

HUMPHREYS TROPHY
COMPETITION RULES

1. The competition shall be open to any club which is a member of the WDCL. and shall be played for annually on a 'Knock Out' basis. Players in this competition must be registered members of the club.
2. The competition shall be under the control of the Tournament Secretary who shall be responsible for making the draw for each round.
3. Each round must be played by the date given and the result notified to the Tournament Secretary, with the score of the match on the card/form provided, by the winning club secretary within three days. Failure to do this will result in the disqualification of both teams.
4. The 'Home' club is responsible for contacting the visiting club, by the date given by the Tournament Secretary, suggesting at least two alternative dates for the match. If the 'Away' team's secretary is not contacted by this date he shall contact the Tournament Secretary claiming the match.
5. Should the clubs not be able to agree a date, the 'Home' secretary must inform the Tournament Secretary. A date and a venue will be fixed by the Tournament Secretary which will be binding on both clubs.
6. Any club failing to keep an appointment after the date has been mutually agreed shall forfeit the match.
7. **The use of clocks shall be compulsory, and the time limits in all WDCL competitions shall be one of the following options: (the default rate of play will be option (1)):**
 - (1) All moves in 80 minutes with 10 seconds per move added throughout (incremental) if sufficient digital clocks are available.**
 - (2) All moves in 90 minutes**
8. A player can only play in the competition for the club for which he is registered for League play. He must be graded U-130. Any Ungraded players can only be played with the prior consent of the Controller. Any team failing to comply shall lose that game and one additional game point, but the game result shall stand for grading purposes.
9. Teams shall be 4 to each side with no person playing for more than one team in any one season.
10. The draw shall be made by ballot; no team shall have two successive 'Away' matches unless their opponents also played 'Away' in their previous match.
11. Before commencement of play the Captains shall exchange team lists in order of playing strength and toss for colour, the winner taking White on the odd boards. If a player be absent at the end of the first hour from the agreed time of start, his opponent, if present, shall score the game as a win unless a substitute be put in before the time of forfeit. A clock, once started, shall not be stopped or put back except in compliance with the Laws of Chess.
12. Should the match be drawn; the result shall be decided by the Board Count method. If it is still drawn, the Elimination Rule shall apply. If it is still drawn the team with black on board 1 will win.
13. The neutral venue for the final shall be fixed by the Tournament Secretary.
14. All games shall be played in accordance with the F.I.D.E. Laws of Chess and the E.C.F. Tournament Rules, unless provided by the rules above. Any matter affecting the conduct of a match shall be referred to the Tournament Secretary in the first instance.