

Leicestershire & Rutland Chess Association

Rules for the Chapman Cup 2025

Introduction

The 2025 Chapman Cup is an all-play-all competition for teams of four players.

The competition winner is the team with the most match points. If necessary, a tie-break system will be applied to determine the tournament winner and the other final placings. See paragraph 19.

A match involves one standard play game between each pair of players, and two match points are awarded to the winning team.

Definitions

A junior is a player who was under age 16 on 1 September **2024**.
A junior side is one containing at least 3 junior players.

Rules

1. The submission of an entry signifies that a club or individual accepts the entry charge of £8.00 per team, and that they undertake to pay the charges on receipt of an invoice at the end of the event.

If teams include any non-ECF members, then their clubs need to ensure that the LRCA is not charged any game levy by the ECF, otherwise the club will be liable for that amount in addition to the £8.00 entry fee.

2. It is permissible to enter a team made up from players from different clubs (or with no Leicestershire or Rutland club affiliation

A player may play for a different club than the one that he/she normally plays for in the league (i.e. like a loan system). However, if the player will also be playing for their normal team in the Harrod Cup or Wylie Cup, then the Summer Cup controller needs to be notified before they play their first Chapman Cup match.

3. Each club, or scratch team, must appoint a contact, and provide their home, work or mobile phone number, and their e-mail address. This person will be contacted with draw details etc.

4. The captain for each team is responsible for all its match arrangements. The home captain must, via the LRCA website, offer the away captain two dates in separate

weeks for the fixture, within the time allocated for a given round. The away captain must accept one of these dates via the website.

The Webmaster, if temporarily unable to load the draws onto the website (e.g. due to being away on holiday), may give permission for captains to arrange dates by other means of communication, keeping the Webmaster in the loop. Such permission will normally be granted on request as long as the Summer Cup Controller has communicated the draw to the relevant captains and the Webmaster.

5. 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

6. Each match must be played between teams of *FOUR* players.

7. There is no individual rating limit for players in the Chapman Cup.

8. The board order for each team must be in descending order of strength. However, a tolerance of 50 rating points applies, the same as for League fixtures. Therefore, two players whose ratings differ by no more than 50 points can play in either order.

9. Colours for each match will be decided by the toss of a coin. The winner of the toss can choose to have white on odd or even boards.

Player ratings

10. The April 2025 Summer Cup standard play rating as published on the LRCA website must be used. This will normally be the player's standard play rating as published in the ECF's April 2025 list if they have a standard play rating category A or K in that list. If a player does not have an ECF category A or K rating in the ECF's April 2025 list, then check the LRCA website for the standard play rating to be used.

All the necessary rating information will be provided on the LRCA website:

<http://www.leicestershirechess.org>

Each player's rating must be listed on the match score sheet by the captains, and the total rating points for each team must be calculated and agreed before the match starts. The difference between the two team totals is used in the handicap system as shown below.

If one or more boards are defaulted, a team's rating for those boards shall be the average rating of the players of that team who actually play in the match. If after the match starts, an absent player is replaced by an eligible substitute, then the rating to be used in the handicap calculation will be the higher rating of either the absent player, or the substitute's rating.

11. If a team intends to play an unrated player the Ratings Officer (or in his absence the League Secretary) *must* be informed *in advance* of the match, and a rating of at least 1200 points will be assigned.

Handicap System

12. The handicap system will operate by giving *bonus points* to the lower-rated team according to the following scale:

Team Rating Difference	Team Bonus
0-199	0
200-574	0.5
575-949	1.5
950-1324	2.5
1325-1500	3.5

If the rating difference between two players on a single board is over 375 it should be treated as exactly 375 points – the maximum rating difference in the table is thus 1500 points.

A consequence of the system is that the match score for two 4-player teams may not add up to 4. For example, if in a match between teams A and B, A wins 2.5-1.5 over the board, but B has a rating total 600 points less than A, B gets 1.5 bonus points and thus wins the match by 2.5-3.0.

13. If the rating totals of the two teams differs by 0-199 points, and the result of the match is 2-2, then the following tie-break method is to be used starting with (a) until a winner of the match is identified:

- (a). The team that defaults the fewest boards wins.
- (b). Board count: the board numbers on which each team won games are totalled and the team with the lower total wins.
- (c). Board elimination: if a team wins boards 1 & 4, and their opponents win boards 2 & 3, giving an equal board count, the result on the lowest board is eliminated. This gives the match victory to the team that won on boards 2 & 3.
- (d). If all boards are drawn the match is drawn and each team receives one match point.

Play

14. Scheduled start times will be those shown on the LRCA website under the home team.

Absent players can be replaced but the rating of a substitute may not be over 50 points more than a player on a higher board. After 45 minutes from the scheduled start time,

the absent board is defaulted unless the absent player has been replaced by an eligible substitute.

If a default is known at the start, the non-defaulting captain can specify which board(s) is defaulted.

If a team concedes an entire match, then the other team will be awarded two match points for a win and with a nominal 1-0 scoreline.

15. All games in a match are to be played to a finish on the same occasion – there will be no adjournments and no adjudications.

16. TIME CONTROLS

Time controls will be the same as for LRCA league games (See rule 9 in the online LRCA league handbook for 2024-2025). However, junior teams can insist on having the shorter time control.

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

18. 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.

19. Tie-break rules to determine tournament winner

For the purpose of this rule, Game Point Difference (GPD) for a team will be their board points won plus any handicap points awarded to that team, but less the board points lost and also less any handicap points awarded to the opposition team.

If two teams have the equal highest number of match points, then the overall tournament winner will be the team that secured the two points for the win in the match between the two teams.

If the two teams with the equal highest number of match points secured one match point each in the match between those teams as in rule 13(d), then the team with the highest GPD from all of their 2025 Chapman Cup matches will be declared the tournament winner.

If a winner still cannot be identified, then a play-off will determine the winner of the competition.

If 3 or more teams are tied with the highest number of match points, then match points, and if necessary GPD, will be used to identify the team with the worst record based on the results between the tied teams. The team with the worst record is then eliminated.

This process will continue until there are only two teams remaining, and then the above process for two tied teams will be applied. If more than one team has the joint worst record based on both match points and GPD in the matches involving the tied teams, then both of those teams will be eliminated.

Iain Dodds, Summer Cup Controller, June 2025