

0910 Internal Tournament Rules

1. Tournament schedule

There will be (approximately) one scheduled game per month

Each game has a latest date by which it must be played, stated in the schedule (the "scheduled date"). This will be a club night. The two players will be allowed to agree between themselves if they jointly prefer to play the game at an earlier date, but there will be no compulsion to do so.

2. Defaults

If a game has not been played before its scheduled date, and then:

- neither player turns up on the scheduled date, both players will default that game
- only one player turns up on the scheduled date, that player will be awarded the win.

If two players have mutually agreed to play a game earlier than its scheduled date, and then one player does not turn up, the absent player would default the game.

3. Time control

30 moves in 60 minutes, then 15mins to finish (or other time control by mutual agreement of the two players)

4. Start times

Start time is 7.30pm and a player defaults if not arriving by 8pm

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5. Recording Game results

It is the responsibility of the players concerned to record their game results on the result sheet held at the club.

6. Points System

2 points for a win

1 point for a draw

0.5 points for playing and losing

This scoring system is to encourage participants to play all their games

7. Play Off Game for Divisions 2 and 3

This will be between the winners of divisions 2 & 3 as they are contesting the challenge cup