

2025 Champions Showdown: The Kings

Regulations

Six players compete in three rounds over three days. Each day's round comprises a Blitz, a Rapid, and a Semi-Classical game, in that order. Pairings for Rounds 2 and 3 are based on total prize money earned to date (1 vs 2, 3 vs 4, 5 vs 6).

1. Conduct

- 1.1. Participants are required to maintain a professional demeanor throughout this competition and adhere to the US Chess Code of Ethics, US Chess Safe Play Policy, and FIDE Laws and Regulations. Any violations of these policies or established decorum will prompt the Saint Louis Chess Club to take necessary actions. This may involve reporting the incident to FIDE and US Chess, potentially affecting the player's eligibility for future invitations.
- 1.2. **Prompt Arrival:** Players are expected to arrive promptly for their games. Players not at their board at the beginning of each round may receive a fine of 10% of their prize winnings, to be deducted from their prize for each occurrence. Players more than 10 (ten) minutes late for a round shall forfeit that round. Players who withdraw or forfeit a game may not receive any prize money.
- 1.3. **No Personal Items:** No "unauthorized devices" or personal items are permitted in the tournament area without prior approval from the Chief Arbiter. Violation of this policy will result in forfeit of the round and may lead to expulsion from the event.
- 1.4. **No Draw Offers:** A "no draw" rule will be in effect throughout the Event. No player may offer nor accept a draw. In the event of a claim for a draw under Article 9.2 of the FIDE Laws of Chess (three-fold repetition) or under Article 9.3 of the Laws (50 move rule), one of the Event Arbiters must be asked by the players to verify the claim.

2. Format

- 2.1. The Event shall be a 6-player tournament paired over three rounds.
- 2.2. Each round shall consist of one semi-classical, one rapid, and one blitz game, where each game is worth prize money.
- 2.3. Rounds are paired based on the prize money won thus far in the event.

3. Pairing & Scoring:

- 3.1. Players will be seeded by their March FIDE Classical Rating.
- 3.2. In the first round players will be paired 1 vs 2, 3 vs 4 and 5 vs 6.

- 3.3. In subsequent rounds, the primary criterion is pairing by prize money won, but no two players shall meet more than once. If the top two players have already met, the Chief Arbiter must select the next best matchup. Players will be seeded by their prize winnings in the event thus far and paired 1 vs 2, 3 vs 4 and 5 vs 6.
- 3.4. In each round, the player who receives white in the rapid and blitz games shall have the black pieces in the semi-classical game.
- 3.5. Colors in each round shall be determined by lot.

4. Time controls:

- 4.1. **Blitz:** Game in three minutes with a two-second increment from move one (G/3+2).
- 4.2. **Rapid:** Game in fifteen minutes with a ten-second increment from move one (G/15+10).
- 4.3. **Semi-Classical:** Game in sixty minutes with a fifteen-second increment from move one (G/60+15).

5. Prizes

- 5.1. The total prize fund shall be \$250,000. Prizes are awarded per game, based on the table below.

Time Control	Total Purse Per Game	Winner's Share	Loser's Share	Draw	Total Amount
Blitz	\$4,500	\$3,375	\$1,125	\$2,250	\$40,500
Rapid	\$9,000	\$6,750	\$2,250	\$4,500	\$81,000
Classical	\$14,000	\$10,500	\$3,500	\$7,000	\$126,000
Best Game Prize					\$2,500
					\$250,000

- 5.2. The Chief Organizer shall appoint a committee to review all games played during the Event and select the overall best game. The committee's decision will be final.

6. Arbitration

- 6.1. The tournament shall be played according to the FIDE Laws of Chess. Games shall be submitted for rating to US Chess and URS.
- 6.2. The tournament shall be supervised by the Chief Arbiter (the "CA").
 - 6.2.1. The CA shall be responsible for ensuring fair play and implementing any anti-cheating measures.

- 6.2.2. Any player wishing to appeal a decision made by an arbiter must notify the CA of their intention to appeal no later than 15 minutes after the end of their game impacted by the decision and before the start of any subsequent rounds scheduled for the same day. A written appeal must then be submitted no later than 30 minutes after the end of the last game on the day of the decision. There shall be no fee unless the Appeals Committee considers the appeal to have been frivolous or vexatious.
- 6.2.3. The Chief Organizer (the "CO") shall appoint a three (3)-person Appeals Committee consisting of at least two (2) arbiters and one (1) players representative. The CO shall be Tony Rich, IA, IO.
- 6.2.4. Decisions of the Appeals Committee are final.
- 6.3. In the event of an unexpected occurrence, the CA reserves the right to make all decisions in conjunction with or on behalf of the CO.

7. Daily schedule

Day	Start time	End time	Event
3-Mar		12:00 PM	Player Arrival
	2:30 PM	4:00 PM	Player Headshots & Interviews
	4:00 PM	4:30 PM	Player Meeting
	4:15 PM	4:30 PM	Draw for Colors - Round 1
4-Mar	12:00 PM	12:15 PM	Round 1 - Blitz
	12:15 PM	1:25 PM	Round 1 - Rapid
	1:25 PM	1:45 PM	Break
	1:45 PM	4:45 PM	Round 1 - Classical
	4:45 PM	5:00 PM	Draw for Colors - Round 2
	4:45 PM	5:00 PM	Post Game Interviews
5-Mar	12:00 PM	12:15 PM	Round 2 - Blitz
	12:15 PM	1:25 PM	Round 2 - Rapid
	1:25 PM	1:45 PM	Break
	1:45 PM	4:45 PM	Round 2 - Classical
	4:45 PM	5:00 PM	Draw for Colors - Round 2
	4:45 PM	5:00 PM	Post Game Interviews
6-Mar	12:00 PM	12:15 PM	Round 3 - Blitz
	12:15 PM	1:25 PM	Round 3 - Rapid

	1:25 PM	1:45 PM	Break
	1:45 PM	4:45 PM	Round 3 - Classical
	4:45 PM	5:00 PM	Post Game Interviews