

Leicestershire & Rutland Chess Association

Rules for the Harrod Cup 2017

Introduction

The Harrod Cup is an event for lower-graded players (see below) and is a five-round Swiss tournament for teams of four players. The results of the matches and of the tournament will be decided on the basis of match points. A match involves two rapid-play games between each pair of players.

Rules

1. The submission of an entry signifies that a club or individual accepts the charges (£6.00 per team from clubs who pay for their members to be ECF members), and undertakes to pay them on receipt of an invoice at the end of the event. (Entry fees include the ECF game levy as necessary).
2. There is no restriction on the number of teams a club may enter, but their strength order must be indicated (see Rule 3 below). It is permissible to enter a team made up from players from different clubs (or with no Leicestershire or Rutland club affiliation). Such a “scratch” team must have a distinctive title, and *must* nominate an individual who is solely responsible for its playing arrangements and for the payment of its fees. Any team with no normal home venue available must indicate this on their entry form. Neutral venues will be provided if necessary. A player may play for a different club than the one he normally plays for in the league.
3. A player who has played for a given Harrod Cup team is regarded as a barred player for that team, and may not play for a lower Harrod Cup team from that club, or for another club or team in the Harrod Cup. A player who plays in the Harrod Cup may also play in the Wylie Cup, and *vice-versa*.
4. Each club (or scratch team) must appoint a single contact, with home or work and mobile phone numbers and e-mail address supplied. This person will be contacted with draw details etc.
5. Each team must have an appointed captain who is responsible for all its match arrangements. The home captain shall contact the away club to indicate the venue for the match and to offer two dates in separate weeks for the fixture, within the time allocated for a given round. One of these dates must be accepted.
6. Any delay or problem must be reported at once to the Summer Cup Controller: Any significant delay occurring without the permission of the Summer Cup Controller might result in one or both teams being defaulted for the match concerned.

Matches

7. Each match must be played between teams of *FOUR* players.
8. The board order of each team must be in descending order of strength, determined by LRCA rapid play grades (see Rule 11 below), **and applying League Rule 13 re**

board order. A team with less than four players available **at the start of the match** must use them on the top boards, e.g. a 3-player team must default board 4

9. A match involves two rapid-play games between each pair of players. Each player has white once and black once. All games in a given match must be played on the same evening.

Where digital clocks are available the time limit shall be all moves in 20 minutes plus 10 seconds per move.

If digital clocks are not available then each player will have a total of 30 minutes per game for all moves.

Grading Restrictions

10. The total grades of all the players in a team (including last-minute substitutes) **must not exceed 500**. Ungraded players should be reported **in advance** to the Gratings Secretary (or in his absence to the League Secretary), and a grade of **at least 80** will be assigned to them. **If a team defaults on a board, the grade used for that board will be calculated as the average of the grades of the other players in the team.**

11. **The 2017 Summer Cup rapid play grade as published on the LRCA website** must be used. This will normally be the player's rapidplay grade as published in the ECF's January 2017 list if they have a rapidplay grade category A – D in that list. If a player does not have a category A – D rapidplay grade, then check the LRCA website for the rapidplay grade to be used. All the necessary grading information will be provided on the LRCA Web site: <http://www.lrca.org.uk>

Play

12. All games must start by 7.30 pm. Any player who has not started by 8 pm will default their game, but substitutes **eligible under Rule 10** are allowed up to 8 pm.

13. Games are to be played under the FIDE Laws of Chess for Rapid-play. The principal features of these rules include the provisions that (i) the games need not be recorded; and (ii) after each player has played 3 moves any mistakes made in setting up the board and the initial position cannot be changed.

Results

14. The result of the match is to be submitted to the LRCA Web site as soon as possible, or match score-sheets must be submitted within 7 days. Disputes should be referred to the Summer Cup Controller, and if necessary will be resolved in consultation with the League Secretary and other League Management Committee members. Clubs will have the right of appeal, as in League Rule 7.

15. In deciding on the draws for rounds 2-5, and on the winner of the event, a tie-break system will be used, as follows. If two teams with equal match points have played each other, the result of that match will decide the teams' position in the draw or in the final order of merit. If two teams with equal match points have not played each other, or if their match resulted in a draw, the results of their other matches, assessed in terms of individual games won minus games lost, will be used to break the

tie. Similar principles will be applied in the event of triple ties for any position in the league table as in Rule 6 of the League Handbook relating to ties for promotion.

16. Fixture dates must be registered on the results website no later than 14 days before the round deadline, and in any case before the match is played. The date of the fixture should be registered by the away captain at the same time as replying to the home captain's offer of dates.

Iain Dodds, Summer Cup Controller, May 2017