

APPENDIX A-1: US CHESS SCHOLASTIC BLITZ RULES*(Last updated September 1, 2023)*

1. Format: 6-round, double-Swiss tournament (6-DSS). However, no round shall begin after 9:30 pm (see Appendix A A3.7). Time control is Game/5, delay 0 (G/5 d0)—except at Grade (K-12) Nationals, where the time control is Game/3, increment 2: G/3 +2.
 - a. One “round” of Blitz chess consists of 2 games: one played with the White pieces, the other played with the Black pieces (and vice-versa for the opponent). In the first game, White goes to the player listed as WHITE on the pairing sheet.
 - b. Each player must complete all his/her moves within the time control specified above.
2. **Blitz will be played using Touch-Move rules, not “Clock-Move.” Therefore, if a player touches one piece, then moves another and presses the clock, the opponent may press the player’s clock to force the player to move the piece touched or may stop the clock to claim a violation. A penalty may be assessed.**
3. The current edition of the Official Rules of Chess and the current online edition of “Rulebook Changes” shall be used to resolve any situation not covered by these Scholastic Blitz Rules. National Scholastic Blitz tournaments will use US Chess Official Rules of Chess – Chapter 11: Blitz Rules with the following exceptions:
 - a. Each player is responsible for coming to the game with a clock. If neither player has a clock, then both players will receive a forfeit loss for both games. All players are required to know how to operate their clock and how to make any changes to the clock that may be necessary during a game.
 - b. Only a TD may determine if a clock is defective and change the clock once the game begins.
 - c. Each player must press the clock button with the same hand used to move the pieces. This rule also applies to castling and capturing. Moving with one hand and pressing the clock with the other hand is not allowed.
 - d. At the start of the event, the TD may state the direction the clocks are to face. The player with the Black pieces then chooses which side of the table on which to sit.
 - e. Pressing the clock:
 - 1) Except for pressing the clock button or straightening the clock, neither player should touch the clock.
 - 2) If a player knocks over the clock, the opponent gets one minute added to the opponent’s clock.
 - 3) If a player’s clock does not start, the opponent may try to start it, by pressing the player’s clock button. However, if this procedure is unsuccessful, the opponent should signal for a TD.
 - 4) After moving, each player must always be allowed to press the player’s clock.
 - 5) Neither player should keep a hand on (or hovering over) the clock.
 - f. Knocking over a piece:
 - 1) It is unsportsmanlike conduct to knock over a piece and then press the clock.
 - 2) The first offense will result in a warning from the TD. A second offense will result in one minute being added to the opponent’s clock. A third offense will result in the loss of the game.
 - 3) A player will not lose a game on time if the player’s opponent knocks over a piece and presses the clock without picking it up. The player will receive an additional minute to continue the game.
 - g. In case of a dispute, either player may stop the clock to summon a TD. In any unclear situation, the TD will consider the testimony of both players and any reliable witnesses before the TD renders a decision. If a player wishes to appeal the decision of a TD, the player must first appeal to the Section Chief. Then, if necessary, the player may appeal to the Floor Chief TD, whose decision in all cases is final.
 - h. Excessive banging of pieces or clock will not be tolerated. The offending player may be penalized with loss of time.