Sussex County Chess Association

McArthur Cup Rules 2019-20

1. The McArthur Cup is the permanent property of the Sussex County Chess Association (SCCA) and is competed for annually among clubs in Sussex. The winning team shall hold the Cup for one year and shall have its name inscribed upon it.

2. An entrance fee shall be paid by each competing team, comprising an amount determined by the SCCA *(for 2019-20, the fee is £8)*.

3. Entries, together with the appropriate fees, shall be sent to the Tournament Controller not later than 15th October

4. The competition shall be played as a Knock-Out, unless there are 3 teams entered, in which case an all-play-all will apply. In general, the draw for each round will be made randomly by the Tournament Controller (TC), unless there are sufficient entries to introduce geographically split pairings (West and East zones).

5. *Teams shall be of six players. Clubs may enter multiple teams, but players may only play for one team in any given season. Players should be bona fide club members (in the event of doubt over eligibility, clubs should refer in advance of the match to the TC for a ruling).*

6. Teams shall play in order of strength, having regard to the latest ECF grading list.

7. The TC will determine the time-scales allowed for each round, with the aim of the final being played on or before 31st May in each year.

8. Team captains shall make arrangements for holding matches, within the time-scales determined by the TC. The home team captain shall within 10 days of receipt of the pairing, offer three dates, at least 14 days away and avoiding clashes with away club fixtures. One of these must be accepted by the away team captain within 7 days, otherwise the Tournament Controller shall have the right to default the offending team, subject to appeal to the SCCA committee. Failure to play on the agreed date shall likewise result in default, save in exceptional circumstances.

9. Matches may be played either at week-ends, where the home venue is available, or mid-week.

10. Board colours for each match are to be determined by toss of a coin.

11. Time controls:
    a. For week-end matches (assuming a 4.5 hour session is available):
        i. The default time control is 40 moves in 90 minutes, then 20 mins for each player until the end of the game, with an increment of 10 seconds from move one.
        ii. Where suitable digital clocks are not available, or with the agreement of both players, a time control of 35 moves in 105 mins, followed by a quick-play finish of 30 mins for each player may be used.
    b. For mid-week matches (assuming a 3.5 hour session is available):
        i. The default time control is 40 moves in 90 minutes, with an increment of 10 seconds from move one.
        ii. Where suitable digital clocks are not available, or with the agreement of both players, a time control of 35 moves in 75 mins, followed by a quick-play finish of 30 mins for each player may be used.
    c. Alternatively, the Captains may by mutual agreement vary the time controls, provided that games remain eligible for Standard-Play grading. For example:
        i. Where a 3 hour session is only available for evening mid-week matches, a time control such as 30 moves in 60 mins, followed by 30 mins each quick play finish could be used, or 40 moves in 80 mins with a 10 sec increment from the start.
        ii. Where sufficient time is available for a week-end match, a 30 second increment could be used, such as the 4NCL time control of 40 moves in 100 minutes plus 30 seconds per move, followed by the rest of the game in 50 minutes plus 30 seconds per move

12. In the event of a tied match, the result shall be determined by:
    a. Board count
    b. Board elimination from the bottom board upwards
    c. The team with black on odds shall be the winner

13. The interpretation of these rules and the conduct of the competition including the resolution of any disputes shall be at the discretion of the TC, with any appeal of the TC's decisions to be considered by the SCCA committee.