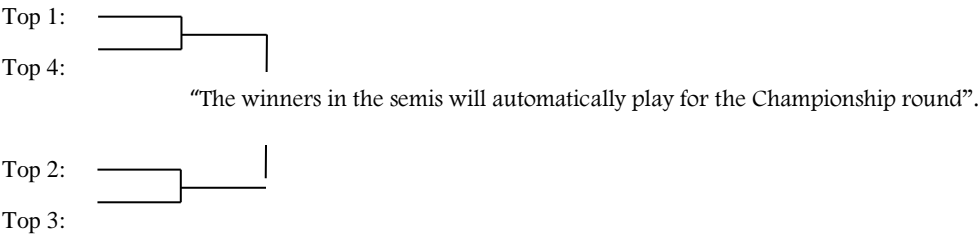
Illegal moves or any violation for any reason equivalent to losing a game: The illegal move can be implemented by pausing the chess clock and by calling the attention of the tournament arbiter, to wit:

- 11.1 Any play where a piece is moved with an inappropriate movement;
- 11.2 Make a move leaving your own King in check;
- 11.3 Capture or take the opponent’s King;
- 11.4 Touching a piece but moving a different piece;
- 11.5 Touching another piece while the King is under check (The player must cover the touched piece, if not possible King move only).
- 11.6 Moving the Queen, Bishop, or Rook passing over the pieces;
- 11.7 Moving a piece to a square occupied by another piece of the same color;
- 11.8 Moving a piece to a square occupied by an opponent’s piece and not removing the board’s captured piece;
- 11.9 Promoting the pawn without replacing the desired piece;
- 11.10 Castling is not valid if the King or Rook is already moved previously;
- 11.11 Castling while the destination square or one of the squares is attacked through which the King must pass;
- 11.12 By castling moving the Rook before the King;
- 11.13 Pressing the chess clock while the piece is not completely placed in his desired square or the move is not completed;
- 11.14 Pressing the clock without any move; (Warning in the first offense, if repeated automatically lose the game)
- 11.15 Multiple dropping of chess piece while making a move by delaying the opponents to make his turn;
- 11.16 Smashing the table (intentional) which leads the chess pieces to fall.

Note: Claiming a win in an illegal move cannot be executed if the complainant is already completed his move.

12. The pairings and schedule are same in the Regular Games of the qualifying rounds of the tournament. The commencement of the blitz game is thirty (30) minutes earlier of starting of the Regular Game, (i.e. Blitz 1:00 pm / Regular Game 1:30 pm) with prior notice every game from the host team; The schedules and venues for the semifinals will be announced after the elimination game of round robin.
13. An elimination round shall be conducted to determine the top four (4) teams who will qualify for the championship; Each team shall meet every other team their final placing is based on their aggregate scores at the end of the tournament;
14. After the games of Round Robin Elimination, the top four (4) teams’ standing will be determined by their respective total scores. In the Semifinal, No.1 will face No.4 and No.2 will face No.3 in a pair of knockout games. The two winners will dispute for the Championship round and the losers will battle for 3rd Placer and 4th Placer. At this peak, the points in the elimination are not included;

SEMIFINAL ROUNDS:



NOTE: The two losers in the semifinal will compete for the 3rd Placer and 4th Placer.

- 15. The Chess Committee and Technical Committee shall be composed of a Coach/Team Captain of each team. A Technical Committee shall act as tournament arbiters and resolves any dispute arising during the game.
- 16. The Teams with protest and conflicts during the game shall be not part of the Technical Committee until the issues resolved.
- 17. Any complaint shall be resolved by the Committee during the dispute of the game within the day of the conflicts. The decision of the Technical Committee shall be final and executory;
- 18. The Players shall take no action that will bring the game of chess into disrepute;
- 19. The **FIDE Laws of Chess** shall also be adopted to the above-mentioned rules and regulations.
- 20. The Organizer shall award trophies to the Champion, 2nd placer, 3rd placer, and 4th placer. Board medals shall also be awarded to individual best board winners (Board 1, 2, 3, 4, and 1 alternate).
- 21. Each Regular Board player from Board 1 to 4 must compete in at least seven (7) games and the Alternate player must compete in at least five (5) games in the elimination match to consider the individual awards; The greatest number of wins from the individual board shall be awarded as the best board medalist.

Signed by the Team Captains/Coordinators or any representative (printed names and signatures):

	Team:	Name:	Signature
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____
11.	_____	_____	_____
12.	_____	_____	_____