

Rules for Lightning (10 second) chess

Preamble: Lightning chess can be a game between two players where the thinking time is regulated either by a buzzer sounding every ten seconds or by using digital clocks set in >Bronstein= mode.

- 1 The time limit between moves shall be ten seconds.
- 2 Where a buzzer is used, each player on his turn to move, shall move immediately the buzzer sounds - not before or after.
- 3 A move must be completed before the buzzer ceases to sound or the time on the clock expires. Any player exceeding this time limit is likely to be defaulted. An Arbiter should only give one warning of this, and thereafter enforce the Rule.
- 4 If a player completes an illegal move, his opponent can immediately claim the game. If he does not do so, but instead replies to the illegal move with a move of his own, the illegal move stands and the game must continue.
- 5 A player may not claim a draw on grounds which normally require the existence of a game score (eg repetition or the "50-move" circumstance).
- 6 Except insofar as they conflict with the Rules given above, the normal Laws of Chess (including the touch move Rule) shall apply.
- 7 If the Arbiter considers:
 - (a) that neither player is trying to win;
 - (b) that one player is unnecessarily prolonging the game;
 - (c) or that irregularity or malpractice has occurredthen, notwithstanding anything stated above, he may:
 - (1) award a win to one player and a loss to the other
 - (2) award a loss to both players
 - (3) declare the game a draw
 - (4) order the game to be replayed with or without colours reversed.
- 8 In the event of any dispute arising over the interpretation of these Rules, the Arbiter's decision shall be final.