



# **LEINSTER CHESS UNION LEAGUE AND CUP RULES**

Revised July 2025

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## 1. Definitions

The following definitions apply in these rules:

The **Committee** means the Executive Committee of the Leinster Chess Union.

**FIDE** means Federation Internationale des Echecs.

**FIDE rules** means The Laws of Chess published by FIDE.

**ICU** means the Irish Chess Union.

**LCU** means the Leinster Chess Union.

**Leagues controller** means the controller for all the Leinster 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.

## 2. League Structure and Fixtures

2.1 Subject to entry, the LCU leagues consist of six divisions –

- Division 1 – Armstrong Cup
- Division 2 – Heidenfeld Trophy
- Division 3 – Ennis Shield
- Division 4 – O'Hanlon Cup
- Division 5 – BEA Cup
- Division 6 – Bodley Cup

The maximum number of teams in the top three divisions is 12. The maximum number of teams in the O'Hanlon Cup is 24, split into two equal-size groups. The maximum number of teams in the BEA Cup is 36, split into three equal-size groups. The maximum number of teams in the Bodley is 48, split into four equal-size groups. In all cases, groups within a division shall be arranged by the most convenient geographical split (eg North/South; North/South/Central; etc). Where there are fewer than 12 groups in total, it shall be at the Committee's discretion how many groups are in each division. However, no division shall have more groups than a lower division, and in no case shall a division of four groups be placed immediately below a division of one group.

2.2 The number of players per team in each division is as follows –

- Division 1 – 8 players
- Division 2 – 8 players
- Division 3 – 7 players
- Division 4 – 6 players
- Division 5 – 5 players
- Division 6 – 5 players

2.3 Fixtures shall be arranged so that the entire league programme is completed by the end of April. No league fixtures shall be arranged –

- On a public holiday or on a weekend encompassing a public holiday
- On a weekend involving a chess tournament officially sanctioned or endorsed by the LCU

2.4 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.

2.5 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 will play each other in the earliest possible rounds.

### **3. Promotion and relegation**

3.1 There shall be no promotion from Division 1. In the case of a division with the same number of groups as the next highest division, the teams finishing in first and second place in each division will be promoted to the next highest division. In the case of a division with more groups than the next highest division, promotion shall operate as follows –

2 groups → 1 group. The group winners in each group shall be promoted, and the group runners-up shall play off for a third promotion place

3 groups → 1 group. The group winners in each group shall be promoted. However, the Committee shall endeavour to ensure this structure does not occur.

3 groups → 2 groups. The teams finishing in first and second place in each group will be promoted.

4 groups → 1 group. This structure is not permitted under rule 2.1.

4 groups → 2 groups. The group winners in each group shall be promoted, and the group runners-up shall play off for two further promotion places

4 groups → 3 groups. The group winners in each group shall be promoted, and the group runners-up shall play off for two further promotion places

3.2 In the case of a division with the same number of groups as the next lowest division, the teams finishing in eleventh and twelfth place in each division will be relegated to the next lowest division. In the case of a division with fewer groups than the next lowest division, relegation shall operate as follows –

1 group → 2 groups. The teams finishing in tenth, eleventh and twelfth shall be relegated.

1 group → 3 groups. The teams finishing in tenth, eleventh and twelfth shall be relegated. However, the Committee shall endeavour to ensure this structure does not occur.

2 groups → 3 groups. The teams finishing in tenth, eleventh and twelfth shall be relegated.

1 group → 4 groups. This structure is not permitted under rule 2.1.

2 groups → 4 groups. The teams finishing in tenth, eleventh and twelfth shall be relegated.

3 groups → 4 groups. The teams finishing in eleventh and twelfth shall be relegated.

3.3 A club may forego its right to be promoted, in which case a replacement team shall be selected at the discretion of the committee.

3.4 In order to maintain a geographic balance between such regionalised groups as exist under rule 2.1, a team which has not been promoted or relegated may be transferred between groups within the same division.

#### **4. Scoring and 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, in order –

- Total game points scored in the games between the teams concerned
- Board count in the match or matches between the teams concerned
- A single play-off match between the teams concerned
- Drawing of lots.

4.4 For the purposes of rule 4.3, the board count shall consist of allocating points on a descending scale for games won in a match, as follows, with the team with the highest points total being deemed the winner:

| <b>Board</b> | <b>8-player teams</b> | <b>7-player teams</b> | <b>6-player teams</b> | <b>5-player teams</b> |
|--------------|-----------------------|-----------------------|-----------------------|-----------------------|
| Board 1      | 8 points              | 7 points              | 6 points              | 5 points              |
| Board 2      | 7 points              | 6 points              | 5 points              | 4 points              |
| Board 3      | 6 points              | 5 points              | 4 points              | 3 points              |
| Board 4      | 5 points              | 4 points              | 3 points              | 2 points              |
| Board 5      | 4 points              | 3 points              | 2 points              | 1 point               |
| Board 6      | 3 points              | 2 points              | 1 point               | -                     |
| Board 7      | 2 points              | 1 point               | -                     | -                     |
| Board 8      | 1 point               | -                     | -                     | -                     |

#### **5. Defaults and walkovers**

5.1 A default is a game 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 either through non-appearance or late arrival. A walkover is a game conceded when a team is unable to field a full complement of players. A scratch occurs when a team is unable to field any players for a match.

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 In the event of a default by a declared player, the game shall be scored -1 (minus one point) for the defaulting player and 1 point for their opponent.

5.4 Where a team benefits from three or more defaults/walkovers in a match, or six or more defaults/walkovers in a season, and as a result there is a distortion in placing such that another team suffers – by relegation, missing a play-off or promotion place

or failing to win a division – a special match shall be arranged between the team benefiting from the defaults (“Team A”) and the displaced team (“Team B”), to determine relative places. Where multiple defaults occur, the scores of all defaulting teams will be eliminated to determine “special match” rights.

To reverse the placing, Team B must defeat Team A (who shall have home venue). In the event of a draw, placing remains unchanged.

Team B shall only have the right to this match if 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.

### **...Example...**

*The Ennis league table finishes as follows –*

| <i>Pos</i> | <i>Team</i> | <i>Points</i> |
|------------|-------------|---------------|
| 1          | Team A      | 46            |
| 2          | Team B      | 41            |
| 3          | Team C      | 40            |
| 4          | Team D      | 39½           |
| 5          | Team E      | 38½           |
| 6          | Team F      | 32            |
| 7          | Team G      | 30½           |
| 8          | Team H      | 26½           |
| 9          | Team I      | 25            |
| 10         | Team J      | 25            |
| 11         | Team K      | 23            |
| 12         | Team L      | 21            |

*However, Team B gained walkovers during the season as follows – Boards 4, 5 and 6 v Team F, and Board 6 v Team J. As they gained three walkovers against Team F, rule 5.4 applies – but all walkovers are considered, including that against Team J.*

*On those same boards against the same teams, Team A scored 3 points, Team C scored 3½ points, Team D scored 2 points, and Team E scored 2½ points. Note it is irrelevant if any of those points were by also way of walkover.*

*When the scores of those boards are discounted across all matches, the top of the table becomes –*

| <i>Pos</i> | <i>Team</i> | <i>Points</i> |
|------------|-------------|---------------|
| 1          | Team A      | 43            |
| 2          | Team D      | 37½           |
| 3          | Team B      | 37            |
| 4          | Team C      | 36½           |
| 5          | Team E      | 36            |

*So when the walkover boards are discounted, Team D are in second place. As such, Team D are entitled to challenge Team B to a play-off match, to be hosted by Team B, which Team D must win to be promoted instead of Team B.*

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5.5 The leagues controller shall notify any clubs that have the right to a special match under rule 5.4. Clubs wishing to avail of these rights must reply to the leagues controller within seven days of being notified.

5.6 Walkovers and defaults shall accumulate between matches, and teams whose total reaches the standard number of boards for their division (as outlined in rule 2.2) 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 leagues controller.

5.7 A team that concedes through walkover and/or default 50% or more of the boards in any two matches, or scratches one full match, shall additionally be excluded from continued participation for the remainder of the season and their results shall be voided from the league table.

## **6. Constitution of Teams**

6.1 All players must be registered with the ICU.

6.2 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.

6.3 Any team playing an illegal player – as defined in the various paragraphs in this Section 6 – will be awarded a score of -1 on the board the illegal player played on, and the opposing team will be awarded a score of 1. If both players on a board are illegal players, both teams will be awarded a score of -1. Where points are deducted from a team or its players, the result(s) of the game(s) shall stand for rating purposes.

6.4 No player may play for more than one club in any season. A player who plays for a club, having already played for a different club during the season, shall be considered an illegal player.

6.5 Where a club has two or more teams in the same division, no player may play for more than one such team in any season, except where a club's lowest (or only) teams are in the same division, in which case a player from a lower team (based on the designation A/B/C, etc, where the A team is the highest) may sub for a higher team, but not vice versa. A player who plays for a team, having already played for a team for the same club in the same division, or who, in the case of a club's lowest teams being in the same division, subs down from a higher team to a lower team, shall be considered an illegal player.

6.6 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. Any such player shall be considered an illegal player.

6.7 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 by completing the 'Team Declaration' form on the LCU website. Teams must declare a panel at least equal to the standard number of boards in their division (as outlined in rule 2.2). These nominated players shall be deemed to be the declared team, and no player can be declared on more than one 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.

6.8 When a player who has not already been declared on a team plays their first game of the season, they must be declared for the team for whom they play their first game or a team in a lower division. 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 they play their first game.

6.9 By the end of the season, if the number of players who have been declared for and played at least one game for that team is below the minimum number of players on a team in that division (as outlined in rule 2.2), that team will be penalised one point for each missing player below the minimum.

6.10 No player declared – whether by rule 6.7 or 6.8 – for a higher division team may play in a lower division in that season. Any player playing for a team lower than the one on which they have been declared shall be considered an illegal player.

6.11 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 those teams in the relevant higher division.

6.12 Where a player has played more than three games in a higher division or divisions as a substitute, they (subject to rule 6.14) may not play again that season in a lower division. Where a player has played as a substitute for more than one team in higher divisions, they may only play again for team for which they played 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. Any player who, having played as a substitute more than three times in a season, subsequently plays for a team other than the one for which they made their fourth substitute appearance shall be considered an illegal player.

**...Example...**

*Player A, rated 1600, is declared on the BEA, and plays league games, in date order, as follows –*

1. BEA
2. BEA
3. O'Hanlon (first sub game)
4. BEA
5. Ennis (second sub game)
6. BEA
7. Heidenfeld (third sub game)
8. O'Hanlon (fourth sub game)
9. BEA

*After game 8, Player A is now deemed to be on the O'Hanlon, and cannot play for any other team for the remainder of the season. Player A is an illegal player for the BEA team in game 9 under rule 6.12*

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6.13 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. No player may be placed below a team member whose rating is 150 points or more lower. Any player placed below a team member whose rating is 150 points or more lower is to be considered an illegal player.

**...Example...**



| <i>Board</i> | <i>Player</i> | <i>Rating</i> |
|--------------|---------------|---------------|
| 1            | Player A      | 1900          |
| 2            | Player B      | 2100          |
| 3            | Player C      | 1900          |
| 4            | Player D      | 1800          |
| 5            | Player E      | 1700          |
| 6            | Player F      | 1825          |

*Player B is 150 points or more higher-rated than Player A, and as such is an illegal player under rule 6.13*

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6.14 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. The Leinster Chess website shows this rating when players are declared at the start of the league 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 leagues 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, their rating from said federation. Team captains must inform the leagues controller of the player's 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 leagues controller of the estimated rating to be used to determine board order.
5. Note all players rated 1500 or below, including unrated players whose strength has been deemed to be 1500 or below, are deemed to have a rating of 1500. This means they can play on any board provided that no player with a rating of 1650 (ie 1500 + 150) or higher is placed on a lower board.

***...Example...***

| <i>Board</i> | <i>Player</i> | <i>Rating</i>      |
|--------------|---------------|--------------------|
| 1            | Player A      | 2000               |
| 2            | Player B      | 2100               |
| 3            | Player C      | 1900               |
| 4            | Player D      | 2100 (Provisional) |
| 5            | Player E      | 1200               |
| 6            | Player F      | 1649               |

*Player D is 150 points or more higher-rated than Player C, but their rating is provisional. But before their first match of the season, Player D's captain advised the leagues controller that this provisional rating was not a reasonable reflection of the player's strength, which they estimate instead as 1700. As such, while the 2100 provisional rating on will appear on the scoresheet as this is imported from the ICU ratings file at the start of the season, the player is deemed to be 1700 and no penalty applies.*

*Player F is 150 points or more higher-rated than Player E, but as Player E's rating is considered to be 1500 under rule 6.14.5, no penalty applies as Player F is less than 150 points higher-rated than Player E's adjusted rating of 1500.*

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6.15 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. A player playing on a team where a fellow club member rated 150 points or more below the player is declared on a team in a higher division shall be declared an illegal player.

6.16 A player who has played three games in a higher division or divisions as a substitute cannot play any further games as a substitute during that season if there is another player rated 150 points or more above them playing for that club in a lower division. A player playing a fourth (or subsequent) game for a team where there is a player rated 150 points or more on a lower team for the same club shall be considered an illegal player, unless the higher-rated player is ineligible to play for the higher team by virtue of having already played for a different team for the same club in the same division.

***...Example...***

*Team A have a declared Ennis panel as follows –*

| <i>Player</i>   | <i>Rating</i> |
|-----------------|---------------|
| <i>Player A</i> | <i>1800</i>   |
| <i>Player B</i> | <i>1600</i>   |
| <i>Player C</i> | <i>1550</i>   |
| <i>Player D</i> | <i>1530</i>   |
| <i>Player E</i> | <i>1510</i>   |
| <i>Player F</i> | <i>1500</i>   |

*Player B plays league games, in date order, as follows –*

- 1. Ennis*
- 2. Ennis*
- 3. Heidenfeld A (first sub game)*
- 4. Ennis*
- 5. Heidenfeld A (second sub game)*
- 6. Ennis*
- 7. Armstrong (third sub game)*

*Player B has made three substitute appearances, and cannot make any further substitute appearances for the season as to do so would involve moving to a higher team than Player A, who is 150 points or more higher rated.*

*However, if Player A has already played for the club's Heidenfeld B team, then Player B may substitute a fourth time, as otherwise the Heidenfeld A cannot pull any players up until such time as Player A plays a fourth time for the Heidenfeld B (which may not even happen if that team has a reliable squad, or if Player A is an unreliable sub).*

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6.17 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 LCU 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.

6.18 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. Clubs shall be responsible for ensuring that their players are conversant with current FIDE and LCU rules.

7.2 The start time for weekday matches is 7:15pm for games in the Armstrong, Heidenfeld and Ennis, and 7:30pm for all other divisions. The start time for weekend matches is 2:30pm.

7.3 A club based more than 15 miles/24km from the GPO may choose to classify themselves as a country club. All games involving country clubs shall commence at 2:30pm on Saturdays, excepting (a) for the final round, and (b) where the two clubs are less than 15 miles/24 km apart, in which case games should be played on the day or night the home team usually plays.

7.4 The time control in the Armstrong, Heidenfeld and Ennis is 90 minutes plus a 30-second increment from move 1. For games in the O'Hanlon and BEA, the time control is 75 minutes plus a 30-second increment from move 1. For games in the Bodley, the time control is 60 minutes plus a 30-second increment from move 1.

7.5 In cases where both players agree, where digital clocks are not available, or where a club's venue has a set closing time, then games may be played with a set time control of two hours for all moves for games in the Armstrong, Heidenfeld or Ennis, 105 minutes for all moves in the O'Hanlon and BEA, or 90 minutes for all moves in all other divisions. Where a venue has a set closing time, this should be communicated to visiting teams in advance. FIDE Guideline III (Games without Increment including Quickplay Finishes) shall apply.

7.6 Where the final round of league matches takes place in the same venue at the same time, special rules helping facilitate the smooth running of 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.

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 leagues 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. In case of a dispute, the home team is responsible for making available a copy of the current LCU league rules and a copy of the current FIDE 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.

7.10 Subject to rule 11.3 and to any direction from the leagues 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 or games affected shall continue with either or both players and or their respective captains having the right to appeal the outcome to the leagues controller, and the resumption of play in these circumstances shall not pre-empt or prejudice the appeal process in any way.

7.12 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.

7.13 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 leagues controller who shall investigate and if necessary demand remedial action.

7.14 A player who has been declared on the team-sheet but who does not arrive within one hour of the scheduled start time of the game shall be considered to have defaulted the game.

## **8. Results and Appeals**

8.1 At the end of a match, 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. Results must be submitted within three days of the match being played.

8.2 Clubs lodging an appeal must do so in writing to the leagues controller within ten days of the alleged offence/incident. After this period no objection or claim will be allowed. All appeals e-mails must copy in the secretary of the club making the objection, the captain of the team involved in the objection, and, where applicable, the individual player involved.

8.3 An appeal may be made against the league controller's decision. This shall be addressed to the LCU Executive and must be submitted within ten days of being advised of the league controller's decision. The LCU Executive will establish a three-person appeals committee from independent league players of good standing, which will hear the case and convey a decision by e-mail to the appellant club's secretary within 21 days. The decision of the LCU appeals committee shall be final.

## **9. Trophies and 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 Clubs which return trophies having failed arrange the relevant engraving shall be fined €30, 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.

9.3 Board prizes shall be awarded annually in all divisions 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.

## **10. Playing Venues**

10.1 Clubs must ensure that the venue for their matches is agreed beforehand with their opponents. The publication of a club's normal playing venue on the LCU website shall be deemed sufficient for this rule.

10.2 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 Where the opposing club's premises do not have appropriate access for players with physical disabilities, they may play their "away" games at their own club's venue. This concession does not apply 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 their 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. Pre-Season Contact**

12.1. Clubs are required to contact the leagues controller regarding teams entering or leaving the leagues by 31<sup>st</sup> August.

12.2. 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.

### **13. Fees and Charges**

13.1 All fees due to the LCU for participation in the leagues should be paid not later than 30<sup>th</sup> November. The following annual league fees apply –

- An administration charge of €32 per club.
- €110 per team entered in divisions 1 and 2.
- €95 per team entered in division 3.
- €80 per team entered in division 4.
- €70 per team entered in divisions 5 and 6.
- €20 per team in the bottom division (such fee to over-ride any fees noted above)

Teams withdrawn after the publication of the league fixtures shall remain liable for the above fees.

## **Leinster Chess Union Cup Rules**

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## Definitions

In these rules –

**Competition Controller** means the controller for all the Cup competitions.

**Eligible Players** must meet the following criteria –

- Have played or been declared on a team in either Division 1 or 2 of the Leinster Leagues of the current season (Branagan Cup)
- Have played or been declared on a team in Division 3 or lower in the current season (Killane Shield)
- Have an ICU rating of less than 1700 (William Brennan Competition)
- Be a current member of the ICU (all competitions)
- Have not already played for another club in the leagues or the cups in the current season (all competitions)

**FIDE** means Federation Internationale d'Echecs

**FIDE rules** means The Laws of Chess as most recently published by that body

**ICU** means Irish Chess Union

**LCU** means Leinster Chess Union

## 1 Competition Structure

1.1 Every team shall be declared and entered by a date set by the competition controller. A declaration shall include the name of the club and contact details for the team captain. An entry fee of €20 per team shall apply for all competitions

1.2 The three competitions are run as group tournaments with the winner and/or runner-up of each group qualifying to ensure an appropriate number of teams in the knockout rounds, according to the number of teams who have entered

1.3 As far as possible, multiple teams from the same club shall not be drawn in the same group. No such restrictions shall apply to the knock-out rounds.

1.4 In the event of a knockout match being drawn, a board count shall be used to determine the winner. This shall consist of allocating points on a descending scale for games won in a match, as follows, with the team with the highest points total being deemed the winner:

| Board   | 6-player teams |
|---------|----------------|
| Board 1 | 6 points       |
| Board 2 | 5 points       |
| Board 3 | 4 points       |
| Board 4 | 3 points       |
| Board 5 | 2 points       |
| Board 6 | 1 point        |

1.5 In the event of a further tie, the match shall be determined by a replay, to be hosted by the away team of the original match. In the event of a further tie the placing shall be decided by lot.

## 2. Constitution of Teams

2.1 The same rules as per Section 6 of the main Leinster League rules shall apply, with the following adjustments for the Cup competitions.

2.2. Each team will consist of six players.



2.3. 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. However, a player may play for the same club in the Branagan Cup, Killane Shield, and William Brennan Trophy provided that they meet the eligibility criteria outlined in the Definitions section above.

2.4. The ICU rating list to determine board order shall be the most recent rating list published before the tournament entry deadline.

### **3. Defaults and Walkovers**

3.1 The same rules as per Section 5 of the main Leinster League rules shall apply.

3.2 Where a team plays an ineligible player, they shall score -1 for that board, and their opponents shall score 1 point. Where both players on a board are ineligible, both teams shall score -1 for that board.

### **4. Playing Rules**

4.1 The same rules as per Section 7 of the main Leinster League rules shall apply, with the following adjustments for the Cup competitions.

4.2. The time control in the Branagan and the Killane is 90 minutes plus a 30-second increment from move 1. For games in the William Brennan, the time control is 75 minutes plus a 30-second increment from move 1.

4.3 In cases where both players agree, where digital clocks are not available, or where a club's venue has a set closing time, then games may be played with a set time control of two hours for all moves for games in the Branagan, or 105 minutes for all moves in the Killane and William Brennan. Where a venue has a set closing time, this should be communicated to visiting teams in advance.

### **5. Results and Appeals**

5.1 The same rules as per Section 8 of the main Leinster League rules shall apply, with the following adjustments for the Cup competitions.

5.2. Results should be forwarded by e-mail to the competition controller within three days of the match being played.

### **6. Trophies and Prizes**

6.1 The Branagan Cup, the 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.

### **7. Playing venues and Players with disabilities**

7.1 The same rules as per Sections 10 and 11 of the main Leinster League rules shall apply.