

# West of England Counties Online Championship 2021

## Rules

### Preamble

*These rules cannot cover all possible situations that may arise during the competition, nor can they regulate all administrative questions. The purpose of the competition is to promote friendly competition in a spirit of fair play. The organisers take the view that, where cases are not precisely regulated by a clause in these Rules, too detailed a rule or too narrow an interpretation might produce an outcome that was not fair to all parties. When ruling on any doubtful point, or one not covered in these Rules, fairness must be the primary consideration. The organisers appeal to all team captains and competitors to accept this view.*

### Definitions

In these rules “lichess” refers to the website and chess-playing platform, lichess.org

“Team Captain” means the person responsible for team administration, including communication with the Controller

“Squad” means the group of players from which the Team Captain selects his team.

“ECF” refers to the English Chess federation

“Online rating” is calculated using the following order of priority:

- i) ECF Online Rating for Standard Play (December 2020 list)
- ii) ECF OTB Grade (July 2020 list)
- iii) An estimate where none of the above applies

### Competition Rules

1 Any of the following counties may enter the competition: Cornwall, Devon, Dorset, Gloucestershire, Hampshire, Somerset, Wiltshire. If so desired two counties may combine to enter a single team.

2) Anyone meeting one of the following criteria is eligible to represent a county:

- a) Birth in the county
- b) Current full-time residence in the county. This includes students' home location during vacations.
- c) Current attendance at a school or other educational establishment in the county.
- d) Bona fide membership of a chess club located in the county

3) The league will be a single-round all-play-all competition consisting of one division.

4.1) Match dates and pairings will be announced by the Controller once entries are finalised.

4.2) Matches must be played on the specified dates.

4.3) All the matches in any round will be played simultaneously.

5.1) By 9 o'clock a.m. seven days before the start of the competition at the latest the Team Captain must submit to the Controller a list of the players in his squad.

5.2) Thereafter changes to the squad for any round must be notified to the Controller by 9 o'clock a.m. three days before the start of the round.

5.3) The following information must be provided for each player: name, ECF Grading Reference, ECF Online rating for standard play, if known or, if none, ECF standard rating for OTB play, or a rating estimate if the player does not have an ECF online or OTB rating.

5.4) Players may not appear in two lists simultaneously.

5.5) A player may not play for more than one team in the same season.

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### 6) Composition and Ordering of Teams

6.1) Teams will consist of 16 players. A team may elect that all its matches for the season should be over 12 boards provided the Team Captain so notifies the Controller by 9 o'clock a.m. seven days before the start of the competition.

6.2) No later than 9 o'clock a.m. two days before the round the Team Captain will send the team list for the round to the Controller in board order.

6.3) Known defaults must be on the lowest boards.

6.4) The teams must consist only of players on the lists submitted to the Controller in accordance with Rule 5.

6.5) Where there is a difference of more than 80 grading points between two players in the same team, the higher rated player must play on a higher board than the lower rated player. If a team list is submitted in breach of this rule, then the submitted team will be amended to play in descending rating order.

### 7) Conduct of matches

7.1) Each player will play one game against his or her opponent. The team scoring most game points will be the winner.

7.2) All games will be played using the game-playing facilities of lichess.

7.3) The time limit for each game will be all moves in 60 minutes plus 15 seconds per move increment from move 1.

7.4) Play will start at 7 p.m.

7.5) The first-named team in each pairing will have the white pieces on the odd-numbered boards and black on the even-numbered boards.

7.6) Two points will be awarded for the winner of each match, one for a draw and none for a loss.

7.7) Team Captains must submit results to the controller by both sides by 11 a.m. of the day following the match at the latest.

### 8) Publication of Competition Information

8.1) Fixture lists, squad lists, pairings and results will be published on chess-results.com (URL: <https://chess-results.com/tnr539912.aspx?lan=1>)

8.2) Details of the competition including fixtures, match results and rules will be published at <http://www.cornwallchess.org.uk/html/online/west-index.html>

### 9) Fair Play

The Cornwall Online Chess Guidelines will apply to this event. They may be found at <http://www.cornwallchess.org.uk/html/online/fair-play.shtml>

10) All results will be submitted to the ECF for inclusion in the Online Rating List for Standard Play.

11). Where he is of the opinion that it would not be appropriate for him to make a decision on any matter in which a team of which he is a member has an interest, or if it appears to him to be otherwise necessary for the efficient administration of the competition, the Controller may nominate an independent person to carry out this duty.

**Ian George**

**5<sup>th</sup> November 2020**