

# Sussex County Chess Association

## Paul Watson Trophy Rules 2019-20

1. The Paul Watson Trophy 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 £6*).
3. Entries, together with the appropriate fees, shall be sent to the Tournament Controller not later than 15th October each year
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 four 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. The average ECF grade of each team, rounded to the nearest whole number, shall be no more than 150, using the current 6-monthly ECF grading list (with 14 days grace allowed from publication of the January list). Ungraded players will be treated as graded 140, or their most recent ECF grade, if applicable.
7. Teams shall play in order of strength, having regard to the latest ECF grading list.
8. The TC will determine the time-scales allowed for each round, with the aim of the final being played on or before 31<sup>st</sup> May in each year.
9. 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.
10. Matches are assumed to be mid-week, but may be played at weekends by mutual agreement
11. Board colours for each match are to be determined by toss of a coin.
12. Time controls:
  - a. The rate of play shall be all moves in 80 minutes with a 10 second increment per move from move 1.
  - b. Where suitable digital clocks are not available, or with the agreement of both players, a time control of 30 moves in 60 mins, followed by a quick-play finish of 30 mins for each player may be used.
13. 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
14. 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.