

# Durham City Chess Club Championship Rules – Sep 2018

## 1. Eligibility

- (a) A player must be a DCC member to be eligible to enter the CC.
- (b) Every CC player must also be an ECF member as the games are graded.
- (c) Members of Durham City Junior Chess Club may play subject to approval by the TC. However, this is not a Junior Club activity and supervision of junior players at the adult club (including while playing in this tournament) is the responsibility of the parent(s)/carer(s).
- (d) Players of any grade or ungraded may play in the CC.
- (e) Players graded under 140 (based on the August ECF grade) are eligible for the MCC Trophy. An alternative grading threshold may be specified by the TC depending on the grading profile of players.
- (f) Ungraded players are not automatically eligible for the MCC Trophy but may be eligible at the discretion of the TC. This decision can be based on knowledge of previous grades, an estimated grade, or the January grade during the season.

## 2. Tournament Format

- (a) The CC is run as a Swiss tournament with 6 rounds held on dates specified in advance. The number of rounds may be varied by the TC, e.g. if it is not practical to arrange 6 rounds due to clashes with league matches.
- (b) To balance the desire for players in the MCC to have the opportunity to face higher graded players, but also to compete against each other for the MCC, all players will play in a single tournament except for the final two rounds when the CC and MCC are run as separate Swiss tournaments.
- (c) Any player unable to play on the specified night must inform the TC no later than 5pm on the Tuesday 8 days before. That player will then not be included in the draw for that round and receive an *absence bye*.
- (d) All games must be played at DCC on the specified club night (a Wednesday 7pm-10pm) unless an alternative arrangement is agreed **in advance** by both players **and the TC**.
- (e) Unless agreed subject to 2(d), or in exceptional circumstances at the discretion of the TC, any player who does not arrive to play their game on the specified night by 7.30pm (thirty minutes after the starting time) will default that game.
- (f) If a player knows in advance that they will default a game, they must make every effort to inform their opponent. Any player who defaults more than once without giving advance notice to their opponents will be excluded from the remaining rounds of the tournament unless the TC is satisfied that it was not reasonably possible to do so.
- (g) The **time control** for all games is **75 minutes per player with an increment of 10 seconds after each move**.
- (h) All games are played subject to ECF Quickplay Rules.

### 3. Scoring System

- (a) Players receive one point for each win, including wins by default where their opponent defaulted (but they did not default).
- (b) Players receive half a point for each draw.
- (c) Players receive half a point for each absence bye, subject to a maximum of two absence byes. Players receive no points for any further absence byes.
- (d) Players receive no points for a loss or a loss by default.

### 4. Championship Winners

- (a) The player with the highest score after the final round is the Club Champion. If there is a tie the Club Champion is decided by a play-off.
- (b) The player with the highest score amongst those eligible for the MCC after the final round is the MCC winner. If there is a tie, the MCC is decided by a play-off.

### 5. Championship Play-off Format

- (a) All players tied for the CC or MCC will enter a knockout play-off tournament, with the draw made using seedings, irrespective of which of the players, if any, have already played in the CC. E.g. for up to 4 players the semi-finals will be seeds 1 vs 4 and 2 vs 3, so seed 1 goes straight to the final if there are 3 players.
- (b) The seedings will be decided by ranking the players on cumulative score. If any are tied on cumulative score their relative order will be chosen at random.
- (c) The TC will announce the dates for the playoff games, to be played on club nights.
- (d) Each match will consist of two games played on the same night with a time control of 30 minutes each plus a 10 second per move increment. Colours are drawn at random for the first game and reversed for the second.
- (e) If 5(d) does not decide the match, on another club night arranged by the TC, the players will play two games with a time control of 15 minutes plus an increment of 10 seconds after each move. The colours will be drawn at random for the first game and reversed for the second.
- (f) If 5(e) does not decide the match, the winner will be decided by an Armageddon game. The colours will be drawn at random. White will start with 5 minutes, black with 4 minutes. Players receive an increment of 2 seconds after each move starting from move 61. White must win the game to win the match, black need only draw to win the match.

## **6. Responsibilities of TC**

- (a) Ensuring the CC is advertised to players at the start of the season.
- (b) Collecting entries to the CC.
- (c) Fixing suitable dates for each round, avoiding league matches.
- (d) Making the draw for each round.
- (e) Announcing the fixtures, results and tournament ranking.
- (f) Communicating with players via email and the club website.
- (g) Ensuring the tournament is run according to the rules, taking decisions in fairness to all players whenever exceptional circumstances arise.

## **7. Responsibilities of Players**

- (a) Abiding by the rules of the CC, particularly regarding notifying the TC by the deadlines of unavailability for any rounds.
- (b) Playing all games within the rules of the competition but also within the spirit of a friendly club atmosphere.
- (c) Notifying the TC of the result of each game as soon as possible, preferably by email within 24 hours.

## **Acronyms**

**CC** – Durham City Chess Club Championship

**DCC** – Durham City Chess Club

**ECF** – English Chess Federation

**MCC** – Durham City Chess Minor Club Championship

**TC** – Tournament Controller (of the CC)