**Rugeley Chess Club Championship: Rules 2019-20**

1. The competition will be held annually starting as soon as possible after the A.G.M. and finishing by 30th April. The A.G.M. will appoint a club tournament controller. The winner shall be awarded the Club Championship trophy at the A.G.M.

2. The club tournament controller has the authority to determine any matter relating to the conduct of the championship and may vary these rules if there is good reason. If he wishes, he may also refer any matter arising during the season to the Committee for their decision. If he has a personal interest in or might be seen to gain from such a decision, or it is potentially controversial, he is expected to make such a referral. Any dispute arising during a game should, after stopping the clocks, be referred to the tournament controller. In his absence the highest graded player available and not involved in the game should arbitrate as far as is needed to allow the game to continue.

3. Assuming there are sufficient entrants, there will be two pools and the two highest graded entrants will be placed into different pools. Otherwise the division of the pools shall be made by chance. The winner final shall be determined by a final played between the pool winners.

4. All games will be played in accordance with the generally accepted rules of chess and submitted to the ECF for grading. Games must be completed in a single session but need not necessarily be played at the club. The normal timings will be one hour for 30 moves followed by a 15 minute rapidplay finish but, if both players agree, this may be varied, provided that the total duration of the match is not less than one hour for each player. On evenings during which these matches are played, other members are expected to maintain silence within the vicinity of the board.

5. Within the pools, each player will play against each pool member twice - once with each colour, the order to be determined by lots. Three points are awarded for a win and one for a draw. Pool games must be completed by 31st March. A player who has failed to play a single game by 30th November shall be disqualified. New members may join the competition providing they can play at least one game before that date.

6. In the event that there is a tie in the pools, the player who had the lower grade in July will progress to the final. The final shall be played over two games during April, with the order being determined by lots. In the event of a tie at 1-1, there would be a third game with colours decided by lots. If that was drawn, the players would play as many 30 minutes per player rapidplay games as necessary to break the tie, alternating colours.

7. When a player has completed all their group games they **may** play as many additional games under club championship rules as they are able to arrange before the AGM on the following basis:

* The games may be played against any club member.
* The games must not take precedence over any outstanding club championship games that could influence the outcome of the tournament.
* The games will not count towards the championship but they will be graded and the result recorded in the club championship section of the website.