

Knock-Out Competition Rules Operative from September 2022

1. Entry shall be open to one or more teams of four players from each club in the League. Teams wishing to enter shall inform the Tournament Controller (TC) of their intention to do so not later than 14th September. It is a condition of entry that each team nominates a team captain, and submits his/her contact details.
2. The TC shall be appointed by the league. The TC shall be responsible for maintaining the competition as both a smooth-running and an amicable event, and he/she shall be accorded reasonable discretion in the interpretation of these rules to further these ends.
3. The TC shall draw up a pairing tree for the entire competition. Random means shall be used to allocate teams to their initial positions in the tree. Apart from matches postponed from agreed dates by severe weather, any preliminary round matches must be played by 30th October, quarter finals by 15th December, semi-finals by 28th February and the final by 30th April. The pairing tree, the schedule for the completion of the rounds, and a list of the contact details for all team captains shall be sent to all clubs by 1st October.
4. If it is the first match for both teams then the team placed higher in the pairing tree shall play at home. Thereafter the venue shall be determined in order that teams play alternately home and away and to avoid where possible the difference between home and away games for either team being two or higher. Where teams have equal past patterns the team that appears higher in the pairing tree shall alternate.
5. Captains should strive to keep themselves informed of the outcome of matches in collateral branches of the pairing tree, and to make arrangements for the following round at the earliest opportunity. Nevertheless, the TC shall contact captains of victorious teams to inform them of their next opponents. It is then the responsibility of the captain of the home team to contact the captain of the away team within 7 days, and offer at least two dates on which the match can be played within the schedule.
6. Once a player has played in this competition, that player may not subsequently play for another team in this competition in the same season.
7. For the purposes of this competition a player's rating shall be their official ECF standard play rating from the current month's rating list. Captains shall ensure they use the up-to-date list available on the ECF website for all matches. If a player's only rating is a rapid play rating this shall be used. No player shall appear who does not have a current ECF rating or an estimated rating as determined in advance by the TC (any player who does will be deemed ineligible). The club shall provide to the TC all relevant information concerning an unrated player's strength. This must include, but shall not be limited to, all or any available of the following:
 - a. previous ECF rating(s) / grade(s) with date(s);
 - b. current or previous FIDE rating(s) with date(s);
 - c. current or previous national rating(s) with date(s);
 - d. recent tournament and league appearances with date(s). In estimating a rating the TC may take into consideration any other relevant information not provided.
8. Each team shall total the ratings of the players actually playing in a match, excluding any player winning or losing by default.

9. The match shall be handicapped according to the following table:

Difference in total rating:	To win, higher-rated team must score:
0-179	No handicap and a 2 - 2 draw resolved first by board count and second by board elimination
180-559	The higher rated team must score 2.5 to win and a 2 - 2 result shall count as a win for the lower rated team
560-999	The higher rated team must score 3 to win
1000+	The higher rated team must score 3.5 to win

10. If the difference between the total ratings of the teams is less than 180, a level match shall be played, with a 2 - 2 draw being resolved by board count, and, if the board count is equal, by board elimination.

Board count: Each team totals the numbers on the boards which it won, and the team with the lower count wins the match. E.g. Team A wins on board 1 and 3; team B wins on boards 2 and 4. A has a board count of $1 + 3 = 4$; B has a board count of $2 + 4 = 6$; A has the lower count and wins the match.

Board elimination: The score on the bottom board is eliminated, and if the result is still a draw, board 3 is eliminated and then board 2.

In the event of all games in the match being drawn, the match will be won by the team with the lowest average ECF rating.

11. The rate of play shall be all moves in 80 minutes with a 10 second increment per move from move 1. No scoring is required by a player once less than five minutes has appeared on that player's clock.
12. All relevant rules of the League apply to this competition, except the following:
- Read Tournament Controller instead of Fixtures Secretary.
 - Section 6 (Defaults) shall not apply. A defaulting team, whether Home or Away, is eliminated from the competition.
 - If a League player's club does not enter a team they may play for another club's KO team irrespective of League rule 3.2.
13. Results (including the computation of handicaps) shall be submitted by the captain of the winning team via the ECF League Management System (LMS) within 2 days of completing the match.