

CLUB COMPETITION RULES

1. GAMES/RESULTS

- (a) The Competition Secretary will arrange the internal league games on a Fixture Schedule which will be distributed to all participants.
- (b) In the event of a player not being able to meet any pre-arranged league fixture, he/she should contact their opponent and offer alternative dates.
- (c) In the Strong KO, both players are responsible for contacting each other to offer dates to play.
- (d) Should any difficulty arise in (b) or (c) above, the Competition Secretary should be notified immediately in writing.
- (e) All league and KO games must commence before 7pm.
- (f) In the event that a fixture schedule has not been provided for league games then the following will apply. Club members are responsible for arranging their own games and should make every effort to arrange their fixtures over the season in an even pattern. To this end any request for a fixture from one player to another must be met by the provision of a mutually acceptable date within a 4 week period, with the game to commence before 7.00pm. One player must offer at least 3 dates within this period and the opponent must accept one of these dates or offer alternative dates. Should there be a genuine reason why this 4 week period cannot be met, then a date as soon as possible after this period shall be agreed. All fixtures are to be agreed prior to 4 weeks before the end of the season to enable the above rule to be applied. Should any difficulty arise, the Competition Secretary should be notified immediately in writing.
- (g) Results of all competition games played must be entered into the Results Book.
- (h) The winner of each game, or if drawn, the player with the white pieces, shall enter the result in the Result Book and indicate which player had the white and black pieces.
- (i) No results may be entered in the Result Book after the final Club night of the season.
- (j) No entry may be made in the Result Book of any unplayed game, i.e. those claimed by default, without the prior permission of the Competition Secretary.

2. COLOURS

- (a) If a fixture schedule is provided for league competitions then the colours shall be as indicated on the schedule, otherwise players shall toss for colour in the first game and reverse colours for the second.
- (b) In the first round of knockout competitions the first named player in each pairing shall have white, thereafter, the players shall toss for colours. Drawn games shall be replayed with colours alternated. If the replay also results in a draw then the tie shall be decided by a single armageddon game (toss for colours) of 5 minutes for White and 4 minutes for Black. In the event of this game also resulting in a draw then the player with the White pieces shall be eliminated.
- (c) In the event of single round competitions the colours will be as shown on the charts.

3. COMPETITIONS

- (a) The Ron Bruce, Ward, Ken Bloodworth, Larry Guard and Gordon Nobbs shall be league competitions and the Strong and Strong Plate shall be knockout competitions.
- (b) The Ron Bruce, Ward, Ken Bloodworth and Larry Guard competitions will consist of up to 10 players. However, to provide for new players they may be expanded in exceptional circumstances at the discretion of the Tournament Sub-Committee, but not after November.
- (c) If significantly more than 30 players enter the leagues the Tournament Sub-Committee may decide to create one or more reserve leagues to accommodate additional players.
- (d) The Strong Trophy will be open to all club members. Only first round losers from the Strong Trophy will be eligible to enter the Strong Plate.
- (e) The Strong and Strong Plate must be completed by the final Club night of the season.
- (f) The Knock-Out competitions will be controlled by the Tournament Sub-Committee who shall deal with unplayed ties at their discretion. Both players shall be responsible for arranging the match and may be eliminated if the match is not played on time.
- (g) The Gordon Nobbs shall be an all play all rapidplay league competition open to all club members who may enter at any time.

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- (h) The Challenge Cup shall be an all play all standard play competition open to all club members. League and KO games shall take priority over Challenge games.
- (i) The winner and runner-up in each league competition, other than the Ron Bruce and Gordon Nobbs, shall be promoted to the next higher league, and the two bottom placed players in each league, other than the Gordon Nobbs, shall be demoted. Where the Tournament Sub-Committee have used their discretion to expand numbers under Rule 3(b), the promotion and relegation may be appropriately adjusted.
- (j) In the event of a tie between two players in the final league positions, the Sonneborn-Berger System will decide placings. If that should prove indecisive then a playoff may be arranged. The Sonneborn-Berger system is a tie-breaking procedure in which each player concerned receives the sum of the scores of his defeated opponents plus half the scores of those players with whom he/her has drawn. The player with the highest result is the winner

4. CONDITIONS OF PLAY

- (a) All club competition games shall be played with digital clocks.
- (b) The rate of play in all standard play games will be all moves in 60 minutes with 30 seconds increment added per move from the beginning. If juniors are participating then those games may be played in 60 minutes.
- (c) The rate of play in all Rapidplay games will be all moves in 25 minutes with 10 seconds increments added per move from the beginning.
- (d) In standard play games, where 30 second increments are used, players must not stop recording their moves on the notation sheet.
- (e) To recognise the Club closing time of 10pm, all standard play games, must be started by 7pm. Any player who arrives after the designated start time will have his/her clock started by his/her opponent at 7pm. If both players fail to arrive by 7pm the game must be rescheduled. Rapidplay games must be started before 9pm.
- (f) Club members must be members of the English Chess Federation to be able to play in club competitions.
- (g) All Club competition games will be forwarded to the English Chess Federation for rating.

5. TROPHIES

The original Cups and Trophies shall be retained by the Club and may not be taken out of the Plymouth area. Winners of the major competitions will receive a personal trophy commemorating their win which they may keep.

6. UNPLAYED GAMES

- (a) If a competitor in one of the league competitions officially leaves the Club before completing his/her programme, his/her results shall be removed from the table, unless in the view of the Committee, there are particular circumstances for not doing so.
- (b) In the event of a player, to whom rule 6(a) does not apply, refusing or being unable to play, the game may, at the end of the season and at the discretion of the Tournament Sub-Committee, be awarded to his/her opponent. Before any such action can be taken, however, any player who has difficulty arranging a game must bring the matter to the attention of the Competition Secretary as soon as possible.

7. DISPUTES

- (a) Except where modified by these rules all Club competition games shall be played in accordance with the FIDE Laws of Chess and Club members are expected to compete in the best spirit of the game.
- (b) Any difficulty, question of dispute or interpretation of rules should be notified immediately, and in writing, to the Competition Secretary. The Tournament Sub-Committee shall deal with any such matter and their decision shall be final.