



The English Chess Federation

ECF under 18 county championships – June 2014 – Rules

Managers should make those parts of the following notes that apply to players clear to their teams before the first round. Teams should not touch anything in their team rooms, and should leave them in the same state as at the start of the event. Litter must be placed in the bins or bags provided.

1. A county team comprises 12 players (U18 open competition) or 6 players (U18 minor competition). There is no reserve competition. There are trophies for first and second place in each county event.
2. A player is eligible to play for his / her county team by virtue of one or more of:
 - i) Birth in that county.
 - ii) Five years residence in that county at any time.
 - iii) Two months immediate previous and present membership of a club either in or affiliated to that county.
 - iv) One month immediately previous and present residence in that county.
 - v) Present attendance at a school, college or university in that countyAdditionally, up to two players may compete in a given county's team if they do not meet the above criteria but however are resident in a reasonably adjacent county where the latter is not also competing in the event. In such circumstances, the Team Manager shall advise the tournament organisers in advance.
3. Additionally there is a trophy for the school with the highest cumulative score achieved by the three highest scoring players who attend that school and are competing in the U18 open competition. Entry to the school event is by virtue of a player's school being recorded in the team list provided (see below). Players need not be competing for the same county team for their score to "count" for the school competition.
4. The laws of chess shall apply.
5. Pairings shall be on a jamboree basis.
6. Where necessary to determine trophy winners in the county events, teams with equal total points shall be split in the following order (a) largest number of wins; (b) board elimination starting from the lowest board; (c) coin toss administered by the Controller in the presence of the relevant Team Managers.
7. Where necessary to determine the trophy winner in the school event, the score of the fourth highest scoring player of the relevant schools shall additionally be taken into account as a tiebreak. If the schools still cannot be separated, or if one or more of the schools involved in the tie-break do not have a fourth player competing in the event, then the trophy shall be shared.
8. All players must have their 18th birthday on or after 1 September 2014.
9. The average grade for a team in the U18 Minor event must be less than 110, and no one player may have a grade of greater than 140 (with the applicable grade of each player being that shown on the ECF database as at 31 January 2014). Standard play grade should be used. For players without a standard play grade then a rapid play grade should be used instead. Players with a grade of below 70, and ungraded players, shall be treated as though their grade is 70 for the purposes of calculating the team average.

10. A team list of players in playing strength order and for each player with the name of their school, date of birth, ECF grading code and ECF grade as at 31 January 2014 (standard grade should be used) must be submitted before the draw for team letters, and by no later than 11.10am on the day of the competition.
11. If a team has fewer than the total number of players (i.e. 12 in U18 open, 6 in U18 minor), then the players must play on the highest boards, with 'gaps' (and hence defaulted games) on the lowest boards. However, in the circumstances where a player is simply late arriving, they may be named on the team list on the appropriate board and on arrival take their place in the event.
12. Once the team list is handed in the players must play on those boards in each round. Two subsequent substitutes, nominated as reserves in the team list, may be used on the bottom two boards of the team in later rounds. Where such substitutions take place, the Team Manager must advise the Section Controller before the start of the relevant round. If a player is unable to play in a later round (for example due to illness) then the relevant board shall be defaulted, unless the team has one of up to two reserves available, in which case a player nominated as a reserve may be directly substituted for a player agreed by the Arbiter to be unable to play. Again this substitution must be confirmed to the Team Manager.
13. Only the Arbiter, section Controllers, one Team Manager per team and players actually involved in a game may remain in the Playing Area while the round is in progress.
14. Players must play all their moves in the time allocated on the clock (either 60 minutes plus 10 seconds per move or 75 minutes with no increment).
15. Clocks shall be started at the appointed time whether both players are present or not. If a player is not present the default time for the event is 30 minutes from the start of the round.
16. If a Team Manager's mobile phone goes off whilst any games are still in progress then his/her team shall lose one game point.
17. The Team Manager may not interfere with a game by word or gesture unless there is a dispute and his/her player has requested the involvement of their Team Manager.
18. At the end of the game, the players, having agreed a result, should complete the results slip provided. The winner should hand in the completed slip to the Controller, or the player with the White pieces in the case of a draw.
19. Both players should reset the board and clock before leaving the Playing Area.
20. Players should not re-enter the Playing Area until the beginning of the next round.
21. Any interpretation required for these event rules shall be at the sole discretion of the applicable section Controller, whose decision shall be final and binding.
22. All players are required to be 'Bronze level or above' members of ECF.