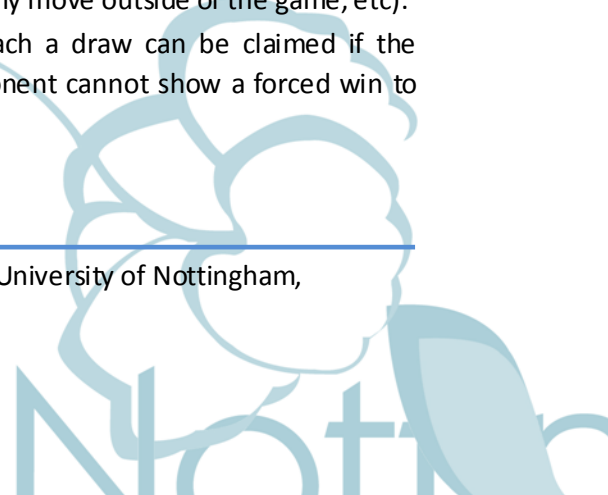


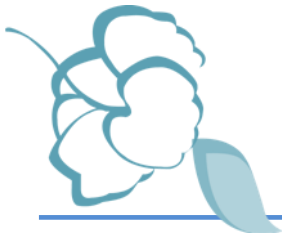
NOTTINGHAM MALAYSIAN SOCIETY UNIVERSITY OF NOTTINGHAM



LIGHTNING CHESS

1. The rules below have been in place for the past few years. However, we will try and update the rules as soon as we can.
2. 10 minutes time control on each side.
3. Winner is determined by a checkmate or if his/her opponent runs out of time.
4. Top 2 of the group will qualify for the next stage. Please refer to the game schedule.
5. Preliminary matches will be played in a 12 group format: 1 point for a win, half a point for a draw and 0 points for the losing player. Each player will play as **individuals** and play a total of 3 games in a group.
6. The **final 6** will be a 4/5 **round Swiss tournament**. Tie-breaks will be decided on **Solkoff/Bulchotz** calculations (standard international standard) where the points of the players you've beaten will be taken into consideration.
7. Players are reminded that some rules for lightning chess differ from that of standard chess:
 - No touch move applicable (hence people can touch their pieces and then choose to move something else)
 - If your opponent does not hit his clock after moving, you are under no obligation to inform him.
 - Please ensure your clocks are properly wound up. If for this reason, the clock does not move, game will be resumed with the current time with the clocks wound up (which means if you didn't check it, and your opponent's clock wasn't moving, then your opponent gains an advantage). It is your own responsibility to ensure that both clocks are properly wound up though we will endeavour to ensure that this is so.
 - King when being checked need **NOT** be announced. The opponent has the right to take the king if it was not moved when in check.
 - A player making an illegal move and hitting the clock shall forfeit the game, if called by the opponent before touching a piece (includes illegal castling, any move outside of the game, etc).
 - Where both players have only one rook or one queen each a draw can be claimed if the claimant has at least one minute on his dock and the opponent cannot show a forced win to the arbiter within 3 moves.





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- Where a player has insufficient material to mate (i.e. 1 bishop, 1 knight, 2 knights) and his opponent runs out of time, a draw will result.
 - 8. The winner will bring the clock to the arbiter table and record his results. The loser will set up the pieces.
 - 9. If a dispute arises, stop the clocks and attract the attention of the arbiter who will deal with the matter.
 - 10. Toilet breaks during the game will not be entertained.
 - 11. The head official has the right to alter the format of the tournament as he/she deems necessary. Arbiter and head official's decisions are final.

