

2025 Clutch Chess: Champions Showdown Regulations & Schedule of Events

1. Format

- 1.1** The Clutch Chess Champions Showdown (CCCS) is a 9-round, 18-game tournament consisting of three double round robins. Game points are increasingly weighted for each double round robin as the tournament progresses, with each new day offering higher stakes.

2. Venue

- 2.1.** All games will be played in person at the Saint Louis Chess Club, 4657 Maryland Avenue, Saint Louis, MO 63108.

3. Schedule:

- 3.1.** Each match day shall start at 12:00 PM. Players are required to arrive no later than 10 minutes prior to the start of the first round each day for fair play checks and a two-question pre-game interview. The second game in each round shall begin no earlier than 5 minutes after the conclusion of the last game.
- 3.2.** Each round will begin no earlier than 15 minutes after the conclusion of the last game to finish in all matches of the previous round.
- 3.3.** Players may be given longer breaks throughout each day, subject to live broadcast commercial breaks and at the discretion of the Chief Organizer (CO).
- 3.4.** Daily Breakdown

Match Day	Event	Match-ups
Day 1	Round 1: Games 1 – 2	Game 1: A vs C; B vs D Game 2: C vs A; D vs B
	Round 2: Games 3 – 4	Game 3: D vs A; C vs B Game 4: A vs D; B vs C
	Round 3: Games 5 – 6	Game 5: A vs B; D vs C Game 6: B vs A; C vs D
	<i>Each round begins 15 minutes after the last game of the previous round.</i>	
Day 2	Round 4: Games 7 – 8	Game 7: C vs A; D vs B Game 8: A vs C; B vs D
	Round 5: Games 9 – 10	Game 9: A vs D; B vs C Game 10: D vs A; C vs B
	Round 6: Games 11 – 12	Game 11: B vs A; C vs D

		Game 12: A vs B; D vs C
	<i>Each round begins 15 minutes after the last game of the previous round.</i>	
Day 3	Round 7: Games 13 – 14	Game 13: A vs C; B vs D Game 14: C vs A; D vs B
	Round 8: Games 15 – 16	Game 15: D vs A; C vs B Game 16: A vs D; B vs C
	Round 9: Games 17 – 18	Game 17: A vs B; D vs C Game 18: B vs A; C vs D
	<i>Each round begins 15 minutes after the last game of the previous round. Tiebreaks follow if necessary.</i>	

4. Pairings & Scoring

4.1. Round Format

4.1.1 Players are paired for individual rounds consisting of two (2) rapid games.

4.1.2 Players are seeded based on a drawing of lots.

4.2. Color Allocation

4.2.1 For the first game of each round, the first player listed in the pairing will have White.

4.2.2 Color alternates for the next game.

4.3. Draw Restrictions

4.3.1 Draw offers are not permitted before the completion of Black's 60th move.

4.4. Scoring System

Games	Win	Draw	Loss
Day 1: Games 1 - 6	1 pt	0.5 pt	0 pt
Day 2: Games 7 - 12	2 pts	1 pt	0 pt
Day 3: Games 13 - 18	3 pts	1 pt	0 pt

Maximum total points available: 36

5. Time Control

- 5.1. The time control shall be 10 minutes per game, with a 5-second increment from move one (G/10;+5).

6. Prizes

- 6.1. Total prize fund: \$412,000.
6.2. Breakdown of the prize fund is as follows:

Placement	Prize
1 st Place	\$120,000
2 nd Place	\$90,000
3 rd Place	\$70,000
4 th Place	\$60,000

6.3. Additional prize distribution for wins each day:

Day 1: Each win is worth \$1,000

Day 2: Each win is worth \$2,000

Day 3: Each win is worth \$3,000

Total possible bonus earnings: \$72,000

6.4. Drawn games

The money from all drawn games accumulates each day into a pool (Champion's Jackpot) that shall be added to the overall winner's prize.

6.5. Prize Rules

- 6.5.1. Player's final scores will be the total of points scored in all 18 games.
6.5.2. If there is a tie for first place, a playoff will determine the winner only. Places second through fourth are determined by the player's final scores in the initial 18 games, not by finishing positions in any playoffs.
6.5.3. The first-place prize is not shared.
6.5.4. Prizes for second to fourth place will be divided evenly in the event of a tie.

7. Tiebreaks

7.1. Two-Player Ties

- 7.1.1. In the case of a 2-player tie, a single Armageddon game will determine the winner, with black being declared the winner in the case of a draw.
7.1.2. Players will secretly bid, in minutes and seconds, the amount of time they wish to have with the Black pieces, to a maximum of 10 minutes, zero seconds.
7.1.3. The player bidding the lowest time, will have the amount of time bid and the Black pieces. The other player will have 10 minutes, zero seconds and the White pieces. There will be a 2-second increment added after move 60 for both players.

7.2. Three- or Four-Way Ties

- 7.2.1. In the case of a 3 or 4-player tie, a round robin Armageddon tournament will be held between all players involved in the tie.
7.2.2. Pairing numbers will be determined by lot to determine the order of play.

- 7.2.3. Each game will follow the procedure outlined in section 7.1.
- 7.2.4. If at the end of the round robin there is still a tie, the processes of section 7.1 or section 7.2 will be followed based on the number of players still tied at the end of the round robin.

8. Arbitration

- 8.1. The tournament will be played according to the FIDE Rapid Laws, with Article A.5 applied.
- 8.2. The tournament is supervised by the Chief Arbiter (CA).
 - 8.2.1. The CA shall be responsible for ensuring fair play and implementing any anti-cheating measures.
 - 8.2.2. No “unauthorized devices” or personal items are permitted in the tournament area without prior approval from the Chief Arbiter. Violation of this policy will result in forfeit of the round and may lead to expulsion from the event.
- 8.3. **Appeals**
 - 8.3.1. If a player wishes to appeal a decision of the CA, they must do so by notifying the CA no later than 5 minutes after the end of their game impacted by the decision and before the start of any subsequent rounds scheduled for the same day.
 - 8.3.2. A written appeal must then be submitted no later than 30 minutes after the end of the last game of the final round on the day of the decision. There shall be no fee unless the Appeals Committee considers the appeal to have been frivolous or vexatious.
 - 8.3.3. CO shall appoint a 3-person Appeals Committee consisting of at least two Arbiters. The Appeals Committee shall be decided prior to the start of the event and players shall be made aware of its members.
 - 8.3.4. Decisions of the Appeals Committee are final.
- 8.4. In the event of an unexpected occurrence, the CA reserves the right to make all decisions in conjunction with or on behalf of the CO.

Schedule of Events

Date	Time	Event
10/25-26/25		Player Arrival (By 12:00 PM on 10/26/25)
10/26/25	1:00-2:30 PM	Headshots & Interviews (20 minutes per player)
	4:00-5:00 PM	Autograph Session
	5:00-5:30 PM	Players Meeting
	5:30-6:00 PM	Opening Ceremony & Drawing of Lots
	6:00 PM	Dinner
10/27/25	12:00 PM	Round 1: Games 1 – 2
10/27/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 2: Games 3 – 4
10/27/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 3: Games 5 – 6
10/28/25	12:00 PM	Round 4: Games 7 – 8
10/28/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 5: Games 9 – 10
10/28/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 6: Games 11 – 12
10/29/25	12:00 PM	Round 7: Games 13 – 14
10/29/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 8: Games 15 – 16
10/29/25	<i>Each round begins 15 minutes after the last game of the previous round.</i>	Round 9: Games 17 – 18
10/29/25	<i>Playoffs begin 15 minutes after the last game of the previous round.</i>	Playoffs (If Necessary)
10/29/25	6:00-7:30 PM	Reception at Saint Louis Symphony
10/29/25	7:30-9:00 PM	Performance by Sissel Kyrkjebø at Saint Louis Symphony
10/30/25		Player Departure