

## Rules

You will be notified about the start of the tournament. You can play in another tab while waiting.

Some tournaments may be rated. You can increase your rating by taking part in rated tournaments.

Pairings occur at the start of the tournament.

You will be included in the list of players awaiting rating-based pairings. Once the appropriate opponent is found, you will be invited in the game. The pairing does not take long, but you cannot be paired against someone with higher or lower rating.

You have 20 seconds to make your first move. If you don't, your opponent will win.

Play fast, so that you can participate in more tournaments and get more points.

The tournament has a time limit. Once the tournament time runs out, all games will be stopped and the winner will be announced. The players will be able to make their current moves, but all further moves will not be counted in.

The first 10 moves do not award any points.

You get 2 points for a Win and 1 point for a Draw. A Loss does not award any points. Two wins in a row will double your score. That is, points in further games will be worth double value until you lose. A Win will be worth 4 points, a Draw will be worth 2 points, and a Loss yields no points.

For example, two Wins and a Draw will be worth 6 points,  $2 + 2 + (1 \times 2)$ .

Before the start of the tournament, you can choose to surrender half of your clock time for the Win to be worth extra points.

In this case, time increment (set in time controls) won't apply. (1+2 is an exception, it gives 1+0).

This option cannot be selected in cases when initial time is set to 0 (0+1, 0+2).

This option gives extra points only if you made at least 7 moves in the game.

Player(s) with the most points at the end of the tournament will be listed as winners.