Infinite Chess: The Second Tournament

Welcome to the second Infinite Chess tournament since the creation of infinitechess.org, and the first tournament played on the “Chess on an Infinite Plane” starting position!

How to sign up

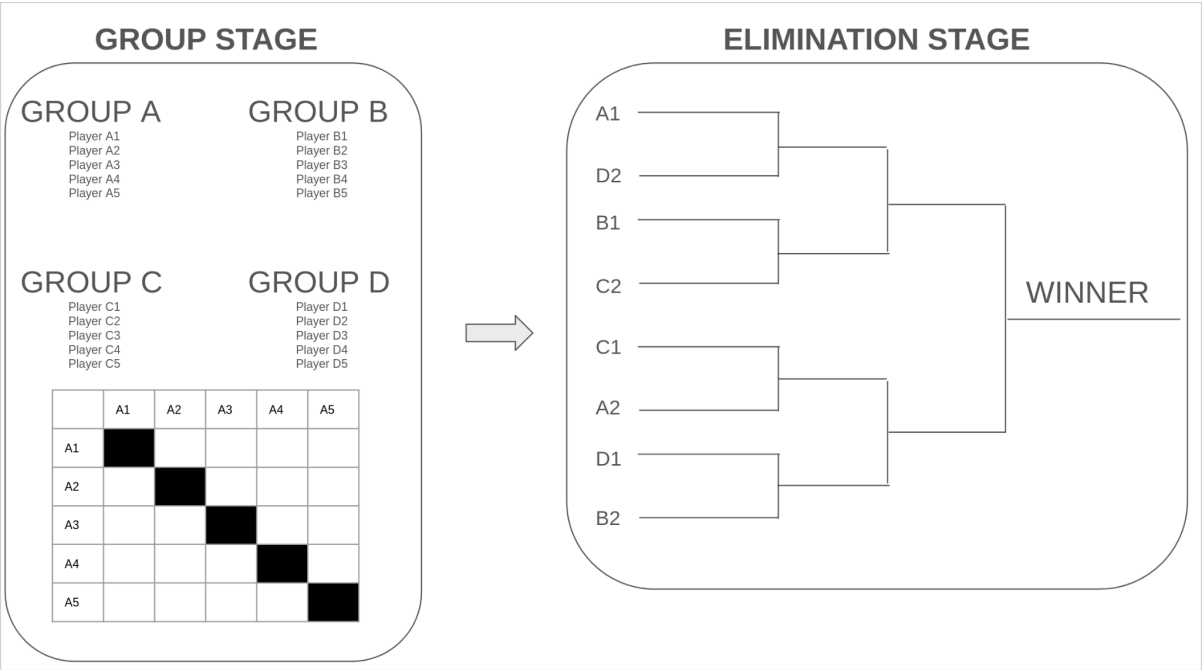
Please sign up using this google survey (login not required): https://docs.google.com/forms/d/e/1FAIpQLSegbe4y201GQDd8h8X0nxjgsY00j-gEE2CWWo6CaHpRV7xY-g/viewform?usp=dialog

Deadline

The deadline to sign up is **Friday, April 4, 2025**, by midnight UTC. The tournament will begin the next day.

Tournament Format

The tournament will take place in two stages: first the Group Stage, then the Elimination Stage. Each stage will take place over approximately 1 month, with players playing 1 match per week.



1. Group Stage

Players will be randomly divided into several groups of about 5 players. The Tournament Organizers will decide the number of groups once the total number of players is known. Each player will play one match (2 games) with every other player in their group. Players will be awarded 1 point for a win, 0 points for a loss, or 0.5 points for a draw. At the end of the group stage, the 2 players with the most points from each group will advance to the Elimination Stage.

Tiebreaks: if multiple players in a group are tied for a qualifying spot, the spot shall go to the player with the higher Sonneborn-Berger score. Further ties will be resolved by points against tied players, then total wins, and then wins with black. As a last resort, if players are tied on all measures, then the tie will be broken with another match using the rules from the Elimination Stage.

2. Elimination Stage

The top 2 players from each group will be seeded into a single-elimination bracket. Each match will be best-of-2, with the only exception being the grand final, which will be a best-of-4.

Seeding: The bracket will be seeded such that the highest-scoring players from the Group Stage are given higher seeds, and players from the same group will be separated in the bracket. Note that if the number of groups is not a power of 2, then the highest-scoring players from the Group Stage will receive a Bye in the first round. If scores are tied even after tiebreaks, the seeding will be random among tied players.

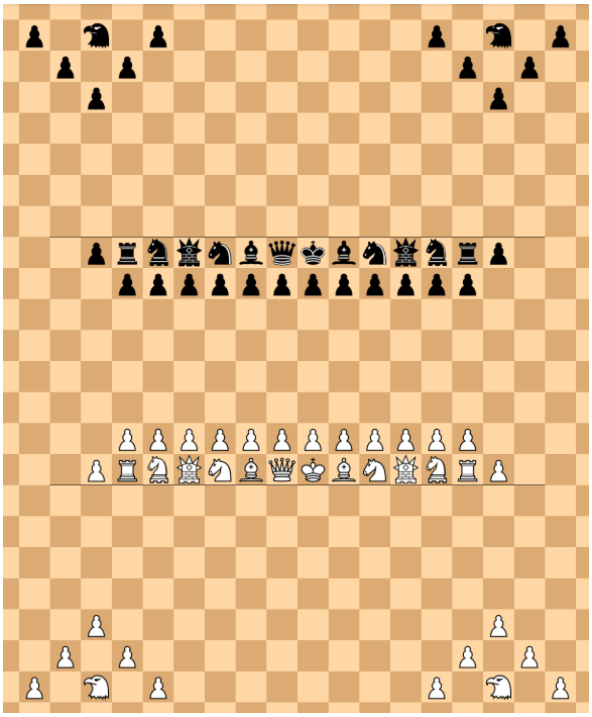
Tiebreaks: If players are tied in score after playing 2 games, they shall play a single 10m+6s game with random colors to decide the winner. If that game is drawn, they shall continue playing 10m+6s games, alternating colors, until one player wins a game.

Game Format



Variant

All games shall be played in the **Chess on an Infinite Plane** variant.



Note that this position utilizes three different types of fairy pieces: the chancellor, the guard and the hawk. Please familiarize yourself with their movements in the Guide on infinitechess.org/play.

Time Control

All games shall be played with **10m + 6s time control**.

Colors

Each match shall be **two games:** The first game shall be played with **random colors**. The players shall **switch colors** for the second game.

Other Rules

Draws

Draws may be offered using the built-in feature on the website. Draws shall not be agreed to before the game has been played.

The website currently also implements draw by stalemate, threefold repetition, 50-move rule, and insufficient material (in some cases). There are some cases in which a draw by insufficient material will not be automatically detected by the website. If a player loses on time, but can prove after the game that the opponent had insufficient material to checkmate, then the game result will be changed to a draw. The Tournament Organizers will adjudicate this.

Mate in Omega

It is possible, though extremely rare, that a game will end with a forced checkmate in some arbitrarily large, but ultimately finite, number of moves. As this has never been observed in an actual human game, there will be no wins awarded for this.

Accounts

All games shall be played while logged in to the player's account on infinitechess.org.

Prizes

The winner of the tournament shall receive a unique role on the community Discord, and the prize of being the winner of the first CoaIP Infinite Chess tournament. What more could an aspiring Infinite Grandmaster ask for?

Etiquette

Good sportsmanship is essential to the success of any sport or gaming community. Any rule violations, as discussed below, should be reported to the Tournament Organizers. Minor issues will result in a warning. Major issues or refusal to change problematic behavior after being warned will result in removal from the tournament and all games assigned as losses.

If you think a decision is unfair, please let the Tournament Organizers know. However, please also know that the final decision will be up to their judgment.

Game Crashes

If the game crashes, then players should rebuild the game to the same board state and clock time and continue play. If the crash was caused by a particular move, then the game should be rebuilt to the board state one move earlier. Deliberately causing the game to crash or slow down, e.g. by moving a piece extremely far without any strategic reason, is not allowed. In general, you should be safe up to 10 digits.

Note: The game state can be rebuilt by restarting the game and playing the same moves as before (the moves can be found by pressing Esc then clicking the “copy game” button, then pasting moves to a text file and reading the notation. If players are unable to do this then the game should be restarted. The clock time can be reconstructed by agreeing to a time when each player loses (e.g. Player A had 5:00 left on the clock when the crash happened, the game starts with 15:00, so in the new game Player A will lose when the clock goes below 10:00).

Disconnections

If one player disconnects from the game due to internet connection issues, the game will be marked as a loss for that player, unless the opponent agrees to rebuild the game to the same board state and clock time and continue play.

Game Scheduling

Players are responsible for scheduling matches with their opponent via Discord. The deadlines for the Group Stage will be set so that there is approximately one week for each match, though players are encouraged to get matches done quicker. Reminders will be sent out weekly.

If players do not play their match before the deadline, then the game will be marked as a win for whichever player made more effort to be available for the game, or as a mutual loss if neither player put in effort to be available for the game. Scheduling should be done in the #tournament discord channel so that there is a record of who tried to contact whom.

Deadline extensions may be granted by the Tournament Organizers. If you know that you cannot play before the deadline, but will be able to play soon after the deadline, please let the Tournament Organizers know.

Wrong Format

If players accidentally play with the wrong format (e.g. played with wrong time control, wrong variant, wrong colors, etc.), then the game should be replayed, unless both players agree to accept the result of the mistaken game. Players shall not intentionally play with the wrong format.

Cheating

Using any source of external help to gain advantage in the game will be considered cheating. This includes other players, engines/AI, stream sniping, match fixing, or hacking of the website or your opponent's computer.

Unsportsmanlike Conduct

All players shall be respectful of their fellow players, tournament organizers, and community. Insults, aggressive behavior, harassment, and other unsportsmanlike conduct will not be allowed.