



# **LEINSTER CHESS UNION LEAGUE RULES**

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## 1. Definitions

The following definitions apply in these rules:

- LCU means the Leinster Chess Union.
- Committee means the Executive Committee of the Leinster Chess Union.
- ICU means the Irish Chess Union.
- FIDE means Federation Internationale des Echecs.
- FIDE rules means The Laws of Chess published by FIDE.
- Divisional controller means the controller for any division of the leagues.
- Leagues controller means the controller for all of the leagues.
- Season means the period beginning with the start of the first league match and ending with the final determination of places in the last league to be completed.
- The words 'he', 'him' and 'his' include 'she', 'her' and 'hers' respectively.

## 2. League Structure & Fixtures

- 2.1** Subject to entry there shall be six divisions in the leagues. Extra divisions may be added at the discretion of the leagues controller. The maximum number of teams in the top four divisions shall be twelve. The maximum number of teams in all subsequent divisions shall be twenty four, split into two equal size groups based on a north/south geographical divide.
- 2.2** The winners of Division 1 shall be declared champions of Leinster and holders of the Armstrong Cup for the ensuing season.
- 2.3** Divisions 1 and 2 shall consist of teams of eight players. Divisions 3 and 4 shall consist of teams of six players. All other divisions shall consist of teams of five players.
- 2.4** Fixtures shall be arranged so that the entire league programme is completed by the end of April with the following considerations to apply:
- 2.5** No team or player shall be obliged to play a league fixture on a public holiday or on a weekend encompassing a public holiday.
- 2.6** No league fixtures shall be arranged during the weeks immediately preceding and succeeding Easter Sunday.
- 2.7** No league fixtures shall be arranged for a weekend involving a chess tournament officially sanctioned or endorsed by the LCU.
- 2.8** Fixtures for clubs with teams in two or more divisions shall be scheduled to ensure that the team or teams in the higher division plays their first match ahead of the team or teams in a lower division.
- 2.9** Where a club has two teams in the same division they will play each other in the first round. Where a club has more than two teams in the same division the teams involved must be scheduled to play each other in the earliest possible rounds.

### 3. Promotion & Relegation

- 3.1 The following promotion and relegation system will operate:
- 3.2 Except for Division 1 and 5 the teams finishing in first and second place in each division will be promoted to the next highest division. In division 5 the top team in each group shall be promoted, while the second place teams playoff to decide the 3<sup>rd</sup> promotion place.
- 3.3 Except for the lowest division, teams finishing in eleventh and twelfth positions in each league will be relegated. In division 4 the bottom 3 teams shall be relegated.
- 3.4 A club may forego its right to be promoted in which case a replacement team shall be selected at the discretion of the committee.

### 4. Scoring & Tie Breaks

- 4.1 In all divisions a game won counts as one point to the winner, a game drawn counts as a half-point to each player and a game lost counts as zero points to the loser. The score of a team in a match shall be the sum of the points scored by the players on that team in the match less any penalties imposed for games defaulted and/or walkovers conceded.
- 4.2 The league score of a team shall be the sum of its match scores less any penalties that may be imposed on that team by the committee.
- 4.3 In the event of a tie for any place between two or more teams, the tie shall be resolved on the basis of the match result or results (cumulative game points) between the teams concerned and subsequently, in the event of a further tie on the basis of the board count in the match or matches between the teams concerned. In the event of a further tie, the placing shall be determined by a single play-off match between the teams concerned. In the event of a further tie the placing shall be decided by lot.
- 4.4 The board count as set out in the previous rule shall consist of allocating points on a descending scale for games won in a match, as follows:

Board	8 Player Teams	6 Player Teams	5 Player Teams	4 Player Teams
Board 1	8 points	6 points	5 points	4 points
Board 2	7 points	5 points	4 points	3 points
Board 3	6 points	4 points	3 points	2 points
Board 4	5 points	3 points	2 points	1 point
Board 5	4 points	2 points	1 point	-
Board 6	3 points	1 point	-	-
Board 7	2 points	-	-	-
Board 8	1 point	-	-	-

The team receiving the highest points total shall be deemed the winner.

## 5. Defaults & Walkovers

- 5.1** Defaults are defined as games conceded where a player who has been declared on the team sheet prior to the commencement of the match fails to play his game against his nominated opponent through either non appearance or late arrival. Walkovers are defined as games conceded when a team is unable to field a full complement of players as defined in rule 2.3
- 5.2** When there are insufficient players to make up a full team, walkovers must commence on the lowest board and continue upwards.
- 5.3** Should a team in any division default on two or more boards that team may be fined not less than €10 for each player who defaults. No further points shall be awarded to such team until the fine is paid. The fine may be waived, if within seven days of the offence the club submits a written explanation acceptable to the divisional controller. Team captains must be able to demonstrate that they have sought to inform each other, with a confirmation email to the divisional controller, of an impending walkover, prior to the visiting team's departure from home.
- 5.4** In the event of a default by a declared player, the defaulting player shall score –1 point (minus one point). The player benefiting from the default shall score 1 point. Consequently the defaulting team shall have one point deducted for each game defaulted from the total points gained in the match.
- 5.5** Where a team defaults or concedes walkovers in three or more games in a match, and as a result there is a distortion in placing such that another team suffers, either by relegation, missing a play-off or promotion place or failing to win a division when they might have done, a special match shall be arranged between the team benefiting from the defaults (say team “A”) and the displaced team (say team “B”), to determine relative places. Team “B” shall only have the right to this match if:
- a) Team “B” has a greater total of points than team “A” when both teams scores on the defaulted boards only against the team that defaulted or conceded walkovers are eliminated and
  - b) Team “B” has itself not defaulted or conceded walkovers in 3 or more games in the season or has not benefitted from defaults or walkovers in 3 or more games in the season.
  - c) To reverse the placing, team “B” must defeat Team “A” (who shall have home venue). In the event of a draw placing remains unchanged. Where multiple defaults occur, the scores of all defaulting teams will be eliminated to determine “special match” rights.
- 5.6** At the conclusion of the leagues all defaults and walkovers will be totaled and where a team has benefited by six or more defaults/walkovers the provisions of rule 5.5 will apply.
- 5.7** The divisional controller shall notify any clubs that have the right to a special match under rule 5.5 or 5.6. Clubs wishing to avail of these rights must reply to the divisional controller within seven days of being notified.

- 5.8** Teams which default a match will be relegated one division the following season except in the lowest division, where the team may be scratched from the league the following season, unless the club submits a written explanation acceptable to the divisional controller.
- 5.9** Teams which default three matches in any one season will be relegated to the bottom division the following season except in the lowest division, where the team may be scratched from the league the following season, unless the Club submits a written explanation acceptable to the divisional controller.

## **6. Constitution of Teams**

- 6.1** All players must be registered with the Irish Chess Union. A team which utilises an unregistered player in any match will not be credited with any score for that match. A team appealing a decision under this rule must do so in writing to the leagues controller within fourteen days of notification of the non-crediting of the score by the controller who imposes the penalty. Such an appeal must include confirmation of the player's registration.
- 6.2** No player may play for more than one club in any season. For the purpose of this rule two or more teams from the same club in the same division shall be regarded as playing for separate clubs. Teams offending against this rule will have any points won by the illegal player(s) deducted and awarded to their opponents and may have any points gained on boards lower than that on which the infringement took place likewise deducted and awarded to their opponents. Where a club has only two teams (A and B) and both are in the same division or where a Club's bottom two teams are in the same division, the league controller may allow a player from Team B to play for Team A provided that that player is not substituting for a lower rated player and provided the team has applied (to the divisional controller) for such permission in advance. A player will only be given a maximum of three such allowances in any one season.
- 6.3** Prior to the commencement of any games in the final round of matches, each team captain must submit his team to the leagues controller in board order. Teams shall be published prior to the final round and no changes to teams or board order can be made after publication without the permission of the leagues controller. No player may play for a team in the last round or in a play-off unless said player has played in at least one match for that club in any division during the season. Teams offending against this rule will automatically forfeit any points gained from the match and points for any game involving an illegal player will be awarded to the opposition. Where two opposing teams have such illegal players, the result of the match will be null and void and no points will be awarded to either team for that match.

- 6.4** Prior to the commencement of play in each division, clubs who have two or more teams in the leagues must submit the names of players selected for their respective teams. Submissions must be made by completing the 'Team Declaration' form on the LCU website. Teams in divisions one and two must declare a panel of at least eight players. Teams in divisions three and four must declare a panel of at least six players. Teams in all other divisions must declare a panel of at least five players. These nominated players shall be deemed to be the declared team. There is no limit to the number of players that can be declared for a team. Players can be added to a team's panel of declared players provided they have not been declared on a team in a higher division. To declare a player after the declared team has been submitted, complete the 'Player Declaration' form on the LCU website. The service is located at <http://www.leinsterchess.com/formmail/index.htm>.
- 6.5** When a player who has not already been declared on a team plays his first game of the season, he must be declared for the team for whom he plays his first game or a team in a lower division. Such declaration must be made by completing the online 'Player Declaration' form. Failure to nominate a player as a substitute and declare them on a team in a lower division will result in the player being automatically declared for the team for whom he plays his first game.
- 6.6** No player declared for a higher division team may play in a lower division in that season, but a player declared in a lower division may play as a substitute in a higher division. Where a club has two or more teams in the same division, a substitute from a lower division may only play for one of his club's teams in the relevant higher division. Where a player has played more than three games in a higher division/divisions as a substitute, he (subject to rule 6.7)
- a) May not play again that season in a lower division, and
  - b) Where he has played as a substitute for more than one team in higher divisions, he may only play again for one such team and this team shall be the one for which he plays as a substitute for a fourth time. Thereafter for the remainder of the season no further substitution in respect of that player shall be allowed.
- 6.7** A player who has substituted three times for a team cannot play any further games for that team during that season if there is another player rated 150 points or more above him playing for that club in a lower division. Breaches of this rule will result in the player being declared an illegal player on that team. Teams offending against this rule will have any points won by the illegal player(s) deducted and awarded to their opponents and will receive a -1 on that board.

- 6.8** The board order of each team in each match shall be as determined by the team captain immediately prior to the commencement of the match, providing that:
- a) Any player placed below a team member whose rating is 150 points or more lower, is to be deemed an illegal player. The criteria for determining a player's rating are as follows:
    - 1. For players who are registered with the ICU, the latest ICU rating published prior to the commencement of the current season. If there is any doubt about a player's published rating, confirmation should be sought from the leagues controller who will verify the correct rating to be used.
    - 2. For players who have no ICU rating but are rated by FIDE, their current FIDE rating. Team captains must inform the divisional controller of the player's FIDE code and rating when returning the match scorecard.
    - 3. For players with no ICU or FIDE rating and who have a rating from another federation, team captains should endeavour to ascertain the players rating, and inform the divisional controller of the players rating and federation when returning the match scorecard.
    - 4. For all other players including unrated players, team captains must determine the player's playing strength and advise the divisional controller of the estimated rating to be used to determine board order. The estimated rating used in the first match played by the player shall be used for the remainder of the season.
  - b) For the purpose of the '150' rule in (a) above all players rated 1200 or below and all unrated players are deemed to have a rating of 1200. This means that they can play on any board provided that no player with a rating of 1350 (1200 + 150) or higher is placed on a lower board.
  - c) No player may play on a team in a lower division if a fellow club member rated 150 points or more below the player is declared on a team in a higher division except with the prior permission of the leagues controller.
- 6.9** A team offending against rule 6.8 will have any points won by the illegal player(s) deducted and awarded to the opposing team. In extraordinary circumstances, further points may be deducted at the discretion of the LCU Executive Committee.
- 6.10** Immediately before the commencement of each match, the opposing team captains must declare their respective teams to each other, to show names and ratings as well as ICU registration numbers and arrange the pairings. Once a team has been declared no substitutions can be allowed. Teams offending against this rule will automatically forfeit any points gained from the games concerned.
- 6.11** At the time determined for the start of the game White's clock is started.



## 7. Playing Rules

- 7.1** Play shall be in accordance with FIDE rules. Where there is a conflict between FIDE and LCU rules, the FIDE rules take precedence.
- 7.2** Clubs shall be responsible for ensuring that their players are conversant with current FIDE and LCU rules.
- 7.3** The playing session in each of the divisions shall be as follows.
- Divisions One, Two and Three 7:15 pm to 11.15 pm
  - All other Divisions 7:30 pm to 11.00 pm
  - A club may nominate Saturday afternoon for its home matches. Matches played on a Saturday shall commence at 2.30 pm
- 7.4** The time controls in each of the divisions shall be as follows.
- Divisions One, Two and Three:**  
Two options are available, the standard time control and a Fischer mode. For games played using the standard time control each player shall receive two hours for all his moves. For games played using the Fischer mode, each player shall receive one hour thirty minutes plus a thirty second increment for each move from move one. If one of the players wishes to play the game using Fischer mode then the game must be played using that time control. Exceptions can be made if the home team does not have digital clocks, or both players agree to use the standard two hour time control.  
In cases where the venue has a set closing time (e.g. 11:15pm), the home team may choose to use the standard time control of two hours per player. Such teams should communicate this to visiting teams in advance of games.
  - Divisions Four and Five:**  
Each player shall receive one hour 15 minutes plus 30 seconds per move for all his moves.
  - Division Six and Seven:**  
Each player shall receive one hour plus 30 seconds per move for all his moves.
- 7.5** The Executive committee reserves the right to play off the final round in all divisions on one day. Special rules relating to this final round may be issued and shall take precedence over the rules relating to other rounds. Clubs must be notified of any special rules not later than two weeks before the date of the final round. The rate of play for games in the final round shall be the same as in rule 7.4 above.
- 7.6** The game must be finished within the time control specified, failing which, subject to the rules for conclusion of games set out in rule 12, the player whose time first expires loses the game.
- 7.7** Subject to agreement between the respective team captains, games may be played in advance of the scheduled date. If a team wishes to postpone games in a match, the approval of the divisional controller must be obtained in advance, which approval shall be given only in extenuating circumstances.
- 7.8** In all divisions, the away team shall have the white pieces on the odd-numbered boards.

- 7.9** Home teams shall be responsible for the provision of all playing equipment including clocks and score sheets. In case of a dispute the home team are responsible for making available a copy of the current LCU league rules and a copy of the current FIDE rules. Both sets of rules can be downloaded from LCU website. Where a home team fails to produce clocks or other equipment at the appointed starting time, the visiting team may demand that the time lost by such failure be deducted from the home team's clocks before the match commences and if the time lost is one hour or more, the games affected shall be deemed lost by walkover to the visiting team, but such home players as may be present before the hour elapses shall not suffer any loss beyond a nil score.
- 7.10** Subject to rule 11.3 and to any direction from the tournament director / controller the player with the black pieces shall have the choice as to whether the clock shall be on the left or the right side of the board.
- 7.11** Disputes arising between players in a league match should be settled between the team captains and the players involved away from the playing area to avoid disturbance to players on adjacent boards. If a dispute is not resolved in this way the game(s) affected shall continue with either or both players and or their respective captains having the right to appeal the outcome to the divisional controller, and the resumption of play in these circumstances shall not pre-empt or prejudice the appeal process in any way.
- 7.12** If during a game it is found that an illegal move has been completed, players must comply with the provisions set out in Article 7 of the FIDE rules. Where there is no arbiter present the clocks must be stopped. For the first illegal move, two minutes shall be added in each instance to the time of the opponent of the player who made the illegal move. The clock should only be restarted when both players are in agreement that the times shown on both clocks are correct. For a second illegal move by the same player, the game shall be declared lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- 7.13** Players who have deliberate recourse to the advice of third parties shall forfeit any points gained during the game(s) concerned and shall be suspended from play for two matches.
- 7.14** Clubs are responsible for providing proper facilities suitable for playing chess. Visiting clubs may report excessive noise and/or insufficient light or heat to the divisional controller who shall investigate and if necessary demand remedial action.
- 7.15** Players must arrive at the board not later than one hour from the scheduled start time of the game. Players who arrive after the scheduled start time but no later than one hour after the scheduled start time attract no more than the accrued time penalty.

## 8. Results & Appeals

- 8.1** At the end of the matches score cards should be agreed by both captains or other nominated persons to ensure that the result is agreed by both teams. Results must be submitted using the LCU online Match Results Service. The service is located at <http://www.leinsterchess.com/formmail/index.htm>
- (a) Results must be submitted within three days of the match being played.
  - (b) Where this is not complied with by any team captain or other designated person, the divisional controller shall levy a fine of €25 on that tem, once seven days have elapsed from the date of the match. The divisional controller shall inform the Club that the fine has been imposed for not submitting the results. If the result of the match are not submitted within a further three days no points shall be awarded to the offending team in respect of the match.
- 8.2** Clubs lodging an objection must do so in writing to the divisional controller within ten days of the alleged offence/incident. After this period no objection or claim will be allowed. All appeals must:
- a) Be accompanied by a fee of €25, which will be refunded if the objection is upheld.
  - b) Be signed by the secretary of the club making the objection, and
  - c) Be signed by the captain of the team involved in the objection.
  - d) If the objection involves an individual player – that player must also sign the objection.
- 8.3** An appeal may be made against a divisional controller’s decision. This shall be addressed to the leagues controller and must be submitted within ten days of being advised of the divisional controller’s decision. The leagues controller will consult one or more divisional controllers (excluding the controller whose decision is being appealed) and will convey a decision in writing to the appellant club’s secretary. This decision in turn may be appealed to the LCU executive committee within ten days of being advised of the leagues controller’s decision. Appeals submitted to both the leagues controller and to the LCU executive committee must be accompanied by the fee set out in rule 8.2[a] and also contain the signatures set out in rule 8.2 [b]; 8.2 [c] and 8.2 [d].
- 8.4** The decision of the LCU executive committee shall be final in all matters pertaining to the competitions of the union.
- 8.5** Where points are deducted from a team or its players the result(s) of the game(s) shall stand for rating purposes.
- 8.6** Where a club requests a controller or committee in writing to make a decision on any contentious item relating to the leagues, the decision shall be communicated to that club, in writing, within seven (7) days of arriving at that decision.
- 8.7** The divisional controller shall decide on an objection within 21 days of an objection being lodged by a club. An appeal to the leagues controller shall be decided within 21 days of its being lodged. All decisions shall be notified in writing or by email.
- 8.8** That the executive committee be authorised to establish an appeals committee involving club nominees and LCU committee members to hear appeals from clubs on decisions made during the year and to make decisions on them.

## 9. Trophies & Prizes

- 9.1 All LCU trophies shall be held for one year by the tournament winners, who shall be responsible for the safe custody of the trophy and who shall be obliged to make good the loss of, or damage to, the said trophy.
- 9.2 Board prizes shall be awarded annually in all sections to players scoring at least 75% of the available score. Points scored by a player in a higher division or in play-offs will not be credited for the purpose of determining a board prize. Appeals relating to board prizes must be lodged with the controller within seventeen days of the date on which the awards are announced.
- 9.3 Clubs which return trophies having failed arrange the relevant engraving shall be fined 30 euro payable with the league fees for the following season. These funds are then to be used to reimburse future winners of the trophy for the costs of bringing the engraving up to date.

## 10. Playing Venues

- 10.1 Clubs must ensure that the venue for their matches is agreed beforehand with their opponents.
- 10.2 The publication of a club's normal playing venue on the LCU website [www.leinsterchess.com](http://www.leinsterchess.com) shall be deemed sufficient for this rule.
- 10.3 All Clubs should ensure that visiting players have access in and out of the match venue at all times.

## 11. Players with Disabilities

- 11.1 Players with physical disabilities may play their "away" games at their own club's venue, provided the opposing club's premises do not have appropriate access for such players. This concession applies only to players with disabilities themselves and not to other team members, unless the assistance of a particular team member is required to ensure that the player with a disability is able to play his match.
- 11.2 Players with physical disabilities may take toilet breaks during matches by stopping the clocks after making their moves, provided they have informed their opponents before making their move.
- 11.3 Players with disabilities affecting hand movements and those with visual impairments who use tactile boards are exempted from the 'touch move' and 'scoring' rules and shall have a choice as to whether the clock shall be to the right or left side of the board irrespective of the colour of their pieces.

## 12. Rules for the Conclusion of Games

- 12.1** The game is won by a player:
- a) In accordance with Article 5.1 of the FIDE rules, or
  - b) Whose opponent's time expires before the game is otherwise finished subject to rule 12.2 below.
- 12.2** The game is drawn:
- a) In accordance with Article 5.2 of the FIDE rules .
  - b) Where both players time has expired before a claim for a win under rule 12.1(b) has been made.
  - c) Where a player can demonstrate the forced repetition of the position in accordance with Article 10.5 of the FIDE rules .
  - d) Where both players have insufficient material for checkmate.
  - e) Where one player has insufficient material for checkmate and the opponent's time expires first.
  - f) Where, after a player's time has expired, he checkmates his opponent before a claim is made under rule 12.1(b) above
- 12.3** A player who has offered a draw shall not, before completing a further six moves be entitled to make another offer. No player shall be entitled to offer more than three draws in any one game.
- 12.4** Where a game is being played using the standard time control as stipulated in rule 7.4, the obligation to record the moves of a game ceases for a player who has less than five minutes left on his clock. Where a game is being played using the Fischer mode as stipulated in rule 7.4, all moves must be recorded regardless of what time remains on a player's clock. A claim for a draw by repetition of position (other than demonstrated forced repetition of the position referred to in rule 12.2(c) above) cannot be made by a player who has not recorded the appropriate moves.

## 13. Novices Division

- Novice player means any player who is unrated or rated below 1000 on the ICU rating list.
- The time control for games in this division shall be a minimum of 30 minutes per player.
- Teams in this division shall consist of 4 players.
- Any player declared as a player in this division can also be declared on a team in a higher division.
- The novices division is a stand alone division with no relegation/promotion to any other division.
- Rules for the Novices division will be communicated separately on commencement of that division each season.

## 14. Pre-Season Contact

- 14.1. Clubs are required to contact the leagues controller regarding teams entering or leaving the leagues by August 31st.
- 14.1. Prior to the commencement of a season, clubs are required to update their contact information on the LCU website (by contacting the LCU secretary or leagues controller). When available, clubs should inform the leagues controller of their team captains to facilitate a list for division controllers and other relevant team captains for the coming season.

## Appendix A

### Fees & Charges

All fees due to the LCU for participation in the leagues should be paid not later than 30th of November.

The following Annual League Fees apply:

- 14. An administration charge of €32 per club.
- 15. €110 per team entered in divisions 1 and 2.
- 16. €80 per team entered in divisions 3 and 4.
- 17. €70 per team in all divisions where teams comprise 5 players.
- 18. €10 euro per team in the Novices Division with no administration charge if a club enters a team or teams in the Novices Division only.

The level and structure of fees may be varied at the discretion of the committee.

### Controllers

No controller in any league may be able to give judgement/make a ruling on a dispute involving his/her own club, as it can lead to a conflict of interests. Such disputes should be either handed to a neutral controller or passed to the leagues controller/LCU committee.

# **Leinster Chess Union Cup Rules**

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## Definitions

In these rules:

- *LCU* means Leinster Chess Union;
- *ICU* means Irish Chess Union;
- *FIDE* means Federation Internationale d'Echecs, and *FIDE rules* means The Laws of Chess as most recently published by that body;
- *Competition Controller* is the person running the Branagan Cup;
- *Eligible Players* must meet the following criteria:
  - Have played in either Division 1 or 2 of the Leinster Leagues of the current season; Have played in Division 3 or lower in the current season;
  - Have an ICU rating of less than 1500 (William Brennan Competition) and have played in the Leinster Leagues during the current season;
  - Be a current member of the ICU;
  - Have not already played for another club's team in any of the competitions.

### 1. Competition Structure.

- 1.1. The three competitions are run as group tournaments with the winner/runner up of each group qualifying for the knockout round.
- 1.2. There will be an appropriate number of rounds determined by the number of teams who have entered the competitions.
- 1.3. Every team shall be declared and entered by a date set by the competition controller. A declaration shall include: - the name of the club, - contact details for the team captain.
- 1.4. The competition controller shall submit the results of the competitions to the ICU for rating purposes.

## 2. Constitution of Teams

- 2.1. Each team will consist of no more than 6 players.
- 2.2. Each team can use substitutes provided they are eligible to play in the competition, and are not playing in the competition already with a different team.
- 2.3. Only players who have played in either the Armstrong Cup (Division 1) or the Heidenfeld Trophy (Division 2) in the current season are eligible to participate in the Branagan Cup competition. **Please note that players from teams competing in Division 3 or below in the Leinster Leagues** who have “subbed up” in Divisions 1 or 2 during the season are eligible to be declared and to act as substitutes on their club’s Branagan Cup team. Furthermore their eligibility to compete in the Killane Shield and William Brennan Competitions is not affected by their participation in the Branagan Cup.
- 2.4. All players on a team, including substitutes, must be members of the ICU.
- 2.5. A player cannot be registered for more than 1 team in the same competition. Where there are two or more teams from the same club in a competition, the players declared on one club team cannot play for another club team during the course of the competition. Thus players from a team that is knocked out in an early round are precluded from acting as substitutes for another team from the same club in later rounds of the competition. If a player acts as a substitute for a team, s/he may not act as a substitute for another team in the same competition.
- 2.6. The board order of each team in each match shall be as determined by the team captain immediately prior to the commencement of the match, providing that:
  - a) No player is placed ahead of a team member who is 150 or more ELO rating points higher as set out in the rating list as published by the ICU, (i.e. the most recent rating list published before the entry deadline). This rule does not apply between players with a rating of 1200 or less.
  - b) Unrated and provisionally rated players should be inserted initially in the appropriate position in the board order determined by the club. Subsequently, such players may not be moved more than one board (at a time) relative to the other members of the team, except with the permission of the competition controller.
- 2.7. All unrated substitutes commence on the lowest board and continue upwards (moving by one place at a time) except in exceptional circumstances and with the prior permission of the competition controller.
- 2.8. Immediately before the commencement of each match, the opposing team captains must declare their respective teams to each other, to show names and ratings as well as ICU registration numbers and arrange the pairings. Once a team has been declared no substitutions can be allowed.

### 3. Defaults and Walkovers

- 3.1. Where there are insufficient players to make up a full team, defaults must commence on the lowest board and continue upwards.
- 3.2. In the event of a default by a declared player, the defaulting player shall score -1 (minus one) point. The player benefiting from the default shall score 1 point.
- 3.3. A team which fields an ineligible player in any match shall be disqualified from the competition. If in a match, both teams field someone who is ineligible both teams will be disqualified.
- 3.4. If in the final both teams play an ineligible player, both teams will be disqualified. The two losing teams from Semi-Finals will play against each other to determine the winner of the competition.

### 4. Playing Rules

- 4.1. Play shall be in accordance with FIDE rules. Where there is conflict between FIDE and LCU rules the LCU rules take precedence.
- 4.2. Clubs shall be responsible for ensuring that their players are conversant with current FIDE rules.
- 4.3. Time controls used are: Fischer time (90 mins + 30sec per move) for the Branagan (or 2 hours each when either clocks are not available or both players are in agreement). The Killane and William Brennan shall be all moves in 75mins plus 30 seconds per move.
- 4.4. Matches played on a Saturday shall commence at 2.30pm, with the rate of play set out above.
- 4.5. The away team shall have the white pieces on the odd-numbered boards.
- 4.6. Home teams shall be responsible for the provision of all playing equipment including clocks, score sheets and a copy of the current edition of these rules. Where a home team fails to produce clocks or other equipment at the appointed starting time, the visiting team may demand that the time lost by such failure be deducted from the home team's clocks before the match commences; and if the time lost is one hour or more, the games affected shall be deemed lost by walkover to the visiting team, but such home players as may be present before the hour elapses shall not suffer any loss beyond a nil score. If in the event of a dispute a copy of the rules is unavailable, the clock of the home player shall be left running until a copy of the rules is produced.
- 4.7. Subject to rule 9.3 and to any direction from the Competition Controller or Tournament Director the player with the black pieces shall have the choice as to whether the clock shall be on the left or the right side of the board.

- 4.9. Disputes arising between players in a match should be settled between the team captains and the players involved away from the playing area to avoid disturbance to players on adjacent boards. If a dispute is not resolved in this way the game(s) affected shall continue with either or both players and or their respective captains having the right to appeal the outcome to the competition controller, and the resumption of play in these circumstances shall not pre-empt or prejudice the appeal process in any way. Players who have deliberate recourse to the advice of third parties shall forfeit their match and have their team disqualified from the competition. Further action against the player may be considered by the LCU Executive.
- 4.10. Clubs are responsible for providing proper facilities suitable for playing chess. Visiting clubs may report excessive noise and/or insufficient light or heat to the competition controller who shall investigate and if necessary demand remedial action.

## 5. Results and Appeals

- 5.1. Results should be forwarded by e-mail to the competition controller.
- Results must be submitted within three days of the match being played.
  - Where this is not complied with by any team captain or other designated person, the divisional controller shall levy a fine of €25 on that team, once seven days have elapsed from the date of the match. The divisional controller shall inform the Club that the fine has been imposed for not submitting the results. If the result of the match is not submitted within a further three days no points shall be awarded to the offending team in respect of the match.
- 5.2. Clubs lodging an objection must do so in writing to the competition controller within 7 days of the alleged offence/incident. After this period no objection or claim will be allowed. All appeals must:
- be accompanied by a fee of €25, which will be refunded if the objection is upheld;
  - be signed by the secretary of the club making the objection; [c] signed by the captain of the team involved in the objection;
  - if the objection involves an individual player – that player must also sign the objection.
- 5.3. An appeal may be made against a competition controller's decision to the LCU executive. This shall be addressed to the LCU secretary and must be submitted within seven days from the date of posting of the competition controller's decision. The LCU secretary will convey a decision on behalf of the executive in writing to the appellant club's secretary. Appeals submitted to the LCU executive committee must be accompanied by the fee set out in rule 5.2[a] and also contain the signatures set out in rule 5.2 [b]; 5.2 [c] and 5.2 [d].
- 5.4. The decision of the LCU executive committee shall be final in all matters pertaining to the competitions of the union.
- 5.5. Where points are deducted from a team or its players the result(s) of the game(s) shall stand for rating purposes.

5.7. Where a club requests a controller or committee in writing to make a decision on any contentious item relating to the competition, the decision shall be communicated to that club, in writing, within seven (7) days of arriving at that decision.

## 6. Tiebreak System

6.1. In order to determine which team is declared the winner in the event of a match being drawn a board count shall be used for the match concerned. In the event of a further tie, the placing shall be determined by a single play-off match between the teams concerned. In the event of a further tie the placing shall be decided by lot.

6.2. The board count as set out in the previous rule shall consist of allocating points on a descending scale for games won in a match, as follows:

Board	8 Player Teams	6 Player Teams	5 Player Teams	4 Player Teams
Board 1	8 points	6 points	5 points	4 points
Board 2	7 points	5 points	4 points	3 points
Board 3	6 points	4 points	3 points	2 points
Board 4	5 points	3 points	2 points	1 point
Board 5	4 points	2 points	1 point	-
Board 6	3 points	1 point	-	-
Board 7	2 points	-	-	-
Board 8	1 point	-	-	-

The team receiving the highest points total shall be deemed the winner.

## 7. Trophies & Prizes

7.1. The Branagan Cup, Killane Shield and the William Brennan Trophy shall be held for one year by the relevant competition winners, who shall be responsible for the safe custody of the trophies and who shall be obliged to make good the loss of, or damage to, the said trophies.

## 8. Playing Venues

- 8.1. Clubs must ensure that the venue for their matches is agreed beforehand with their opponents. Where appropriate the competition controller may designate a suitable venue for a match to be played.
- 8.2. The publication of a club's normal playing venue in the list of secretaries shall be deemed sufficient for this rule.

## 9. Players with disabilities

9.1. Players with physical disabilities may play their "away" games at their own club's venue, provided the opposing club's premises do not have appropriate access for such players. This concession applies only to players with disabilities themselves and not to other team members, unless the assistance of a particular team member is required to ensure that the player with a disability is able to play his/her match.

9.2. Players with physical disabilities may take toilet breaks during matches by stopping the clocks after making their moves, provided they have informed their opponents before making their move.

9.3. Players with disabilities affecting hand movements and those with visual impairments who use tactile boards are exempted for the 'touch move' and 'scoring' rules: and shall have a choice as to whether the clock shall be to the right or left side of the board irrespective of the colour of their pieces.

## 10. Rules for Conclusion of Games

10.1. The game is won by a player:

- a) In accordance with Article 5.1 of the FIDE rules; or
- b) Whose opponent's time expires i.e., whose time elapses before the game is otherwise finished subject to rule 10.2 below.

10.2. The game is drawn:

- a) In accordance with Article 5.2 of the FIDE rules;
- b) Where both players time has expired before a claim for a win under rule 10.1(b) has been made; (c) Where a player can demonstrate the forced repetition of the position in accordance with Article 10.5 of the FIDE rule; (d) Where both players have insufficient material for checkmate; (e) Where one player has insufficient material for checkmate and the opponent's time expires first; (f) Where, after a player's time has expired, she/he checkmates his/her opponent before a claim is made under rule 1(b) above.

10.3. A player who has offered a draw shall not, before completing a further six moves, be entitled to make another offer. No player shall be entitled to offer more than three draws in any one game.

10.4. The obligation to record a game ceases for a player who has less than five minutes remaining before the time control. A claim for a draw by repetition of position (other than demonstrated forced repetition of the position referred to in rule 10.2(c) above) cannot be made by a player who has not recorded the appropriate moves.

10.5. A player who has ceased to record the game must press the clock with the hand used to make the last move.

10.6. Illegal moves which are subsequently discovered must be corrected if the player making such a move is still recording the game. Where the moves are not being so recorded an illegal move incurs the loss of the game provided the opponent makes a claim before touching a piece for his/her next move. Capture of a king illegally left in check constitutes such a claim.