



National Club Championship 2023 Rules

This guide to the rules is divided as follows:

A Format of the Competition

B Eligibility

C Match Rules

D Defaults

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Section A: Format of the Competition

1. The competition will be divided into three sections. All matches will be ECF and FIDE rated:
 - 1.1. Open, with no rating restrictions
 - 1.2. Intermediate, restricted to teams whose average rating is not more than 2000.
 - 1.3. Minor, restricted to teams whose average rating is not more than 1700.

ECF ratings will be used to determine the order of strength of a team. For a player without an ECF rating, FIDE or national ratings will be used in place of an equivalent ECF rating. See rule B5 below.

Where teams have squads (see B3 below) of more than four players the ratings per round will be calculated on the competing players in each round, not on the overall squad.

2. Players registered with FIDE other than through the English Chess Federation (ECF) are not required to be members of the ECF.

3. All players registered as ENG must be Gold or Platinum members of the ECF or pay the ECF's £12 pay to play fee.

4. Each section will be a five round Swiss competition, with one match on the Friday evening, two matches on Saturday and two matches on Sunday.

The format will change from a Swiss if there are fewer than eight entries in a particular section. If there are 6 or fewer teams there will be an all play all. With 7 entries, it will be a modified Swiss. (See also rule C5). The Chief Arbiter will inform affected teams of the change of format in advance of the start of the competition.

5. Byes: Teams will be allowed to take a 1 match point bye in any round except the last. In this case, they will be awarded 2 games points. If a bye is taken in the last round, 0 match points and 0 game points will be awarded. Only 1 bye will be allowed. Byes must be requested prior to the start of the tournament.

6. The winning team in each section will be the team that scores the most match points. If teams are tied on equal match points, then the following tie-breaks will be used:

Where all tied teams have played each other

6.1.1. Result of head-to-head match(es) – i.e. the winner of a head to head match/ direct encounter(s) would win in the event of a tie. If more than 2 teams are tied, the highest scoring team of the matches involving the tied teams will win (match points, then game points).

6.1.2. Board count in head-to-head match(es) – i.e. the sum of the board numbers in which each team won in the event of a tied direct encounter. The lower total will win.

6.1.3. Board elimination in head-to-head match(es) – i.e. removing the lowest board from the direct encounter(s). Teams will be eliminated, and board elimination continues until there is a single winner.

6.1.4. Sum of game points in all matches

6.1.5. Sum of opponents match points (to credit teams who have played higher scoring teams in the event of a tie in all of the above).

Where not all tied teams have played each other

6.2.1. Sum of game points in all matches

6.2.2 Sum of game points in all matches, removing the game points scored on the bottom board

6.2.3. Repeat 6 by removing further boards until no further boards can be removed

Tie-breaks 6.1.1 to 6.1.5 apply when all teams on equal match points have played each other. Otherwise, tie-breaks 6.2.1 to 6.2.3 apply. When a team has been eliminated from the tie-break, further ties are split after starting again from tie-break 6.1.1.

Section B: Eligibility

1. Teams of four players from any club that participates in a league in England, Scotland, Ireland or Wales are eligible to compete in any appropriate section of the competition. Players may only play for the team they have been registered for at the start of the tournament.

For the purposes of this rule, 4NCL squads may count as a club.

2. Players are eligible to play for a club if they have played at least one game for the club in a rated league or internal club competition either in the current season or the season that immediately precedes it.

3. Teams must submit a list of players who will play in the event to the Chief Arbiter at least 48 hours before the start of the competition. Teams are permitted to list up to six players per team they enter the competition. If a club enters more than 1 team, players must be nominated to a particular team. No transfers are allowed.

There will be 'friendly' rated pairings for squad members without a game so all players should get four or five games.

4. The Chief Arbiter will reject a player's registration if they believe it does not comply with Rule B2. The decision of the Chief Arbiter shall be final.

5. For the purpose of determining eligibility and team order, the rating lists from September 2023 will be used. Ratings shall be set in priority order EFQR, where:

E - ECF / national rating (Sept 2023);

F - FIDE rating (Sept 2023);

Q - ECF / national Rapidplay rating (Sept 2023);

R - FIDE rapidplay rating (Sept 2023).

If none of the above are available, team captains should submit an estimate with evidence (e.g. club games, online rating etc) to the Chief Arbiter, who will assign the player a rating.

Section C: Match Rules

1. The time control for each game will be 90 minutes for the game plus a 30 second increment per move from move 1.

2. Where there is a difference of more than 75 rating points in the September 2023 rating lists between two players in the same team, the higher-rated player must play on a higher board than the lower-rated player, unless the captains in the match agree otherwise.

3. At least one hour before the start of each match, team captains must submit their team list sheet to the Chief Arbiter with the names and ratings of the players in their team. At the conclusion of the match, the captains must submit the signed match result sheet to the Chief Arbiter in addition to the normal submission of scoresheets.

4. The following match points will be awarded per match:

- Win 2 points
- Draw 1 point
- Loss 0 points

5. If an odd number of teams enter a section, triangular matches will be arranged. Teams will only play in one triangular match during the event, except in the case of seven 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 one game point towards the total game points awarded in that match.

2. All defaults other than those specified in Rule D1 will be penalised a ½ game point towards the total game points awarded in that match.

3. For the purposes of calculating the average rating of the team in sections restricted by rating, the rating of the defaulting player will be used where the default has been named.

Known defaults will be the lowest board.

4. The default time shall be 30 minutes 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.

1 Where possible, they will be organised over 2 rounds, in which case, the following will apply:

1.1 Each of 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.

1.2 Each team is allocated a letter (A, B, or C) which will apply to both games. When the pairings are listed 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

2 Exceptionally, a triangular match will be organised for a single round, in which case, the following will apply:

2.1 The pairings in 'Round 1' of the table above will be used.

2.2 Match points will be awarded depending on the number of game points scored in the single round (as if this were a single match)

Game points	Match points
1.5 game points or less	0 match points
2 game points	1 match point
2.5 game points or more	2 match points

