

Southampton Chess Club

Founded 1883



Club Championship Rules

September 2016

1. Eligibility

- 1.1 All club members are eligible to enter the tournament, provided they hold a valid ECF membership of Bronze or higher.
- 1.2 Prospective members are permitted to play a maximum of four games; these games must be played within a period of two months. ECF membership is not required in this case.
- 1.3 Ungraded players shall be eligible to win grading sections only if:
 - They have never had a published grade (ECF or equivalent) exceeding the required limit.
 - Any relevant performance grade (available when the player joins the Championship, and at the discretion of the Controller) does not exceed the required limit.
- 1.4 The Controller shall note the eligibility of players for grading sections as soon as they enter the Club Championship, and may subsequently alter eligibility criteria if it becomes apparent that ungraded players are far too strong to play in a particular section.
- 1.5 The dates for club evenings when club championship rounds may be played will be published on the club website at the beginning of the season.

2. Scoring

- 2.1 Points will be awarded as follows:
 - a. Win - 2 points
 - b. Draw - 1 point
 - c. Lose - 0 points

- 2.2 Players will be ranked based on points ratio, rounded to two decimal places. This is calculated as:
- (total points gained/total points possible) * 100**
- 2.3 "Total points possible" is calculated as follows:
- number of games played x 2**
- 2.4 In the event of a tied points ratio, the rankings will be determined as follows until a ranking can be determined.
- Results between players
 - Win ratio
- 2.5 A player must play a minimum of 10 games in order to qualify for a prize.
- 2.6 The player with the highest points ratio at the end of the season will win the Club Championship.
- 2.7 Grading prizes will be awarded based on the rankings of all qualifying entries.

3. Pairings

- 3.1 Each club night, members wishing to play a tournament game must register with the tournament organiser. A member may only enter the Club Championship if they give their name to the Controller in person at the playing venue before the pairings are made.
- 3.2 The draw will be made seeding together players by their pairing scores as in a Swiss tournament.
- 3.3 Two players may play each other up to three times in one season, but no more than once before Christmas and twice before the end of March, except where avoiding such a pairing is not possible.
- 3.4 The controller may alter the pairing order at his discretion to prevent players meeting on a third occasion, ensuring a wider variety of pairings.
- 3.5 Colours are decided by random choice, unless the two players have played previously, in which case the colours shall be the reverse of those in the last game.
- 3.6 The results of each game must be reported to the tournament organiser, by recording the result in the scorebook.
- 3.7 Pairing Scores
- Each member will start with a pairing score of 500.
 - Following each match result, a certain number of points referred to hereafter as the swing, shall be added to the pairing score of one player (normally the winner) and subtracted from the other.
 - The swing shall be calculated as 50 points plus 20% of the difference between

the loser's pairing score minus the winner's pairing score.

- d) In the event of a draw, the swing shall be 20% of the difference in pairing scores, in the favour of the lower pairing score. In the case that both scores are equal, the swing shall be 0.
- e) The maximum swing shall be 90 points, the minimum 10 points. Any difference over 200 points between any two scores shall be considered as 200.

3.8 Challenges

Every member may issue a number of formal challenges which shall have priority over draw matches. A player may only challenge someone whose latest points ratio is equal to or above their own. A player may issue up to two challenges per season, but not before 1st January. The challenger must firstly make his/her intention known to the Controller and then his/her opponent after the Controller has checked the legitimacy of the challenge and made the appropriate pairing. The legitimacy of challenges involving the Controller as challenger or challenged must be checked by another senior committee member. A player can only be challenged if:-

- a) The challenger and challenged have played each other less than three times in the Championship that season.
- b) The challenged has entered the Championship that evening.
- c) The Challenger and challenged are not already involved in another challenge pairing that evening, nor have any outstanding adjourned games to be played that evening.
- d) The challenge was not issued to distort the pairings in order to benefit a third party.

Having been challenged, the challengee may not withdraw from the Championship that evening to avoid the challenge. Withdrawing from a challenge without good reason will result in the forfeiture of the game.

4. Playing Arrangements

- 4.1 FIDE Rules of Chess apply at all times, unless overridden by Club Championship rules.
- 4.2 Clocks
 - 4.2.1 The rate of play shall be 36 moves in 75 minutes, followed by 6 moves in 15 minutes and then 24 moves in each subsequent 60 minutes.
 - 4.2.2 If both players agree, the game may be played with a quickplay finish such that the first 36 moves are played within 75 minutes with a 15 minute quickplay finish. Pairings made on the last tournament day of the season must be played with a quickplay finish.
 - 4.2.3 If insufficient clocks are available, the highest graded players should have priority. Other games may be played without clocks.
- 4.3 Adjournments
 - 4.3.1 Unfinished games will be adjourned and a sealed move must be made.

- 4.3.2 A provisional date of resumption must be registered with the organiser.
- 4.3.3 Resumption may be postponed by agreement between the players, provided the organiser is informed.
- 4.3.4 If either player is absent on the date of resumption, the game will continue with the sealed move being played and then the clock of the absent player shall be restarted, or the clock of the player making the sealed move will be restarted at the normal start time if necessary by the organiser.
- 4.3.5 If both players are absent, then the game will remain adjourned unless determined otherwise by the tournament controller.
- 4.4 Quickplay Finish Rules
 - 4.4.1 Players must at all times try to improve their position on the board; moving aimlessly to try to win on time is not permitted
 - 4.4.2 A game is drawn if both players run out of time.
 - 4.4.3 A player must have mating material in order to claim a win on time.
 - 4.4.4 Moves must be recorded by a player until only 5 minutes remain on their clock.

5 Prizes

- 5.1 The Committee may insist that a play-off be made between those members with the highest final scores in any category. Normal Club Championship rules apply except the game must be played with a quickplay finish. In the event of a draw, 5 minute games must be played with colours reversed until a winner emerges.
- 5.2 A player may not win more than one prize.

6. Interpretation of the rules

- 6.1 Where the rules are not perfectly clear, the organiser will interpret them.
- 6.2 In the event of a dispute, members may have the right to appeal to the Committee whose decision shall be final.