

## SACA Team Competition Rules (A and B Grade)

April 2018

- 1) A team consists of 4 players for each round.
- 2) The Rate of Play for both competitions are **60 minutes + 30 seconds** for every move made.
- 3) Rounds will start at **7:30pm**, with a forfeit time of **thirty minutes** from the commencement of play.
- 4) Postponement of matches will **NOT** be allowed.
- 5) Teams must be placed in **order of rating**, as of the ACF Ratings listed at the start of the tournament.  
This rating list will be used for the duration of the tournament. FIDE ratings will be used (if applicable) for players who do not have an ACF Rating.
- 6) A discrepancy of up to 50 points is allowed. Any further discrepancy of up to 100 points will only be allowed at the approval of the DOP.
- 7) Offending teams who do not play in order of rating for any round will be deducted a point from their team total.
- 8) Unrated players may play in any position; however, the DOP reserves the right to move the player at any time if it is in their judgement they are suited to a higher or lower position.
- 9) Clubs with multiple teams in the same grade are not to 'stack' teams. The DOP reserves the right for a change by the club captain if they believe this is occurring.
- 10) If a team knows before the start of a round they do not have enough players for a team, the remaining players will occupy the highest boards and leave the lowest boards vacant.
- 11) A player of any rating may play in A Grade Competition
- 12) The maximum rating limit for B Grade Competition is 1600
- 13) Once a player has played one match for a team in a grade, s/he cannot play for any other team in the same grade.
- 14) Players may play for both an affiliate B Grade and A Grade team, if eligible (e.g. a Norwood B Grade player can play for a Norwood A Grade team). Non-affiliate switches will NOT be allowed.
- 15) Games are played under the guise of the ACF Code of Ethics and the FIDE Laws of Chess.  
Main Points include:
  - a) Players must always score their moves and the moves of their opponent
  - b) All electronic devices and mobile phones are to be turned off. Any ringing or vibration from a player's phone during a match will result in a loss of match for the offending player
  - c) If a player makes an illegal move the opponent will receive an additional 2 minutes of thinking time. A second illegal move by the same player will result in the loss of the match; unless the opponent has insufficient material to force checkmate, which will result in a draw.
  - d) A player has the right to stop the clock for any problem that may arise to seek assistance from the DOP.
  - e) Players are not to engage in behaviour which would be considered annoying or distracting to the opponent and/or other players.
  - f) The DOP is to resolve any dispute during a match and if necessary, impose appropriate penalties for offenders.

### **Appeals**

- 1) Notice of an appeal of a decision must be lodged to SACA in writing no more than seven days after the decision occurred.
- 2) Players must state the grounds of their appeal of a decision. SACA reserves the right to reject an appeal if it believes there is no sufficient grounds for appeal.
- 3) The appeal will be heard by appointed SACA Committee Members. A member will be excluded if it is deemed they have a conflict of interest in the matter.
- 4) The decision of the Appeal committee will be final.

### **Prizes**

- 1) Board prizes will be awarded to the player who has the highest rating improvement on that board number. Only games played on that board will count.
- 2) A player must play a minimum of 6 games on that board to be eligible for the Board prize.
- 3) Unrated players will be given a provisional rating after 4 matches if applicable.
- 4) The 4 players who play the most matches on the winning grade team are eligible for Team prizes.

### **Ties**

In the event of a tie the following tie breakers will decide who the title will be awarded to;

(the deciding tie breakers will be followed in order until the result does not end in a tie)

- Total amount of team wins
- The result/s between the tied teams
- Exclusion of Board 4 results