## **Southampton Chess Club**

Founded 1883



## **Lightning Championship Rules**

## September 2015

- 1. The Championship title and the H.L. Parsons Memorial Trophy shall be awarded to the player who scores the highest aggregate points in two lightning tournaments, one to be held near the start of the season and the other near the end.
- 2. Only Southampton club members qualify for the Championship although visitors may, at the discretion of the Committee, enter a tournament.
- 3. In the event of a tie for first place the following tie breaking rules will be applied:
  - a) By the results of the tying players in the second round.
  - b) The highest score by a tying player in the second round.
  - If both the above fail to resolve the tie then the Championship shall be shared.
- 4. There will be a small entry fee for each tournament with the sum received distributed in the form of a first and second prize (approximately two thirds one third respectively). Cash prizes shall be shared in the event of a tie.
- 5. Tournaments will be organised on the Swiss system. There will be a minimum of 5 rounds played, with a sixth round if the fifth is concluded by 9.25 p.m.
- 6. ECF Laws of Chess will apply accept as amended hereunder.
- 7. Moves will be made at ten second intervals. Players <u>must</u> make a move when the buzzer sounds for their turn. A player delaying his move may be penalised after one warning by the controller.
- 8. Each round will last 25 minutes (approx. 75 moves each) unless all games have concluded earlier.
- 9. If players cannot agree a result, games unfinished after the 25 min limit shall be adjudicated by the Controller.

- 10. One point shall be awarded for a win and half a point for a draw. Results must be reported by the winner or in the event of a draw by the player with the white pieces.
- 11. A player making an illegal move loses the game.
- 12. Draws by repetition of moves or by the 50/100 rule do not apply.
- 13. Mistakes in setting up the pieces can be rectified after each player has made one move.
- 14. The decision of the controller is final on all matters.