

Official Hive® Live Tournament Handbook

By Gen42 and the Hive Community

This guide is for anyone who wants to **organize an official in-person Hive tournament**. Whether you're running it at a café, board game club, or school, these guidelines will help you set up a smooth and enjoyable event.

✓ Follow these steps, and your event will be officially recognized by Gen42 and become part of the UK Hive Cup! (Gen42 will send you prizes and gadgets for free)

✓ If you are not in the UK, you can still use this Handbook to run official Hive tournaments! ([Contact us](#) if you need support)

1. Who's in Charge? The Chief Arbiter

Every tournament needs a **Chief Arbiter**—the person who ensures the event runs smoothly. Their responsibilities include:

- ✓ **Good understanding** of Hive rules to resolve any disputes.
- ✓ **Managing pairings, standings, and results.**
- ✓ **Acting as the final decision-maker** for any issues.
- ✓ **Contacting Gen42's event manager** at [francesco@gen42.com] for support if needed.



2. What Equipment Do You Need?

Hive Game Sets

For tournaments we strongly recommend using Hive Ultimate standard size. Each set should include:

- 🐝 1 Queen Bee
- 🕷️ 2 Spiders
- 🦗 3 Grasshoppers
- 🐛 2 Beetles
- 🐜 3 Ants
- 🐞 1 Ladybug
- 🦟 1 Mosquito
- 🐛 1 Pillbug



⌚ Time Control Equipment

✓ Chess clocks are ideal.

✓ If chess clocks are unavailable, players can use a [free chess clock app](#) on a smartphone.



3. Choosing a Tournament Format

The **format** of the tournament determines how players are matched against each other.

Recommended Formats:

♦ Swiss (1-game matches)

- Players **do not get eliminated**. Instead, after each round, they are paired against opponents with a similar score.
- Each match consists of **one game** per round.
- The tournament lasts typically 5 or 6 rounds.
- The player with the most points at the end wins the tournament.

4. Understanding Time Control

Time control ensures games don't go on too long. The recommended format is:

 **10 minutes per player plus 10-second increment per move** – Each player gets 10 minutes total for all their moves and 10 extra seconds are added automatically to their clock every time they move ([Fischer time control](#)). If the time of a player runs out, they lose.

5. Pairings & Ranking (How Players Are Matched & Scored)

The tournament's **pairing system** decides who plays against whom in each round.

- ✓ **Use a pairing software** (like [swisssystem.org](#)) to automate this process.
- ✓ **Players are matched based on their current scores**, so they will always play someone with a similar record.

How It Works:

1 Create a tournament with the following settings (on [swisssystem.org](#)):

- Swiss-Dutch Fide
- Bye value: Win
- Total rounds: 4-6 (see below)
- Disable double bye
- Insert tie-breakers (see below)

2 Add all players and sort them in descending order according to their [online rating](#) if available (if not available, give them a default rating of 1500).

3 Once you are ready to start, click on 'generate next round'. Players can now play their game with the colour indicated by the software. Once you have collected and inserted all the results, you are ready to generate the next round. Go on until all the rounds have been played!

Number of rounds - Depending on the amount of people in the tournament you will need to run a different amount of rounds.

7-16 players: 4 rounds

17-32 players: 5 rounds

33+ players: 6 rounds

If there are only 6 players, they will play 5 rounds, one against each of the other players ([Round-Robin tournament](#))

Tie-Breaker System (when players have the same score):

Try to use the set up all the following tie-breakers (if available), at the beginning of the tournament:

1. **Buchholz 1** – Opponent's lowest score is removed from the Buchholz calculation.
 2. **Buchholz Total** – Total score of all opponents played.
 3. **Direct encounter** – Players who have beaten each other
-

6. Official Hive Rules

📌 If you have doubts about the rules of Hive, have a look at the **Full rules** available [here](#).

Important Rules to Remember:

✓ Queen Bee Placement:

- You cannot place the Queen Bee on your first move.
- You must place the Queen Bee by your fourth move.

✓ Passing a Turn:

- If you have **no legal move**, press the clock to pass your turn.

✓ Draws & Repetitions:

- A draw can be offered **immediately after making a move** at any point. Your opponent can accept, or decline and keep playing.
- If the **same board position appears three times**, either player may claim a draw.

✓ Illegal Moves & Penalties:

- **First & second offense** → Warning.
- **Third offense** → Automatic loss.

Illegal moves include **breaking the One Hive rule**, making an **invalid movement**, or placing a piece illegally.

7. Player Conduct & Fair Play



To ensure a **pleasant atmosphere**, players must follow these guidelines:

✓ **Touch-Move Rule**

- If you **touch a piece**, you must move it (if legal).
- Once a piece is placed on the board, the move **cannot be taken back**.

✗ **No Disruptive Behavior (Examples):**

- **Talking or making distracting noises** during a match.
- **Arguing or challenging the arbiter's decisions excessively**.
- **Hiding the pieces** available in your reserve on purpose.

✓ **Arbiter's Authority:**

- The **arbiter can give warnings** and, if necessary, **penalize disruptive players** by removing them from the event.

8. Want to Host an Official Hive Tournament?

We'd love to support your event! Contact us for details:

✉ **Email:** francesco@gen42.com

☎ **Phone:** +44 7469 164181

🌐 **Website:** www.gen42.com

We also recommend to share with your community the following links:

- <https://www.worldhivetournaments.com/> - To be updated on new events and connect with the rest of the community through social media
- <https://hivegame.com/> - Practice playing online on the new official open source platform!