

## **Club Knockout rules of play**

1. The rate of play shall be all moves in 1 hour 20 min. with 10 sec. per move added from the start. For the avoidance of doubt Guidelines III of the FIDE Laws of Chess does not apply.
2. The playing schedule shall be determined by the Tournament Secretary at the outset of the competition. Rounds will comprise of a mixture of pre-set dates and play-by dates according to the stage the competition has reached. The Controller for any round shall be the Tournament Secretary or nominee thereof. Any reference to rating in these rules shall be to the English Chess Federation's September Original (blue) Official Standard Rating list or in the absence of which the competition estimated rating assigned by the Tournament Secretary (which may be revised).
3. All pairings shall be drawn at random. In any pairing the first drawn player shall have the white pieces. All entrants shall be paired in round 1. In the event of an uneven number the lowest rated player without a previous bye shall receive a bye. Late entrants may be admitted in round 2 only.
4. The draw for any pre-set round (save for the Final) shall be made at 7:30pm (unless otherwise notified by the Controller; such as for notification of byes). The draw for any other round (save for the Final) shall be made following the conclusion of the preceding round.
5. All players shall appear at the Club on the date and at the time published for the start of each pre-set round or at the place, date and time mutually agreed with the Controller for each play-by round, ready to play (unless notified otherwise).
6. For any round where the draw is to be made at the start of a pre-set round any player who is not present at 7:30pm (or as otherwise notified by the Controller) shall not be included in the draw unless the Tournament Secretary has been notified and approved of a late arrival. For any other round clocks shall be started at the scheduled or agreed time and any player who has not appeared within 30 minutes of the scheduled or agreed start shall be defaulted and knocked out of the competition unless the Controller decides otherwise.
7. Any game not completed on or before a set play-by date or as directed by the Controller shall result in each player being defaulted and knocked out of the competition unless the Controller decides otherwise.
8. At the completion of a game the result shall be recorded on the pairing sheet or screen or in the absence of which reported immediately to the Tournament Secretary by either text message or email. The Tournament Secretary may disregard any result not so reported when making the draw for the next round.
9. All games shall be submitted for rating according to the result achieved over-the-board.
10. Save as provided for above, progression to the next round of the competition shall be determined as follows:
  - a) if there is a difference of 100 rating points or more the higher rated player must win whilst the lower rated player need only to draw;
  - b) if there is a difference of less than 100 rating points the player with the white pieces must win whilst the player with the black pieces need only to draw.
11. The last player remaining when the competition is completed shall be declared Club Knockout Champion.
12. Any point not covered by these Rules shall be decided by the Tournament Secretary.