

Regulations

1. **Format:** The 2019 U.S. Collegiate Rapid and Blitz Championships shall be treated as two back-to-back events that include a 6-round Swiss System rapid tournament and a 9-round Swiss System blitz tournament.

2. **Schedule**

Day	Time	Event
16-Mar	8:30 - 9:30 AM	Registration
	10:00 - 11:00 AM	Rapid Round 1
	11:15 AM - 12:15 PM	Rapid Round 2
	12:30 - 1:30 PM	Rapid Round 3
	1:30 - 2:30 PM	Lunch Break
	2:30 PM - 3:30 PM	Rapid Round 4
	3:45 - 4:45 PM	Rapid Round 5
	5:00 - 6:00 PM	Rapid Round 6
17-Mar	6:00 PM - 7:00 PM	Rapid Playoffs
	10:00 - 10:15 AM	Blitz Round 1
	10:30 - 10:45 AM	Blitz Round 2
	11:00 - 11:15 AM	Blitz Round 3
	11:30 - 11:45 AM	Blitz Round 4
	12:00 - 12:15 PM	Blitz Round 5
	12:15 - 1:30 PM	Lunch Break
	1:30 - 1:45 PM	Blitz Round 6
	2:00 - 2:15 PM	Blitz Round 7
	2:30 - 2:45 PM	Blitz Round 8
	3:00 - 3:15 PM	Blitz Round 9
	3:30 - 4:30 PM	Blitz Playoffs
4:30 PM	Awards Ceremony	

3. **Arbitration**

- 3.1. The tournament is played according to the FIDE Laws of Chess.
- 3.2. The rapidplay/blitz rules for inadequate supervision shall apply.
- 3.3. The tournament is supervised by the chief arbiter with the help of deputy arbiters.
 - 3.3.1. In the first instance decisions are taken by a deputy arbiters.
 - 3.3.2. A player has the right to immediately appeal to the chief arbiter against the decision of a deputy arbiter.
 - 3.3.3. Decisions of the chief arbiter are final.

4. **Registration**

- 4.1. There shall be no entry fee for the 2019 U.S Collegiate Rapid and Blitz Championships.

- 4.2. This event is a tournament open to students of any post-secondary school (university, college, community college) that meet the **Eligibility Requirements** as defined at www.collegechess.org/PanAms.html. Schools may register as many players as they like.
- 4.3. The 2019 Collegiate Rapid and Blitz Championship shall use US Chess standard ratings for pairing purposes for all participants. If a player does not have a standard US Chess rating, their FIDE standard rating shall be adapted per: www.collegechess.org/Files/2017-Pan-Am-Rules-Rev-1018-Approved.pdf.
- 4.4. All chess equipment, including clocks, sets and boards will be provided by the organizer.
- 4.5. Players may register here: <https://goo.gl/vhT8ze>

4. Pairings & Scoring

- 4.1. The events shall be paired and scored individually.
- 4.2. A win is worth 1 point, a draw is worth ½ point, and a loss is worth 0 points.
- 4.3. Players from the same educational institution shall not be paired against each other.
- 4.4. The top four individual scores from a school will count toward team prizes. If more than one team ties for first place, mathematical tiebreaks will be used to determine which team shall earn the trophy.
- 4.5. Both rapid and blitz events shall be submitted to US Chess and FIDE to be rated.

5. Time Control

- 5.1. **Rapid:** The time control shall be game in 15 minutes, with a 10-second increment from move one (G/15+10).
- 5.2. **Blitz:** The time control shall be game in 3 minutes, with a 2-second increment from move one (G/3+2).
- 5.3. **Default Time:** The game is lost by the player who arrives at the chessboard after his flag has fallen.

6. Awards: The 2019 U.S. Collegiate Rapid & Blitz shall award four titles (plus trophies) to the:

- 2019 U.S. Collegiate Rapid Champion
- 2019 U.S. Women's Collegiate Rapid Champion
- 2019 U.S. Collegiate Blitz Champion
- 2019 U.S. Women's Collegiate Blitz Champion

Trophies shall also be awarded to the:

- Second and third-place individuals in each event
- 2019 U.S. Collegiate Rapid Champions (team)
- 2019 U.S. Collegiate Blitz Champions (team)
- The top player in each event rated under 2200, under 2000, and under 1800

7. Playoff & Tiebreak

- 7.1. In the event of a tie for first place in either the rapid or blitz tournaments, there shall be a playoff to determine first place.
- 7.2. **Tiebreaks:** Where needed, the following math tiebreaks will be used: 1. Solkoff, 2. Cumulative, 3. Cumulative of Opposition, 4. Coin Toss.
 - 7.2.1. **Solkoff:** For each player, this system sums the number of points earned by the player's opponents. Unplayed games by the opponents count ½ point. Unplayed games by the player count zero points.
 - 7.2.2. **Cumulative:** To calculate this, sum the running score for each round. For example, if a player has (in order) a win, loss, win, draw, and a loss; his round-by-round score will be 1, 1, 2, 2½, 2½. The sum of these numbers is 9. Additionally, one point is

subtracted from the sum for each unplayed win, and $\frac{1}{2}$ point is subtracted for each unplayed draw. In the previous example, if the fourth-round draw was instead a $\frac{1}{2}$ point bye, then $\frac{1}{2}$ point would be subtracted and the final sum would be $8\frac{1}{2}$.

- 7.2.3. Cumulative of Opposition:** This sums the cumulative scores of the player's opponents.
- 7.2.4. Coin Toss:** If necessary, a coin toss will be the final tiebreak.
- 7.2.5. Team Tiebreaks:** If two or more teams tie for first in either the rapid or blitz event, the sum of individual tiebreaks among the four teammates shall be used.
- 7.3. Armageddon:** Where referenced below, an Armageddon game is defined as follows: White shall start with 5 minutes and black shall start with 4 minutes. Black shall be declared the winner if the game ends in a draw.
- 7.4. Two Players:** If two players are tied for first at the end of either event, they shall contest a 2-game blitz playoff, with a time control of game in 3 minutes, with a 2-second increment from move one (G/3+2). If the playoff does not produce a clear winner, an Armageddon game shall be played to determine the winner.
- 7.5. More Than Two Players:** If more than two players are tied for first at the end of either event, they shall contest a blitz round robin playoff, with a time control of game in 3 minutes, with a 2-second increment from move one (G/3+2). If the playoff does not produce a clear winner, a series of knockout Armageddon games shall be played to determine the winner.