

## **NCCU Club Championships 2016-17**

### Rules

1/ The competitions are open to chess clubs that are affiliated to counties that are in turn affiliated to the Northern Counties Chess Union.

2/ ECF laws of chess apply.

3/ All Counties are entitled to enter as many teams as they wish (4 players per team) in each of the competitions: Open, Major, Minor and Senior.

4/ Entry accepted only when the appropriate entry fee is received, cheques made payable to "The Northern Counties Chess Union" and must accompany an entry form which includes a contact at the club with name/telephone number and e-mail address.

5/ All players must be bona fide members of the club represented. In the interests of fair play, it is the responsibility of each club and County to ensure that "guest stars" are not introduced into this competition. All players must be current members of the ECF either by a Membership Organisation or directly.

6/ A player may only represent 1 club in the competition in that year.

7/ If a club enters 2 teams in the same section, a player may only play for 1 team in that section.

- Open: Open to all players
- Major: Total grading limit (4 players) 680 Average top 2 boards 180
- Minor: Total grading limit (4 players) 520 Average top 2 boards 140
- Senior: Open to all players (4 player team) (average age of combined players must be at least 55 years).

8/ In the Minor Section, the aggregate total of the grades of the 4 players in the team must not exceed 520. There is no maximum grade but the average of the 2 highest graded players must not exceed 140. Further, all players (except Juniors) in this section **MUST** have a registered grade unless this has been discussed and agreed with the Controller in advance of the match. Unless otherwise agreed with the Controller, ungraded Juniors shall be deemed to have a grade of 140 in the Minor.

In the Major section, the aggregate total of the grades of the 4 players in the team must not exceed 680. There is no maximum grade but the average of the 2 highest graded players must not exceed 180. For the purpose of this rule, any ungraded player shall be deemed to have a grade of 180 in the Major.

Ungraded players may represent a Club only if the match captain feels certain they are eligible and where appropriate, this opinion is supported by the local grading officer. For tie break purposes only, ungraded players will be graded as the average grade of the other players.

9/ On the date of the match, the current grading list is to be used and teams play in grading order.

10/ Each competition is a knock out. Rounds will be zoned if entries permit into.

West Zone – Cheshire & North Wales, Cumbria, Lancashire & Merseyside.

East Zone - Cleveland, Durham, Northumberland & Yorkshire.

The draw shall be made by the controller and the timetable set and communicated to all the captains. No Fixture may be played after the date specified without permission of the controller.

The Controller may disqualify either or both clubs in the event of a breach of this rule.

Subject to entries a preliminary round may be required. Any club that defaults will be eliminated from the competition.

11/ The first team drawn has the home advantage and in the absence of any agreement to the contrary, is responsible for providing the venue and all equipment. If both Captains agree then the venue may be varied. If the clubs are more than 100 miles apart, the away team may insist on an intermediate venue but shall be responsible for providing the venue and paying the cost.

In the Final stage, the match may be played at a venue provided by the NCCU.

12/ The team winning the toss takes white on boards 1 + 4, black on 2 & 3.

13/ The rate of play is 40 moves in 90 minutes followed by a 30 minute each allegro.

**THIS MAY BE REDUCED UPON JOINT AGREEMENT BY BOTH CAPTAINS.**

14/ In the event of a 2-2 result, the tie will be resolved by board count. If the tie is still drawn then the team with the lower grade total will progress.

Ungraded players will count as per rule 8.

15/ The team drawn at Home shall:-

Offer their opponents at least 3 different Weekend dates to play the match as soon as they receive notice of the pairings.

If both Captains agree the match may be played Mid-week.

The home team will write (e-mail) to their opponents confirming the agreed date, timetable and directions to the venue.

This date can only then be altered by mutual consent or by reason of force majeure.

The controller must be kept up to date with the situation where dates are problematic.

16/ Results must be sent to the controller by the winning Captain within 3 days of the match being played and if possible complete the on-line results form on the NCCU website.

17/ Result sheet MUST be fully completed.

18/ The basic entry fee is £10 per team. If clubs enter more than 2 teams, the 3rd and subsequent teams will only attract a £5 entry fee.

Teams consisting of at least 3 juniors will be free.

19/ A junior is taken to be a player under 17yrs on the 1st September of the year in question.

20/ All decisions and interpretations of the rules by the controller shall be FINAL.

If there is a dispute in which the controller's own club is involved then the matter shall be referred to the NCCU Secretary.

**Dave Cole**

**Club Championship Controller**