

IECC Championship Rules 2015/2016

(Updated 6th October 2014)

Note

Except where explicitly stated, these updated rules will not apply to the 2014/2015 Tournament, which will remain under the governance of the previous set of rules (dated 26th August 2013)

Introduction

This document is intended to provide a summary of the rules that will govern the IECC Championship Tournament. This tournament will commence in January of each year, with members required to meet certain qualification requirements in order to play. The tournament will consist of four rounds, with an expected duration of 2 years.

Normal IECC rules will apply to the way in which individual games are conducted. Where circumstances arise that are not defined by the rules, the Tournament Director, in consultation with the Senior Tournament Director or Club Directors, shall have the discretion to make a ruling.

Tournament Entry Qualification

The IECC Championship is open to all IECC members who have met the following criteria:

- Are members in good standing
- Have not forfeited any games in the preceding calendar year (may be appealed in certain circumstances)

Members may register at any time regardless of qualification status however tournament entry will not be confirmed until December.

Tournament Time Control

The IECC Championship will be subject to time control rules that are modified from the IECC standard. While the "10 day" rule will be maintained for any individual move, the rate of play will be quicker, with a rate of 10/20 applied (i.e. 10 moves in 20 days). In addition, the following practices will be adopted:

- Players must submit a game report progress after 3 months (from pairings date). Tournament Directors will ensure that progress is in line with time control rules, and investigate where this does not appear to the case.
- Progress Checks will then be issued monthly (from 4 months) to ensure game progress is in line with the faster time control rules

- If a Tournament Director determines at any time that a player is not maintaining the required rate of play, a warning will be issued in the first instance. In the second instance (at any stage in the tournament), the player will have any active matches forfeited, and the player will be removed from the tournament. This rule applies to the 2014/2015 tournament.

Leave of absences will only be granted for a maximum of 2 weeks per round.

Tournament Rating (T-rating)

The Tournament Rating (T-rating) is designed to provide an advantage to players who have been active in standard IECC events. It shall be used in the seeding of players for certain rounds, and may also be used to break tied results.

A player's T-Rating shall be based on qualification points earned during the previous calendar year, and is independent of the player's actual rating:

- 25 points for each game won during the year
- 15 points for each game drawn during the year
- 5 points for each game lost during the year (excluding forfeits and cancellations)
- 50 points for each event (Swiss, KO, Class) won during the year

Note: games or events do not have to have started during the previous calendar year. To be included in calculations, the game report must have been submitted before 31st December. Or, in the case of an event win, the relevant TD must have issued the "Winner Notification" before 31st December.

Once the tournament starts, a player's T-Rating does not change.

Round 1 – Class Style Event

Players will be divided into groups of 5, and will play four concurrent games in a class style event.

The groups will be allocated players on the following basis:

- One "seeded" player shall be allocated to each group.
- For half the groups, the "seeded" player shall be allocated based on "T-rating". For example, if there are 12 groups in total (Groups A to L), then the top six seeded players based on T-rating will be allocated to Groups A to F. Subsequent players allocated to this group shall generally not have an actual rating more than 200 points higher than that of the seeded player.
- For the remaining groups, the "seeded" player shall be allocated based on actual rating (selected from those not seeded on the basis of their T-rating)
- Remaining players shall then be allocated in order of rating (highest to lowest) as follows:
 - 2nd player, from last group to first group
 - 3rd player, from first group to last group

- 4th player, from first group to last group
- 5th player, from last group to first group

Note: Based on the above methodology, only Groups A to D could end up with four players.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player. For groups with only four players, each player will be allocated one point for the non-existent 5th player.

The winner of each group will automatically progress to Round 2. The winner shall be:

- The player with highest accumulation of points
- If one or more players are tied, then the player with the highest T-rating

Should places still be available in Round 2, they will be filled in the following order:

- Co-winners of Round 1 groups who did not automatically progress, based on points scored (in the first instance), and then T-rating (in the second instance)
- Next highest point scorers from round 1, in order of highest T-rating.

Reserve players for Round 2 shall be identified using the above criteria.

Round 2 – Class or Knockout Style Event

When Round 1 has 40 players (or more) – Class Style

In the case where Round 1 has 40 or more participants, a total of 30 players will qualify for Round 2. These players will be divided into 6 Groups of 5, and will play in a Class-style event (as per Round 1).

Players shall be seeded for this round based on:

- Points scored in Round 1, and then
- T-Rating

Groups will be allocated based on seeding (highest to lowest) as follows, with the 1st player in each group generally being the highest rated player (actual rating) in that group, or, if not possible, no more than 200 rating points below any subsequent player:

- 1st player, from first to last group
- 2nd player, from last to first group
- 3rd player, from first to last group
- 4th player, from last to first group
- 5th player, from first to last group

When Round 1 has between 30 and 39 players – Knockout Style

In the case when Round 1 had between 30 and 39 players, a total of 18 players will progress to Round 2. Players will be divided into groups of 3, to play 2 games in knockout format – one as white, one as black.

Players shall be seeded for this round based on:

- Points scored in Round 1, and then
- T-Rating

Groups will be allocated based on seeding (highest to lowest) as follows, with the 1st player in each group generally being the highest rated player (actual rating) in that group, or, if not possible, no more than 200 rating points below any subsequent player:

- 1st player, from first to last group
- 2nd player, from last to first group
- 3rd player, from first to last group

The 1st player in each group shall play white against the 2nd player, and black against the 3rd player.

When Round 1 has less than 30 players – Knockout Style

In the case when Round 1 had less than 30 players, a total of 12 players will progress to Round 2. Players will be paired and play 2 games in knockout format – one as white, one as black.

Players shall be seeded for this round based on:

- Points scored in Round 1, and then
- T-Rating

Pairings will be allocated based on seeding (highest to lowest) as follows, with the 1st player in each pairing generally being the highest rated player (actual rating) in that pairing, or, if not possible, no more than 200 rating points below the other player:

- 1st player, from first to last group
- 2nd player, from last to first group

Other notes on Round 2

Should a Round 2 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of each Pairing will automatically progress to Round 3. The winner shall be:

- The player who scores 1.5 or 2 points in this round, or
- If both players score 1 point each, then the player with the highest T-rating

Reserve players for Round 3 shall be based on highest points scored in Round 2 (in the first instance) and then T-rating.

Round 3 – Knockout Style Event

A total of 6 players shall progress to Round 3. Players will be paired and play 2 games in knockout format – one game as white and one game as black.

Pairings shall be based on seeding, with the players with the top 3 T-ratings allocated to Pairing A-C, and the remaining 3 players allocated based on highest to lowest actual rating from Pairing C to A.

Should a Round 3 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of each Pairing will automatically progress to Round 4. The winner shall be:

- The player who scores 1.5 or 2 points, or
- If both players score 1 point each, then the player with the highest accumulated tournaments points (i.e. including Round 1 and Round 2) in the first instance, and then highest T-rating in the second instance

Reserve players for Round 4 shall be based on the highest score from Round 3, then the total accumulated points scored in Rounds 1-3, and then T-rating.

Round 4 – Trio Event

A total of 3 players shall progress to Round 4. Players shall play a total of 4 games, 2 games against each opponent, one as white and one as black.

Should a Round 4 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of Round 4 shall be declared IECC Champion! The winner shall be:

- The player who scores the most points in Round 4.
- In the event of a tie, the tied player who has scored the most points in all rounds (1-4)
- If still tied, then the player with the highest T-rating