

Leicestershire & Rutland Chess Association

Rules for the Harrod Cup 2023

Introduction

The Harrod Cup is an event for lower-rated 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 match points.

The winner is the team with most match points. If necessary, a tie-break system applies to determine the winner and other final placings (see para. 19).

A match involves two rapidplay 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 that they undertake to pay them on receipt of an invoice at the end of the event. (Entry fees include the ECF game levy as necessary).

2. 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 they *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 that he/she normally plays for in the league.

3. Clubs may enter more than one team in the Harrod Cup. If a club has more than one team in the Harrod Cup, then a team may select a maximum of 2 players who have played for their other team(s) in the Harrod Cup.
(eg 2 players that have played for Leicester 1 in the Harrod Cup may play for Leicester 2 in the Harrod Cup. In addition, a maximum of 2 players that have played for Leicester 2 in the Harrod Cup may play for Leicester 1 in the Harrod Cup).

A player who plays in the Harrod Cup may also play in the Wylie Cup.

4. Each club (or scratch team) must appoint a single contact, with home, work or 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. However, a tolerance of 50 rating points applies, the same as for League games. Therefore, two players whose ratings differ by no more than 50 points can play in either order.
9. 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.
10. A match involves two rapidplay games between each pair of players. Each player has white once and black once. All games in a 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.

Rating Restrictions

11. The total rating of all the players in a team (including last-minute substitutes) **must not exceed 6300. Also, there is an individual rating limit of 1750 so players with a rating of 1751 or higher are not eligible to play in the Harrod Cup.** Unrated players should be reported **in advance** to the Ratings Secretary (or in his absence to the League Secretary), and a grade of **at least 1300** will be assigned to them. **If a team defaults on a board, the rating used for that board will be calculated as the average of the ratings of the other players in the team.**
12. **The April 2023 Summer Cup rapidplay rating as published on the LRCA website** must be used. This will normally be the player's rapidplay rating as published in the ECF's April 2023 list if their rapidplay rating category is A or K.

If a player does not have a category A or K rapidplay rating, then check the LRCA website for the rapidplay rating to be used. All the necessary grading information will be provided on the LRCA Web site: <http://www.leicestershirechess.org>

Play

13. All games must start by 7.30 pm. Any player who has not started by 8 pm will default their games, but eligible substitutes are allowed up to 8pm. However, the rating of any substitute must not be over 50 rating points more than any player on a higher board. Rule 11 still needs to be satisfied with regards to the maximum total rating of the 4 participating players for each team.
14. Games are to be played under the FIDE Laws of Chess for rapidplay. 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

15. The result of the match is to be submitted to the LRCA website as soon as possible (preferably within 24 hours).

16. 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 6.2.

17. Teams will receive two match points for winning a match, and one match point for drawing a match.

Any teams that receive a bye, or whose opponents concede a match, will receive two match points, and a nominal 3-0 winning scoreline for that match.

18. The draw for rounds 2-5 will be based on the number of match points that each team has. If two or more teams have the same number of match points, then Game Point Difference will also be taken into account.

19. The winner of the event will be the team with most match points. A tie-break system will be used, as follows, if teams have equal match points.

If two teams with equal match points have played each other, the result of that match will decide the teams' position 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 all their matches in this year's Harrod Cup will be used in the following way to determine the final placing, starting with rule (a). If that does not break the tie then rule (b) will be used, and so on.

- a) highest total of individual games won minus individual games lost (default wins included) – this is Game Point Difference as displayed in the league table on the LRCA website
- b) fewest boards defaulted
- c) most individual games won by team (excluding wins by default)
- d) most individual games won by team on board 1 (excluding wins by default)
- e) most individual games won by team on board 2 (excluding wins by default)
- f) most individual games won by team on board 3 (excluding wins by default)
- g) most individual games won by team on board 4 (excluding wins by default)

To clarify re (a) to (g) – a player can win up to 2 individual games per match.

Similar principles will be applied in the event of triple ties for any position in the league table as in Rule 5.3 of the on-line League handbook relating to ties for promotion.

20. Fixture dates must be registered on the LRCA website 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, March 2023