

SCCA Individual Tournament Rules 2020

1. Players are expected to observe the usual standards of etiquette and conduct during play. The Laws of Chess apply as set out in Bye Law 2.2 and the use of mobile phones and electronic devices is governed by Bye Law 2.8.
2. The SCCA may reject any entry without giving a reason.
3. A Venue Controller is appointed for each venue by the Tournament Controller. It is the duty of the Venue Controller to ensure that the venue is available, to oversee games played at the venue and to report the results of the games to the Tournament Controller.
4. Games may be played at any place, or time, before the scheduled date but, if not, must be played as stated, unless authorised by the Venue Controller. All games must be completed by the deadline given in rule 11. Players must be proactive in making arrangements to reschedule games that cannot be played on the scheduled dates and resume adjourned games on free dates. The Tournament Controller will default either or both players if in his opinion they are not making sufficient effort to agree a suitable date and players should inform the Tournament Controller immediately if they believe their opponent is repeatedly making him/her self unavailable. .
5. Clocks must be used for all games. The time limits in all competitions are as follows:
6. 35 moves in 75 minutes, then 1 hour for the next 28 moves, followed by 20 minutes for all remaining moves. Unfinished games will be adjourned and completed as in the schedule. Alternatively, Quickplay finishes may be played by mutual consent: 30 moves in 60 min, remaining moves in 20min. If digital clocks are available, an alternative version of Quickplay using Fischer timing is also allowed by mutual consent: 75mins plus 10 seconds increment per move.
7. The start time shall be 7.30 pm with a minimum playing time of 2 hours and 40 minutes except where there is a Quickplay finish agreed by mutual consent. The Venue Controller may allow a different start time. Any player who is absent at the starting time will have their clock started by the Venue Controller and, if still absent 30 minutes later, may forfeit the game at the discretion of the Venue Controller.
8. All results should be notified to the Venue Controller within one week by the winner or by the player with white, if drawn. If the Venue Controller is unavailable, players should contact the Tournament Controller.
9. If you wish to make use of the other venues you should note that [Epsom](#) (Mondays) may not available on bank holidays. [Wimbledon](#) will be available on Tuesdays. [Surbiton](#) is available on Wednesdays and [South Norwood & Dorking](#) are available on Thursdays.
10. If a section is tied then the winner is determined using the following tie-break rules, starting with a):
 - a) The tied players are ranked based on their record against each other. Any players who do not have the highest or equal highest score in these rankings will be eliminated. If a clear winner has not been established after applying this rule, go to rule b)
 - b) The tied players are ranked based on the number of games played with the black pieces in the section. Any players who do not have the highest or equal highest score in these rankings will be eliminated. If a clear winner has not been established after applying this rule, go to rule c)
 - c) The tied players are ranked based on their number of wins in the section. Any players who do not have the highest or equal highest score in these rankings will be eliminated. If a clear winner has not been established after applying this rule, go to rule d)
 - d) The remaining tied players will play additional games against each other in order to establish a winner. The format of this will be decided by the Tournament Controller at the time, as appropriate.
11. Section winners must play off against other section winners for prizes. All initial sections must be completed by the end of July with those matches potentially deciding the outcome of the group prioritised at the discretion of the Tournament Controller who will mandate Quickplay if he thinks this is required to maintain the play-off schedule. Play-offs between section winners must be completed by the end of September.
12. The winner of each tournament will hold the cup for one year and, except for the winner of the Challenge Cup, will have the right (though not an obligation) to enter the next higher tournament the next year.
13. In the event of a player withdrawing or being disqualified from a group, the following rules apply:
 - a) If the player has played more than half of their games, they will remain in the standings and forfeit their remaining games by default
 - b) If the player has played half of their games or fewer, they will be removed from the standings and the results of any games played will not count for the purposes of the Tournament
 - c) All games played will be graded, even if one or both of the involved players have been removed from the standings
14. As per Bye Law 2.1.1, all chess-related matters and disputes arising in any of the Company's competitions shall be dealt with by the Tournament Controller.