

SWALE CHESS CHAMPIONSHIP RULES 2016-17

1. *Each player must be a member and must have paid the appropriate fees to 'Swale Chess Club'*

2. *Each game will be graded and played to the standard Kent league match time-controls (35 moves in 1¼ hours, then an additional 15 minutes will be added and games played until flag falls) The event is All play All (See 4.)*

3. *All games will be sent for grading at the end of the season. These games will count towards each member's official English Chess Federation grade.*

4. *After the All play All round has been completed the players who have attained enough points to be in the top half of the league will play games against the other players in the top half with reversed colours and will play for the Club Championship, The Brian Turner Trophy. The other players shall play for the Swale Plate*

In the event of a points tie, the first tie break will be the result of their individual encounter, then the 3-2-1 points system.

A tie for either trophy will be decided by a game at the original time control and if still equal by 30 minute games until a winner is decided.

5. *Mobile phones must be either turned off or on silent unless circumstances dictate otherwise and the Tournament Controller agrees.*

6. *Should there be a dispute the Tournament Controller's decision will be final*
