

Leicestershire & Rutland Chess Association

Rules for the Chapman and Birstall Cups 2017

Definitions

A junior is a player who was under 16 on September 1st 2016. A junior side is one containing at least 3 junior players.

Rules

1. The submission of an entry signifies that a club or individual accepts the charges (£6.00 per team to cover both cups, for a club that pays for its members to be ECF members), and undertakes to pay them on receipt of an invoice at the end of the event. (Entry fees include the ECF game levy as necessary).

2. There is no restriction on the number of teams a club may enter, but the order of strength of such teams should be indicated. It is permissible to enter a team made up from players from different clubs (or with no Leicestershire or Rutland club affiliation). Such a “scratch” team must have a distinctive title, and *must* nominate an individual who is solely responsible for its playing arrangements and for the payment of its fees. Any team with no normal home venue available must indicate this on their entry form. Neutral venues will be provided if necessary. A player may play for a different club than the one he normally plays for in the league (i.e. like a loan system) provided the Summer Cup controller is notified before the first round.

3. A player who has played for a given team is regarded as a barred player for that team, and may not play for a lower team from that club, or for another club or team, **in either the Chapman or Birstall Cup.**
(eg Player A becomes a barred player for Leicester 1 by playing for them in the Chapman Cup. Player A may not play for Leicester 2, or 3, etc, in either the Chapman Cup or the Birstall Cup. However Player A does not automatically become a barred player for Leicester 1 in the Wylie Cup or the Harrod Cup as a result of games played in the Chapman Cup or Birstall Cup).

No player may play for two teams of the same club in the same round of the Chapman Cup or for two teams of the same club in the same round of the Birstall Cup.

(eg If Player B plays for Leicester 2 in Round 1 of the Chapman Cup, then they may not then play for Leicester 1 in Round 1 of the Chapman Cup. Player B would of course be able to play for Leicester 2 in Round 1 of the Birstall Cup provided that they had not by then become a barred player for Leicester 1)

4. Each club (or scratch team) must appoint a single contact, with home or work and mobile phone numbers and e-mail address supplied. This person will be contacted with draw details etc.

5. Each team must have an appointed captain who is responsible for all its match arrangements. The home captain shall contact the away club to indicate the venue for

the match and to offer two dates in separate weeks for the fixture, within the time allocated for a given round. One of these dates must be accepted.

6. Any delay or problem must be reported at once to the Summer Cup Controller: any significant delay occurring without the permission of the Summer Cup Controller might result in one or both teams being defaulted.

7. There is no grading restriction in these events.

8. Teams eliminated from rounds 1 & 2 of the Chapman Cup, will be automatically entered into the Birstall Cup. The same handicapping rules (see below) will apply to both competitions.

The League Management Committee reserves the right not to run the Birstall Cup if there are insufficient entries.

9. Wherever possible teams from the same club will not be drawn against each other in the early rounds of the competitions.

Matches

10. Each match must be played between teams of *FOUR* players.

11. The board order of each team must be in descending order of strength as defined in League Rule 13 (see Advice to Captains in the 2016-2017 League Handbook). A team with less than four players available at the start of the match must use them on the top boards, e.g. a 3-player team must default board 4.

12. Colours for each match will be decided by the toss of a coin, the winner of the toss to choose white on odd or even boards.

Handicap System

13. The 2017 Summer Cup Standard Play grade as published on the LRCA website must be used. This will normally be the player's Standard Play grade as published in the ECF's January 2017 list if they have a Standard Play grade category A – D in that list. If a player does not have an ECF category A – D Standard Play grade in the January 2017 ECF list, then check the LRCA website for the Standard Play grade to be used. All the necessary grading information will be provided on the LRCA Web site: <http://www.lrca.org.uk>

Each player's grade must be listed on the match score sheet by the captains, and the total grading points for each team must be calculated and agreed before the match starts. The difference between the two team totals is used in the handicap system as shown below.

If one or more boards are defaulted, a team's grading for those boards shall be the average grading of the players of that team who actually play. If a nominated player is

replaced at the last minute by an eligible substitute, the *higher* of the two players' grades must be used in the handicap calculation.

14. If a team intends to play an un-graded player the Grading Officer (or in his absence the League Secretary) *must* be informed *in advance* of the match so that a grade can be assigned. Any assigned grade may be changed during the events in the light of further information on a player's strengths, including his/her performance in the events.

15. The handicap system will operate by giving *bonus points* to the lower-graded team according to the following scale:

ECF Grade Difference	Lower-Graded Team Bonus
0-24	0
25-74	0.5
75-124	1.5
125-174	2.5
175-200	3.5

If the grading difference between two players on a single board is over 50 it should be treated as exactly 50 points – the maximum grade difference in the table is thus 200 points. This is to allow for the fact that a grading difference of more than 50 points implies that the higher-rated player should always win.

A consequence of the system is that the match score for two 4-player teams may not add up to 4. For example if, in a match between teams A and B, A wins 2.5-1.5 over the board, but B has a grade total 120 points less than A, B gets 1.5 bonus points, and thus wins the match by 2.5-3.0. The tie-break rules (see below) need only be used when the grade totals of the teams differ by less than 25 points.

Play

16. All games must start by 7.30 pm. Any player who has not started by 8 pm will default their game, but substitutes eligible under the order of strength rule are allowed up to 8 pm.

If neither player in a particular game is present at the start of the match, White's clock will be started at that time. When one of the players appears, the White clock will be stopped, and the time that has elapsed will then be divided equally between the two players, before White's clock is re-started. If White is the first player to appear he will move and press his clock, so Black's clock will then run until he appears. If Black is the first to appear, White's clock will continue to run after the clocks have been re-started. This rule can be used in conjunction with Fischer timings as well as with conventional time limits (see below).

17. All games in a given match are to be played to a finish on the same occasion – there will be no adjournments and no adjudications.

18. TIME CONTROLS

Time controls will be the same as for league games (League Rule 11 in the 2016-2017 LRCA Handbook refers), but with the following amendments:

Where digital clocks are available, **all** games should be played with Fischer timings.

For clubs using digital clocks the time limit shall be all moves in 75 minutes plus 10 seconds per move except for clubs playing the shorter time control.

For the shorter time control, the time limit shall be all moves in 70 minutes plus 5 seconds per move.

For games in excess of 120 moves, the clocks should be stopped, 2 minutes added to each side, and the increments switched off. The game would then be played to a finish. In this final phase only, players would be able to claim a draw under the 2 minute rule.

Where digital clocks are not available, the time control of 90 minutes for the whole game shall be used, or 80 minutes for the whole game where the shorter time control is being used.

19. If the grade totals of the two teams differ by 0-24 points, and the result of the match is 2-2, then tie-break methods are to be used in the following priority order:

- a. The team that defaults the fewest boards wins.
- b. Board count: the board numbers on which each team won games are totalled and the team with the lower total wins.
- c. Elimination: i.e. if one team wins on boards 1 and 4, and the other on boards 2 and 3, giving an equal board count, the result on the lowest board is eliminated.
- d. If *all* boards are drawn the match must be replayed with the venue reversed.

20. The result of the match is to be submitted to the LRCA Website as soon as possible, or match score-sheets must be submitted within 7 days. Disputes should be referred to the Summer Cup Controller, and if necessary will be resolved in consultation with the League Secretary and other League Management Committee members: clubs will have the right of appeal, as in League Rule 7.

21. Fixture dates must be registered on the results website no later than 14 days before the round deadline, and in any case before the match is played. The fixture should be registered on the website by the away captain at the same time as replying to the home captain's offer of dates.

Iain Dodds, Summer Cup Controller, May 2017