

Rules of the Rapid and Blitz games

1. Definition

A game is considered **accelerated** when the time that is allowed for each player for the whole game is not more than 20 minutes.

There are two categories of accelerated games.

A. The **rapid** game, where each player is allowed a time between 10 and 20 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 10 and 15 minutes with additional seconds per each move.

B. The **blitz** game, where each player is allowed a time between 3 and 5 minutes inclusive for the whole game, or when electronic clocks and the Fischer system are used between 3 and 5 minutes with additional seconds per each move.

Apart from the exceptions given below in this Rules, the normal regulations hold.

2. Tie breaking

If it is assigned to play tie breaking for decisive games, these must be at the same rate of play or faster than those of the competition.

3. Recording Games and Use of Clocks

Recording games is optional, but the use of clocks is obligatory.

For official IDF tournaments the use of electronic clocks and the Fischer system is obligatory.

4. The draw

When the players do not record the games the 20 moves rule is not valid. The players may agree upon a draw only if the number of men for each player is 6 or less.

5. Rights of the players

Any player who wishes to claim a regulatory draw (**see Rules of the game, item 7**) may do so. The Arbiter will decide if the claim is correct and if so he will end the game.

The following articles are only valid when not using electronic clocks with the Fischer System, but only using a given time for the whole game.

6. Regulation draw

During rapid or blitz games, if only three kings remain, two king plus a man, or one king and two men, against one king on long diagonal, or only two kings remain, one king and a man, or one king against one king, the game shall be considered a draw, excluding case when the game is obvious and the player can continue to demonstrate the victory.

This end of the game is not played and is called a regulation draw.

7. Irregularities

If both flags have been fallen the game is considered a draw.