

SACA Team Competition Rules 2023 (A, B and C Grade)

- 1)** A team consists of four players. Reserves are strongly recommended.
- 2)** The Rate of Play for both Interclub and Pennant competitions are 60 minutes + 30 seconds for every move made.
- 3)** Rounds will start at 7:00pm, with a forfeit time of forty-five (45) minutes from the commencement of play.
- 4)** Postponement of matches will NOT be allowed.
- 5)** Players in 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.
 - a.** A discrepancy of up to 50 rating points is allowed. Any further discrepancy of up to 100 points will only be allowed with the prior approval of the DOP.
 - b.** Offending teams who do not play in order of rating for any round will receive a forfeit on the board where the offending player should have played a higher board.
 - c.** 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.
- 6)** Clubs with multiple teams in the same grade are not to 'stack' teams. The DOP reserves the right to change the team composition if they believe this is occurring.
- 7)** A player of any rating may play in A Grade Competition. The maximum rating limit for B Grade Competition is 1600. The maximum rating limit for C Grade Competition is 1000. The arbiter reserves the right to make minor changes in player grade limitations.
- 8)** Once a player has played one match for a team in a grade, they cannot play for any other team in the same grade.
- 9)** Players may play for both an affiliate A, B, and C Grade team, if eligible. Non-affiliate switches will not be allowed.

- 10)** A player who has not played an earlier round may not play for a team in the final two rounds (10 and 11) of the tournament, unless they were listed as a reserve member for that team at the commencement of the event.
- 11)** 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 opponents.
 - b.** All electronic devices and mobile phones are to be turned off. Any ringing, vibration or use of a phone during a match may result in penalties; deduction of time remaining, forfeiture, etc.
 - 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 mating material, 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 Appeal 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 score on that board number. In the result of a tie, the player with the highest performance rating from the tied players will receive the prize.
- 2)** A player must play a minimum of seven games on that board to be eligible for the Board prize of that board.
- 3)** All players who play four or more games 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 team 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 result