



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 prior to the start of the competition. FIDE IDs can be obtained on request from the Chess Scotland grading officer.

4. Club Representation

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

- 4.1. The maximum number of players that can be registered by any club is 15. No changes will be allowed to the registered pool of players after the initial registration unless agreed by the Tournament Director. Requests should be made as soon as possible but no later than 14 days before the scheduled date of the round.
- 4.2. No player shall represent more than one club team 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 Director as early as possible and no later than 14 days before the scheduled date of the round.
- 5.2. The Tournament Director 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 Director within 24 hours.



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

6. Team Lists
 - 6.1. Board Order
 - 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 the Chess Scotland Published grade will be used.
 - 6.1.3. The board order will permit a 50-point variation in rating on adjacent boards. The ratings to be used in determining board order are FIDE or published CS for players without a current FIDE rating.

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 Director (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 Director 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 Director 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 Director 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 Director, 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 Director 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 Director. Detailed arrangements shall be made by the away team and expenses shared.

12. Final – Date and Venue.

The Tournament Director 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 including 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))
 - 14.1.2. By prior agreement between teams and subject to appropriate equipment matches may use increment controls of all moves in 90 minutes each player with 30 second increment from move 1.
- 14.2. Late Arrival
 - 14.2.1. Any player arriving later than 30 minutes after the start of the play shall default his/her game.

15. Trophy.



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- 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.