

Southampton Chess Club

Founded 1883



Knockout Cup Rules

September 2015

1. The cup will be open for entries until the 2nd Tuesday in October.
 2. To be eligible to enter the competition. Cup entrants must:
 - Have paid their club membership fee, or have an approved payment plan in place.
 - Hold a valid ECF Direct Membership.
 3. The tournament controller shall inform the players of the date by which each round should be completed.
 4. The pairings for each round are to be drawn randomly by the tournament controller. If there are fewer than sixteen entries, then byes will be assigned by random draw. If there are more than sixteen entries then there will be a preliminary round drawn at random.
 5. The games shall be at the time limit of 30 moves in one hour, then a fifteen minute quickplay finish according to ECF rules.
 6. Players will draw for colours in the usual way. The winner will progress to the next round.
 7. All games will be sent for grading to the ECF.
 8. When a game is drawn the players will either:-
 - a) Play a further full length game with colours reversed provided both players agree and that the game is played by the date set for completing the round.
- Or
- b) Play a five minute game (each player has five minute for all his/her moves) with colours reversed until a decisive result is reached.
9. If players cannot agree on a date to play or replay a game they should inform the tournament controller as soon as possible and explain their reasons for not reaching agreement. The tournament controller will attempt to resolve the issue. If no agreement can be reached the controller may disqualify one or both of the players or toss a coin to decide the result. Games for inter-club competitions are valid reasons for being unable to play.

10. If an inter-club competition fixture is moved to clash with an agreed knockout cup game. Then the players should immediately start the procedure for agreeing a new date.
11. A player will forfeit the game if he/she fails to turn up for the agreed date for the game for whatsoever reason unless rule 10 applies.
12. The decision of the tournament controller is final in all disputes, except those in which he/she is involved in playing the tournament. An executive officer of the club will adjudicate in this instance.