

Leicestershire & Rutland Chess Association

Rules for the Wylie and Harrod Cups 2025

Introduction

The Wylie Cup is a five-round Swiss tournament for teams of four players, sufficient entries permitting. If there are insufficient entries for a five-round Swiss tournament, then it will be an all-play-all competition.

The Harrod Cup is an event for lower-rated players (see below) and is likewise a five-round Swiss tournament for teams of four players.

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 paragraph 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 (£8.00 per team for clubs that pay for their players 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 *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 from the one he/she normally plays for in the League.
3. Clubs may enter more than one team in each Cup. If a club has more than one team in the same Cup, then the first of those teams that a player plays for will be considered to be that player’s ‘primary team’. Each player may play an unlimited number of matches for their ‘primary team’.

In addition, for each match, each team may select a maximum of 2 players who are ‘primary players’ for the club’s other team(s) in the same Cup. For example, Leicester Knights can pick any 2 players who first played for Leicester Bishops in the same Cup. For subsequent matches Leicester Knights can still play any two players that first played for Leicester Bishops – they don’t have to be the same two as for the first match.

The two Cups are independent, so a player's participation in the Wylie Cup places no restriction on the same player's participation in the Harrod Cup and vice versa.

4. Each club, or scratch team, must appoint a contact, with a home, work or mobile phone number, 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 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.

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 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. 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 8000 in the Wylie Cup, and 6300 in the Harrod Cup. Also, in the Harrod Cup, there is an individual rating limit of 1750 so players with a rating of 1751 or higher are not eligible to play.** There is no individual rating limit in the

Wylie Cup. Unrated players should be reported **in advance** to the Ratings Officer (or in their absence to the League Secretary), and a rating of **at least 1200** will be assigned to them initially. **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 2025 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 2025** list if they have a rapidplay rating category A or K in that list. If a player does not have an ECF category A or K rapidplay rating in the April 2025 ECF list, then check the LRCA website for the rapidplay rating to be used. If the ECF subsequently revise the April 2025 rating, then that will be disregarded.

All the necessary rating information will be provided on the LRCA website:
<http://www.leicestershirechess.org>

Play

13. All games must start by 7.45 pm. Any player who has not started within 30 minutes of the overall start of play will default their games, but eligible substitutes are allowed up to this time. 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 in 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 (a) the moves need not be recorded; and (b) after each player has played 10 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 of the match being played).

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 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 be used to determine pairings.

19. Tie-break rules

A tie-break system will be used, as follows, if two or more teams have the equal highest number of 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 the same 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 until a winner is identified.

- a) highest total of games won minus games lost (default wins included) – this is Game Point Difference (GPD) as displayed in the league table on the LRCA website.
- b) fewest defaulted boards
- c) most individual games won in total 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.

If three or more teams finish with the equal highest number of match points, and they have not all played each other, then the winner of the tournament will be identified by applying stages a) to g) in order as above, until a winner is identified. All teams that do not have the best or equal best metric are eliminated at each stage. This means that two or more teams could be eliminated simultaneously at the same stage.

If after a team(s) has been eliminated as above, and the remaining two or more teams have played each other, then the result(s) between those teams will not be the deciding factor.

If three or more teams finish with the equal highest number of match points, and they have all played each other, the results of the matches between those tied teams will be used to eliminate the weakest of those tied teams. After the weakest team has been eliminated, this process will be repeated using only the results of the remaining tied teams against one another.

If after applying match points and GPD for all the results between the tied teams, and two or more teams have the joint worst record, and another tied team has a superior record, then each team with the joint worst record will be eliminated.

If two or more teams still cannot be separated by the tie-break mechanism for teams that have played each other, then the tie-break mechanism for tied teams that have not played one another, will then be used to identify the tournament winner from the remaining tied teams (i.e. excluding any tied teams already eliminated).

Iain Dodds, Summer Cup Controller, March 2025