

Staffordshire Chess Association County Team Tournament Competitions Rules

The following rules for the Staffordshire County Cup competitions were adopted at the AGM of the Staffordshire Chess Association on 24th August 2016. Changes to the previous rules are highlighted in red.

- 1. These competitions shall be played as North v South events during the first week in June, at a venue to be determined by the Tournament Secretary, between nominated clubs of their own choosing from the Wolverhampton League and the North Staffs League.**

All nominated clubs must be based within the Staffordshire County Boundaries as they were prior to the Local Govt Act of 1974 - as defined in Article 2 of the Staffordshire Chess Association constitution.

The County Committee advise that their preferred method of deciding nominations should be based first on establishing that clubs wish to compete before applying any system of choosing the nominees.

- 2. All trophies shall be presented at the County AGM – not on the night of the Finals. This is to allow for the possibility of any dispute or appeal and, also, to allow time for the engraving of the trophies.**
- 3. The competitions shall be registered for grading with the ECF and players must be ECF Members of Bronze level or higher, or their club is liable for a Game Fee in respect of any games played by non-ECF Members. This fee to be paid to the Staffordshire Chess Association within 28 days of demand.**
- 4. All players in these competitions must be bona fide members of the club they are representing. In this context 'bona fide' shall mean that they are fee/subscription paying members of the club concerned and shall have represented them in a minimum of 3 league or cup matches in the season prior to the Final.**
- 5. Any club fielding an ineligible player shall have that player's game scored to their opponent. Furthermore, the offending team shall be penalised by the deduction of an additional penalty point from the final match score. However, the original game result will still be graded.**
- 6. All competitions are played under the control of the Tournament Secretary whose decision is final, subject only to an appeal against such decision to the County Secretary, together with a deposit of £5.00, which is returnable if such an appeal is upheld by the County Executive Committee.**
- 7. Any disputes or appeals, together with all reasons for such dispute or appeal, must be submitted to the Tournament Secretary, in writing or by email, within 7 days of the match having taken place.**

8. All references to ECF grades, grading points and grading limits in these Rules are to the ECF grading list in force on the January Grading List, including 'F' grades, of the year of the competitions. Subsequent variations by way of correction or subsequent lists shall be ignored for the purposes of the competitions.
9. **Ungraded players will not be allowed on any team sheets. An ungraded player must be given an estimated grade, agreed between the Tournament Controller and club concerned, at least one week before the Final and this estimated grade should be used on the team sheet.**
10. Both clubs must notify the Tournament Secretary of all results, by email or in writing, within 72 hours of the match having taken place.
11. The designated home club shall provide clocks, boards and sets, even if the game is played at a neutral venue.
12. Captains (before the start of play) shall exchange team lists in order of descending playing strength, provided that no objection may be taken where a player of a higher board is not more than 15 ECF grading points lower than the player of the next lowest board.
13. Substitutes are allowed for players who do not appear after the exchange of team lists, provided that they are eligible to play in accordance with Rule 4, and they are substituted before the expiry of 60 minutes from the start of play as shown on the clock on the relevant board. In the event of substitutions the requirements of Rule 12 as regards board order do not apply to the substitutes.
14. A player arriving 60 minutes or more after the start of play as shown on the clock on the relevant board shall lose the game by default unless a substitute has been introduced in accordance with Rule 13.
15. Captains shall toss for colours with the winner taking white on odd boards.
16. Should any match be drawn, the result shall be decided on the first applicable of the following tie breaking methods:
 - (a) Board count.
 - (b) Board elimination.
 - (c) Aggregate of ECF grading points for all boards, the team with the lowest aggregate count being the winner. Should the aggregate grading count be equal then the bottom board shall be eliminated until a winner is found.
 - (d) Toss of a coin.
17. Grading limits: All players in the team must conform to the following: Hickman (No Limit); Gothard (Under 161); Jackson (Under 141); Withnall (Under 121).
18. The number of players per team shall be as follows: Hickman - 6 players ; Gothard - 5 players ; Jackson - 5 players; Withnall - 5 players.

- 19. The time limit for all competitions shall be all moves in 85 minutes, except where digital clocks are made available by either team, in which case Fischer timing shall be mandatory, with clocks set to 75 minutes plus a 10 second per move increment.**
- 20. All other FIDE Laws Of Chess, as effective from 1st July 2014, shall apply, including Appendix G, save that: under Rule 8.1 – English Descriptive Notation is acceptable and Rule 11.3(b) (re mobile phones and/or other electronic means of communication) is disallowed.**
- 21. Team Captains must warn all players to turn off mobile phones and/or other electronic means of communication. If a player's mobile phone and/or other electronic means of communication sounds during the match then he/she loses the game unless his/her opponent cannot win by normal means, in which case the game is a draw.**