

NORTH ESSEX CHESS LEAGUE

Rules for Knockout Competition

- 1 The competition shall be for teams of four players.
- 2 Each club may enter as many teams as it wishes. Clubs shall arrange teams in order of strength, the strongest being the "A" team, the next the "B" team and so on. Board order in each team must also be in order of strength, with the strongest player being on board 1. An "A" team is a higher category team than a "B" team and so on.
- 3 The Knockout will have a Plate Competition for first round losers. All teams, except 1 if the number of entries is odd, will play in the first round of the Knockout. Teams which play in round 1 and lose will be transferred to the Plate, provided that they field at least two eligible players. All remaining byes will be given in round 2 of the Knockout and Round 1 of the Plate. If a first round bye is necessary, it will be given to the holders, if they have entered.
- 4 The first round of the Knockout will be seeded, by keeping Division 1 sides apart. A club will have 1 team seeded for each team it has in the concurrent League Championship Division 1.
When there are more Division 1 teams than seeds the top x teams from the previous season's Division 1 will be seeded where x is the number of seeded teams needed. If any finalist from the previous season's knockout competition is not in the top x teams they will replace the lowest seeded team(s).
- 5 No player shall play for more than one team in any one round.
- 6 In any one season...
 - (a) No player may represent more than one club.
 - (b) Any player who has played twice in a higher category team can no longer play in a lower category team
 - (c) No player can represent his club in the final unless he has represented his club in a previous round, without the permission of the tournament controller. If a club seeks permission for a player who has not taken part in a previous round to represent the club in the final then that player must be eligible to play on board 4.
- 7 In the event of a drawn match the team qualifying for the next round shall be determined as follows:-
- 8 The numbers of the boards won by each team shall be added together and the team with the lower aggregate shall be the winner. If a result is not thus decided then a team which has won on boards 2 and 3 shall qualify. If a result is still not decided the match shall be replayed at the venue of the away team on a date specified by the tournament controller. If the replay is drawn the qualifying team shall be determined as above. If the replay results in four drawn games then the result shall be decided by the toss of a coin.
- 9 In the event of a drawn match in the final, the title will be determined as follows:
 - (a) The numbers of the boards won by each team shall be added together and the team with the lower aggregate shall be the winner.
 - (b) If a result is not thus decided then a team which has won on boards 2 and 3 shall win the title.
 - (c) If all four boards are drawn a replay shall take place at the venue of the visiting team.
If this does not produce a winner, then the teams shall be declared joint winners.
- 10 Results shall be notified to the tournament controller no later than five days after the date of the match.
- 11 The fixture list shall contain the date and venue of each fixture. Fixtures may be altered by agreement between the clubs concerned but must be played by the date specified for the completion of the round. Any dispute as to the time and venue of a fixture shall be referred to the tournament controller, whose decision shall be final.

12 All League Rules of Match Play and the Laws of Chess as published by the British Chess Federation shall, except where they are inconsistent with these rules, be deemed to be incorporated herein.

Adopted: 18th July 2019
