

BALL AND BENNETT CUP COMPETITION OUTLINE

The Bennett and Ball Cup competitions are individual competitions played in line with the rules of the Worcester & District League. The Ball Cup is restricted to players graded under 150 ECF. There is no grading constraint on the Bennett Cup.

Time Control: The time control is 80 minutes for the game with a 10 second increment per move from move 1. If a digital clock is not available then all moves are to be played in 90 minutes

Date and location of fixtures: Both Cups are intended to be friendly competitions for individuals. It is up to the players to agree a mutually convenient venue to play their matches. There are no set rules about playing home and away. The basic principle is that the player with the Black pieces should have first choice of venue, but holding out for a free night at your club and slowing down the competition would not thought to be acting in the spirit of the event!

The players may play anywhere, any time of day: at home, at a club or in a pub (subject to reasonable noise levels). All you need is a chess board, pieces, clock and scoresheets

Format: The general format is that of one or more all-play-all sections followed by a play-off final. If there are fewer than 10 entrants, there will be one all-play-all section followed by a play-off between first and second place. If there are 10 entrants or more, there will be two all-play all sections, followed by semi-final play-offs between the winner of one section against the runner-up of the other, followed in turn by a final.

Colours: Colours will be allocated for the all-play-all sections. Players should toss for colours in the play-off stages: the controller will allocate colours randomly if requested.

Ties: In the all-play-all sections, ties will be broken as follows: (1) The winner (if any) of the game between the tied players; (2) If (1) does not break the tie, the Gelbfuss method using sum of opponents' scores will be used (i.e. 100% of the opponent's score for wins, 50% for draws and 0% for losses); (3) If still tied, the lower graded player will qualify. In practice, in a group of three players, this means that if all three players tie on 1 point, the highest graded player will be eliminated.

In the play-off stages, a drawn game should be replayed with reversed colours. This will need to be arranged on a separate date. If the replay is also drawn, the tie will be broken by a sudden-death ("Armageddon") rapid play game, in which the players toss for colours. White will have 6 minutes on the clock for the whole game; Black 5 minutes. In the event of a draw, Black is deemed the winner.

Disputes: In the unlikely event of a dispute, the organiser reserves the right to refer the matter to the Secretary of the Worcester & District League. The latter's decision, together with the organiser's, is final

ECF Membership: players will need to be ECF members

Junior players: games involving players under the age of 18 should be played at clubs or in the presence of a responsible adult

Queries: Should be directed to Brian Turner on 01684 568398 or by e-mail at bturner_uk2003@yahoo.co.uk

Brian Turner Issue 1 12th October 2019