

EPSCA Quickplay Rules

Revised October 1999

General

1. An EPSCA Quickplay game is one in which each player has a specified period in which all moves must be made.
2. The FIDE Laws of Chess which regulate the normal game of chess and the E.C.F. Tournament Rules apply except where specifically modified below.
3. Spectators must never interfere. Normally the Arbiter will not intervene, unless invited to do so by one of the two players involved in a game. The Arbiter, however, may point out a flag fall.

Starting a Quickplay Game

4. The Arbiter will decide where the clock is to be placed.
5. Before commencing an EPSCA Quickplay game, the players must inspect the positions of the chessmen and the settings on the clock. An error cannot normally be corrected after each player has made three moves.
6. Players are not obliged to record their moves, except in games where each player has at least one hour for all moves or where the rules of the competition require it. Where a game is being recorded, the Arbiter must have full view of the scoresheet.

Use of the Clock

7. Only one hand shall be used to move the pieces and the same hand must be used to press the clock button.
8. The clock must not be picked up by either player.
9. Any player using undue force on a clock, after a warning by the Arbiter, may be penalised by the loss of the game.
10. The clocks must not be stopped except for a query requiring the presence of the Arbiter.

Illegal Move

11. An illegal move suffers the normal penalties of the touch-move rule. Such a move is completed once the opponent's clock has been started. If either player has less than five minutes left on the clock and an illegal move is made, the Arbiter will award the opponent two minutes for the first offence, and two minutes for a second offence. A further offence will lead to the loss of the game.

Win On Time

12. A player will win on time if he can stop the clocks showing that his opponent's flag has fallen and his own has not fallen, unless the player cannot possibly checkmate, in which case the game is drawn.
13. If both flags are down, the game is drawn, irrespective of which flag fell first.

Declared Draw

14. A player may claim a draw during the last two minutes on his clock and before his own flag falls. He should offer a draw to his opponent. If it is refused, he must stop the clocks and summon the Arbiter. The Arbiter may then, or subsequently, declare the game drawn if he is satisfied that the opponent is making no effort to win the game by normal means.¹ The Arbiter may declare the game drawn even af-

ter the claimant's flag has fallen. If the Arbiter considers the claim invalid he may award extra time to the opponent.

15. After a draw has been claimed, the fact that the opponent has mating material does not necessarily mean that he will be awarded a win on time.

Guidance for Players who are short of time (less than 2 mins)

1. If you play for a win, you risk losing, unless your opponent has a bare king.
2. If you are holding a position so that your opponent cannot make progress, offer him a draw. If he rejects the offer, summon the Arbiter.
3. If you wish to claim that your opponent is not making progress, do so immediately you have only two minutes left. Any later and the Arbiter may not be able to observe enough moves to make a decision.

Guidance for Arbiters

1. Rule 12 '*cannot possibly checkmate*' is defined as there being no mating possibility even with the help of the opponent.
2. Rule 14 is the only rule which requires some chess judgement from the Arbiter. In positions such as where a player has a bare king blocking the opponent's sole rook's pawn, the Arbiter may declare the game drawn if he believes the defending player is of adequate playing strength.
3. The Arbiter is not expected to adjudicate a position, but he should make himself aware of the circumstances, usually by watching a few moves. For example, if a player:
 - a) makes tangible progress before his opponents flag falls, he will be awarded a win.
 - b) makes no progress, either because of lack of ability or because of his opponents sound defence, he will not be awarded a win.
 - c) makes no progress because his opponent makes little effort to move, the player will be awarded a win when his opponent's flag falls.
 - 4) The player who is short of time should make sufficient moves in their remaining time to allow you to judge the merits of the claim.
 - 5) The result of games which have been cleared away should not be decided upon unless you are satisfied that the players observed the correct procedure for reporting the results, and that there is an intelligible record of the game available. Otherwise the declared result should stand.

End of EPSCA Quickplay Rules Sep 06

¹Players often misinterpret this phrase. The onus is on the player to win in the time limit. The Arbiter will normally give the advantage to the player with time left. Players who are short of time should make enough moves in their remaining time for the Arbiter to judge the merits of any claim. A player with a material advantage whose flag falls first does not

automatically get a draw. The Arbiter will award a draw only if: the player with time left doesn't have mating material, or is making no attempt to win, or is forced to defend with no possibility of attack, or the position is a normally accepted draw, or so blocked that which ever player tries to break out will lose. If the player with time left is able to attack s/he will usually be awarded a win even if, had the game been able to continue, s/he could have lost.