

# Leicestershire & Rutland Chess Association

## Rules for the Wylie Cup 2023

### Introduction

Provided there are sufficient entries, the Wylie Cup is a five-round Swiss tournament for teams of four players. If there are insufficient entries for a 5 round Swiss Tournament, then it will be an all play all competition.

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 for clubs which 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 than the one he/she normally plays for in the league.

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

Playing in the Wylie Cup does not prevent an eligible rated player from participating in the Harrod Cup, or *vice-versa*.

4. Each club (or scratch team) must appoint a single contact, with home or work and 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 for each team must be in descending order of strength. However, a tolerance of 50 rating points applies, the same as for LRCA 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 the 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 maximum total team rating for the 4 players in the team shall be 8000 points.** Unrated players should be reported **in advance** to the Ratings Secretary, and a rating of **at least 1300** 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 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 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 2023 ECF list, then check the LRCA website for the rapidplay rating to be used. If the ECF subsequently revise the April 2023 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 7.30 pm. Any player who has not started by 8 pm will default their **games**, but eligible substitutes are allowed up to 8 pm. 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 team 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 (i) the games need not be recorded; and (b) 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 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 be awarded 2 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 teams have equal match points, then Game Point Difference will be taken into account.

19. 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 have not played each other, or if their match resulted in a draw, then the results of all their matches in this year's Wylie 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 individual games won minus individual games lost (default wins included) – this is Game Point Difference as shown 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 online LRCA League handbook for 2022-2023 relating to ties for promotion.

20. Fixture dates must be registered on the LRCA website before the match is played and 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