

## National Club Championship 2016-17 Rules

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### Section A: Format of the Competition

1. The competition will be divided into three sections:

- 1 Major, restricted to teams whose average grade is not more than 175
- 2 Inter, restricted to teams whose average grade is not more than 150
- 3 Minor, restricted to teams whose average grade is not more than 125

2. Each section will be a four-round Swiss competition, with two matches on Saturday and two matches on Sunday. The format will change from a Swiss if there are fewer than 6 entries in a particular section. (See Rule C5.) The Organiser will inform affected teams of the change of format in advance of the start of the competition.

3. The winning team in each section will be the team that scores the most matchpoints. If this is tied between two or more teams, then the following tie-breaks will be used:

- 1 Result of Head-to-Head match(es)
- 2 Board count in Head-to-Head match(es)
- 3 Board elimination in Head-to-Head match(es)
- 4 Sum of Opponents Matchpoints
- 5 Gamepoints in all matches
- 6 Gamepoints in all matches, removing the gamepoints scored on the bottom board
- 7 Repeat 6 by removing further boards until no further boards can be removed

Tie-breaks 1 to 7 apply when all (remaining) teams have played each other. Otherwise, tie-breaks 4 to 7 apply. When a team has been eliminated from the tie-break, further ties are split after starting again from tie-break 1.

4. Each section will have an associated Plate competition. The winning team of the Plate competition will be the team that is the highest-placed finisher in the final standings that has fewer than 2 matchpoints at the end of round 2.

### Section B: Eligibility

1. Teams of 4 players from any club that participates in an ECF-affiliated league, or a league organised by an ECF-affiliated county, are eligible to compete in any section of the competition. Players may play in different sections in the competition, so long as they do not play in different sections of the competition in the same round.

2. Players are eligible to play for a club if they are ECF members, and they fulfil one of these criteria:

- 1 They have played at least one game for the club in an ECF-graded team competition either in this season or the season that immediately precedes it.
- 2 They have played at least one game in an ECF-graded club internal competition at that club either in this season or the season that immediately precedes it.

For the purposes of this rule, 4NCL squads do not count as a club.

3. Teams must submit a list of players who will play in the event to the Organiser at least 24 hours before the start of the competition. Teams are permitted to list up to 6 players per team they enter into the competition. Ungraded players will be given an estimated grade for the purposes of the competition.

4. The Organiser will reject a player's registration he believes that it does not comply with Rule B2. The club may appeal in writing against his decision regarding the player's registration to the Director of Home Chess, so long as it is made no more than 48 hours after the club has been notified of the decision by the Organiser, and: (i) an appeal fee of £50, which shall be refunded to the club if the appeal is upheld, is paid to the ECF, and (ii) the rejected attempt to register the player in question was not made less than 7 days before the start of the competition. The decision of the Director of Home Chess shall be final.

5. A player who is graded, or has been given an estimated grade as in Rule B3, more than 50 points below the average grade restriction for the section shall be deemed to have a grade which is 50 points less than the average grade restriction for that section.

#### Section C: Match Rules

1. The time control for each game will be 90 minutes plus a 10-second increment per move.

2. Where there is a difference of more than 10 grading points in the January 2017 grading list between two players in the same team, the higher-graded player must play on a higher board than the lower-graded player, unless the captains in the match agree otherwise.

3. At the start of each match, team captains must fill out the match result sheet with the names and grades of the players in their team. At the conclusion of the match, the captain must submit the match result sheet to the Organiser in addition to the normal submission of scoresheets.

4. The following matchpoints will be awarded per match:

Winning the match	2 points
Drawing the match	1 point
Losing the match	0 points

5. If an odd number of teams enter a section, triangular matches will be arranged. Teams will only play in 1 triangular match during the event, except in the case of 7 teams entering a particular section.

### Section D: Defaults

1. Defaults must be placed on the lowest board or boards. Where a named default is not playing on the lowest board or boards, the team shall be penalised 1 gamepoint towards the total gamepoints awarded in that match.
2. All defaults other than those specified in Rule D1 will be penalised ½ gamepoint towards the total gamepoints awarded in that match.
3. For the purposes of calculating the average grade of the team in sections restricted by grade, the grade of the defaulting player will be used where the default has been named. Where the default is unnamed, the defaulted board shall count as the grade restriction for that section less 50.
4. The default time shall be 1 hour after the scheduled start of play for the round.

### Appendix: Triangular Matches

Triangular matches are organised when there are an odd number of teams competing in a section. Each of the three teams in the match will play two games against each opposing team in two consecutive rounds. Over two rounds, therefore, each team will play four games against each opposing team. The League Table will then be calculated as if these four games were a normal match.

The pairings are arranged such that, if the teams are unchanged, each player will play one game with white and one with black, and against one opponent from each opposing team. Therefore it is important that **players who play in both rounds do not play on an odd-numbered board on one day, and on an even-numbered board on the other**. If it is necessary to breach Rule C2 to meet this requirement, then this requirement takes precedence over Rule C2.

Each team is allocated a letter (A, B, or C) which will apply on both days. When the pairings are published on the web site team A will be listed first followed by teams B and C in order. The cards labelling the boards prominently label them, for example, C1 v A2: this indicates that at that board, the board one player of team C has white against the board two player of team A.

Board	Round 1	Round 2
1	A1 - B1	B1 - C1
2	C1 - A2	C2 - A1
3	B2 - C2	A2 - B2
4	B3 - A3	C3 - B3
5	A4 - C3	A3 - C4
6	C4 - B4	B4 - A4