



Spens Cup – Rules

Introduction

The competition for the Spens Cup shall be open for competition for Clubs who are Chess Scotland members. The winner shall hold the Spens Cup for one year.

Rules

1. General

The competition shall be an unseeded knockout with a new draw made for each round.

2. Laws of Chess

All games shall be played in accordance with the Laws of Chess, as laid down by the Federation Internationale des Echecs (FIDE).

3. FIDE Rating

The competition for the Spens Cup shall be FIDE rated.

3.1. All players must be FIDE registered, and

3.2. The FIDE ID Number (FIN) for each player must be submitted to the Tournament Controller prior to their participation in the Spens Cup competition.

4. Club Representation

Each club shall be represented by five players who shall be registered by the club they represent.

4.1. The maximum number of players that can be registered by any club is 15

4.2. No player shall represent more than one club in the Richardson and Spens Cups or Campbell Rosebowl in any one season.

4.3. For every infringement of this rule, one point shall be deducted from the score of the offending club and added to the score of the opposing club.

5. Player Registration

Each club must complete a competition registration form listing the players details, including any existing FIDE registration and must follow the rules listed on the registration form.

5.1. Any club in doubt about the registration process must contact the Tournament Controller as early as possible and no later than fourteen days before the match.

5.2. The Tournament Controller shall decide on that status based on the criteria listed above and shall inform the enquiring team within 48 hours of the original enquiry.

5.3. Any appeal against the decision must be made to the Tournament Controller within 24 hours.

5.4. Written supporting rationale for any appeal must be supplied by email to the Tournament Controller who will submit this report to the Arbiters' Committee for final judgment.



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6. Team Lists

6.1. Board Order

The order of players in each team shall be

6.1.1. FIDE Rating

Note: The FIDE rating used will be from the latest available monthly upload

6.1.2. For players without a FIDE rating a Chess Scotland Live grade will be used

Note: The CS Live rating will be that uploaded online on the Wednesday immediately preceding the Scheduled match date

6.1.3. The board order will permit a 50-point variation in rating on adjacent boards

6.2. Late Players Submissions.

6.2.1. A player may not play in the final if he/she had not been eligible to represent that club in the Spens Cup in an earlier round.

7. Board Colours

After team lists are exchanged, the captains shall toss for choice of colour at board one. The colour at the remaining boards shall alternate accordingly.

8. Results

A (blank) team/result pro forma will be emailed to team captains prior to the start of the competition by the Tournament Controller (and can be downloaded from the CS website).

8.1. Each team captain shall exchange a copy of the results sheet for the match prior to the start of play.

8.2. Each captain shall confirm their team details and pass the form to the other captain who will add his/her own team details.

8.3. At the completion of the match both team captains shall complete the results of the individual games and the final match result then sign both team sheets.

8.4. The winning team captain shall submit the results, within 48 hours, to the Tournament Controller by entering a photo/scan attached to an email or by conventional post.

9. Arbiters.

Team captains may not act as arbiters in FIDE-rated events.

9.1. In the absence of an appointed arbiter, the players alone are responsible for claiming flag-fall, illegal move etc.

9.1.1. In this event, the clocks should be paused while the matter is resolved.

9.2. If a dispute arises, the captains should jointly attempt to resolve it as promptly as possible and if necessary by reference to an external arbiter if one is available. Play should then, if possible, continue.

9.3. If the matter has not been resolved, the result sheet should be marked as "In dispute" and the details be sent to the Tournament Controller within 24 hours of the start of the match.



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10. Tied matches.

The following methods shall be applied in order to resolve ties:

- 10.1. Board count
- 10.2. Board elimination
- 10.3. 15-minute Rapid-Play match with colours reversed.
 - 10.3.1. Repeat 10.1 – 10.3 if necessary

11. Fixture Dates

The Tournament Controller shall fix a date for each round by which the tie should be completed. All matches shall commence at 2.00 pm.

- 11.1. If mutually agreed in writing (including email) by the clubs concerned, or if so determined by the Tournament Controller, a match may take place at an earlier date or commence at another time.
- 11.2. A match may, if mutually agreed between the clubs, be deferred by no more than 8 days from the date set down by the Tournament Controller who must be informed as soon as possible and no later than the original time of the match.
- 11.3. Failing agreement, clubs more than 80 miles apart shall play at an intermediate location to be fixed by the Tournament Controller. Detailed arrangements shall be made by the away team and expenses shared.
- 11.4. A match may be played by telephone, if approved by the Tournament Controller, but this is advisable only in exceptional circumstances and will not be FIDE rated.

12. Final – Date and Venue.

The Tournament Controller shall fix a venue and time for the final.

13. Equipment

- 13.1. It is the responsibility of the home team to provide sufficient clocks and suitable sets, boards and scoresheets.
- 13.2. When play takes place at an intermediate venue, each team shall provide half the equipment required (plus one additional clock provided by the “home” team).

14. Playing Rules – Time Controls

- 14.1. All rounds, excluding Final
 - 14.1.1. Each player shall have 40 moves in 2 hours then each player shall have an additional 30 minutes for all remaining moves. (see FIDE Laws, Guideline III (excluding III.4))
- 14.2. Telephone matches.
 - 14.2.1. Each player shall have 40 moves in 105 minutes then each player having an additional 30 minutes for all remaining moves. (see FIDE Laws, Guideline III (excluding III.4))
- 14.3. Final
 - 14.3.1. The time control will be all moves in 90 minutes with a 30 second increment from move 1
- 14.4. Late Arrival



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14.4.1. Any player arriving later than 30 minutes after the start of the play shall default his/her game.

15. Trophy.

15.1. The winners of the trophy shall arrange for the trophy to be engraved with Team Name and Year. The cost for the engraving will be reimbursed by the CS Finance Director.

15.2. The holder of the trophy shall arrange for it to be available for presentation at the following season's Team Finals event.