

Cornwall County Chess Association

Rules for the Quickplay League

1. Entry to the competition will be open to all organisations located in Cornwall and is not restricted to chess clubs having membership of the Association.
2. Clubs may enter as many teams as they wish.
3. The format and playing arrangements of the league will be determined at a Management Committee meeting prior to the commencement of the season.
4. Four points will be awarded for a win, two for a draw and one for a loss. No points will be awarded to a team that defaults a match.
 - a) Ties in the divisional rounds will be broken in favour of the team scoring the highest number of game points. If this fails to break the tie, the team qualifying for the county final will be decided by the toss of a coin.
 - b) If the final is a tie, the tie will be broken using bottom board elimination. If this fails to break the tie, the teams will share the trophy

5. Fixtures

- a) Prior to the commencement of the competition the organiser will issue a fixture list showing the dates on which matches are to be played.
- b) Matches shall be played on the dates specified in the definitive fixture list. A club failing to fulfil any fixture shall lose the match by default unless it successfully claims that it could not fulfil the fixture because of an unavoidable emergency. The decision of the League Secretary shall be final in relation to any such claim.

6) Resolution of Ties

- a) Ties in the divisional rounds will be broken in favour of the team scoring the highest number of game points. If this fails to break the tie, the team qualifying for the county final will be decided by the toss of a coin.
- b) If the final is a tie, the winner will be determined using bottom board elimination. If this fails to break the tie, the teams will share the trophy.

7. Composition of teams

- a) Teams will consist of four players. Where a team is unable to field four players, any absent players whose boards are defaulted, will be assumed to be rated 1400.
- b) The average rating of players in a team shall not exceed 1650.
- c) The penalty for exceeding the permitted rating total will be the loss of the points on the highest-scoring board of the offending team.
- d) No restrictions shall apply to any unrated player who has never had a published rating nor to any junior with a published rating lower than 1200.
- e) Where a club, or combination of clubs, fields more than one team, it must nominate its three highest rated players. All such players may play for one team only.

8. Conduct of matches

- a) Each player will play two games against his or her opponent, one with white and one with black. The team scoring most game points will be the winner.
- b) All games will be played under the provisions of the FIDE Laws of Chess applicable to rapid play games, except that a first illegal move in a game shall result in 2 minutes being added to the time available to the non-offending player and a second illegal move (by the same player in the same game) shall result in loss of the game.

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- c) The rate of play will be 30 minutes each for the whole game with 15 second increments from move 1.
 - d) Play will be scheduled to start at 7.30 p.m. unless the team captains agree to an earlier start.
 - e) Where a pairing involves a junior player, the second game will commence no later than ten minutes after the end of the first.
 - f) Colours will be decided by the toss of a coin. The winner of the toss will have the White pieces on the odd-numbered boards in the first round of games and Black on the odd-numbered boards in the second round of games.
 - g) The full score of each match is to be sent to the organiser within seven days by both sides.
9. No player may play for more than one club in any season unless eligible under rule 7(d).
10. The entry fee, if any, will be determined by the Association in General Meeting.
11. Where he is of the opinion that it would not be appropriate for him to make a decision on any matter in which his club has an interest, or if it appears to him to be necessary for the efficient administration of the competition, the Organiser may delegate this duty to any other officer of the Association.
12. The games will be rated as rapid play games.
15. Changes to these rules will be made only by the Association in General Meeting.

11th June 2024