



ECF Under 18 and Under 13 County Championships – June 2016 – 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) or 6 players (U18 Minor, U13 Open, U13 Minor). There is no reserve competition.
2. Eligibility: 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 county

Additionally, 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. Prizes: There are trophies for first and second place in each section.

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 point 9 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. The arbiter's decision shall be final and binding.
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 in the Under 18 must have their 18th birthday on or after 1 September 2015, and those in the Under 13 must have their 13th birthday on or after 1 September 2015
9. 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 (see note 10) must be submitted before the draw for team letters, preferably 24 hours before the event and by no later than 10:45am on the day of the competition.

10. Grades and grade limited sections: All grades as at the ECF database 25th January 2016.

U18 Open: Standardplay grades to be used. If a player does not have a standardplay grade then rapidplay grade should be used. If a player has no ECF grade but does have a FIDE rating this should be converted using the formula: $(FIDE - 700)/7.5$

All other sections: Rapidplay grades to be used. If a player does not have a rapidplay grade but does have a standardplay grade then the standardplay grade should be used. If a player has no ECF grade but does have a FIDE rating this should be converted as above.

U18 Minor: All players must be graded < 130

U13 Minor: All players must be graded < 110

11. If a team has fewer than the total number of players (i.e. 12 in U18 open, 6 in other events), 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 Section Controller.
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. Time Control: Players in the Under 18 Open must play all their moves in the time allocated on the clock (60 minutes plus 10 seconds per move) / in the other events 25 minutes plus 10 seconds per move.
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. Mobile phones must be switched off at all times in the playing area. 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 Section Controller, or the player with the White pieces should do so 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 Arbiter, whose decision shall be final and binding.
22. ECF Membership: All players are required to be 'Bronze level or above' members of ECF. All games will be ECF graded.

