

**2011 RULES FOR**

**THE BRANAGAN CUP**  
**Killane Shield and**  
**William Brennan Trophy**

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## Definitions

In these rules:

- *LCU* means Leinster Chess Union;
- *ICU* means Irish Chess Union;
- *FIDE* means Federation Internationale d'Echecs, and *FIDE rules* means The Laws of Chess as most recently published by that body;
- *Competition Controller* is the person running the Branagan Cup;
- *Competition* refers to the Branagan Cup;
- *Eligible Players* must meet the following criteria:
  - Have played in either Division 1 or 2 of the Leinster Leagues in the preceding season (2010/11 season for the 2011 Branagan Cup Competition);
  - Have played in Division 3 or lower in the preceding season (2010/11 season) (Killane ` Shield competition);
  - Have an ICU rating of less than 1500 (William Brennan Competition) and have played in the Leinster Leagues during the 2010/11 season;
  - be a current member of the ICU;
  - Have not already played for another club's team in any of the competitions.

## 1 Competition Structure.

- 1.1** The three competitions are run as separate knockout tournaments with the winner of each match qualifying for the next round.
- 1.2** There will be an appropriate number of rounds determined by the number of teams who have entered the competitions.
- 1.3** In order to run the competitions correctly, byes may be awarded into the 2<sup>nd</sup> Round. Byes will be awarded to the highest seeds at the start of the competitions.
- 1.4** Seeding is determined by the average rating of each team's declared players. Ratings from the latest published rating list shall be used to calculate seeding.
- 1.5** The first rounds of the competitions will begin not later than 3 weeks after the date of the final rounds of the leinster leagues.
  - No team or player will be obliged to play a fixture on a public holiday or a weekend involving a public holiday;
  - No team or player will be obliged to play a fixture on the same weekend as a chess tournament officially sanctioned by the LCU or the ICU;
- 1.6** Every team shall be declared and entered by the last day of February in the year in which the competitions are to be held. A declaration shall include: - the name of the club, - the name, rating and ICU registered number of each player, - contact details for the team captain. Every entry shall be accompanied by the appropriate fee.

The competition controller may exclude a team if its declaration is incomplete.
- 1.7** The competition controller shall submit the results of the competitions to the ICU for rating purposes.
- 1.8** In the event that no competition controller has been appointed, the Tournament Director shall assume the responsibilities of the Competition Controller.

## 2 Constitution of Teams

- 2.1** Each team will consist of no more than 6 players.

**2.2** Each team can use substitutes (i.e., players other than those declared under rule 1.6 provided that they meet the eligibility requirements set out in these rules.

**2.3** Only players who have played in either the Armstrong Cup (Division 1) or the Heidenfeld Trophy (Division 2) in the preceding season are eligible to participate in the Branagan Cup competition. **Please note that players from teams competing in Division 3 or below in the Leinster Leagues** who have “subbed up” in Divisions 1 or 2 during the season are eligible to be declared and to act as substitutes on their club’s Branagan Cup team. Furthermore their eligibility to compete in the Killane Shield and William Brennan Competitions is not affected by their participation in the Branagan Cup.

**2.4** All players on a team, including substitutes, must be members of the ICU.

**2.5** A player cannot be registered for more than 1 team in the same competition. 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. Thus players from a team that is knocked out in an early round are precluded from acting as substitutes for another team from the same club in later rounds of the competition. If a player acts as a substitute for a team, s/he may not act as a substitute for another team in the same competition.

**2.6** 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, providing that:

- No player is placed ahead of a team member who is 150 or more ELO rating points higher as set out in the rating list as published by the ICU, (i.e. the most recent rating list published before the entry deadline). This rule does not apply between players with a rating of 1200 or less.

- Unrated and provisionally rated players should be inserted initially in the appropriate position in the board order determined by the club. Subsequently, such players may not be moved more than one board (at a time) relative to the other members of the team, except with the permission of the competition controller.

- All unrated substitutes commence on the lowest board and continue upwards (moving by one place at a time) except in exceptional circumstances and with the prior permission of the competition controller.

**2.7** 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 ICU registration numbers and arrange the pairings. Once a team has been declared no substitutions can be allowed.

### **3 Defaults and Walkovers**

**3.1** Where there are insufficient players to make up a full team, defaults must commence on the lowest board and continue upwards.

**3.2** In the event of a default by a declared player, the defaulting player shall score –1 (minus one) point. The player benefiting from the default shall score 1 point.

**3.3** A team which fields an ineligible player in any match shall be disqualified from the competition. If in a match, both teams field someone who is ineligible both teams will be disqualified.

- If in the final both teams play an ineligible player, both teams will be disqualified. The two losing teams from Semi-Finals will play against each other to determine the winner of the competition.

## **4. Playing Rules.**

**4.1** Play shall be in accordance with FIDE rules. Where there is conflict between FIDE and LCU rules the LCU rules take precedence.

**4.2** Clubs shall be responsible for ensuring that their players are conversant with current FIDE rules.

**4.3** The playing session and rate of play (per player) shall be 7.15pm to 11.15pm - All moves in two hours.

Matches played on a Saturday shall commence at 2.30pm, with the rate of play set out above.

**4.5** The away team shall have the white pieces on the odd-numbered boards.

**4.6** Home teams shall be responsible for the provision of all playing equipment including clocks, score sheets and a copy of the current edition of these 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. If in the event of a dispute a copy of the rules is unavailable, the clock of the home player shall be left running until a copy of the rules is produced.

**4.7** Subject to rule 9.3 and to any direction from the Competition Controller or Tournament Director 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.

**4.8** Disputes arising between players in a 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(s) affected shall continue with either or both players and or their respective captains having the right to appeal the outcome to the competition controller, and the resumption of play in these circumstances shall not pre-empt or prejudice the appeal process in any way.

**4.9** Players who have deliberate recourse to the advice of third parties shall forfeit their match and have their team disqualified from the competition. Further action against the player may be considered by the LCU Executive.

**4.10** 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 competition controller who shall investigate and if necessary demand remedial action.

## **5 Results and Appeals**

**5.1** At the end of the matches score cards should be signed by both captains or other nominated persons to ensure that the result is agreed by both teams. Results should be forwarded by e-mail to the competition controller within three days of the match being played. Where the captain or other nominated person does not have access to e-mail, a result card should be submitted to the competition controller within seven days of the match being played. Where this is not complied with by any team captain or other designated person, the competition controller shall levy a fine of €15 on that team, once seven days have elapsed from the date of the match. If the fine and results of the match are not submitted within a further seven days the offending team shall be disqualified from the tournament.

**5.2** Clubs lodging an objection must do so in writing to the competition controller within 7 days of the alleged offence/incident. After this period no objection or claim will be allowed. All appeals must:

[a] be accompanied by a fee of €15, which will be refunded if the objection is upheld;

[b] be signed by the secretary of the club making the objection;  
[c] signed by the captain of the team involved in the objection;  
[d] if the objection involves an individual player – that player must also sign the objection.

**5.3** An appeal may be made against a competition controller's decision to the LCU executive. This shall be addressed to the LCU secretary and must be submitted within seven days from the date of posting of the competition controller's decision. The LCU secretary will convey a decision on behalf of the executive in writing to the appellant club's secretary. Appeals submitted to the LCU executive committee must be accompanied by the fee set out in rule 5.2[a] and also contain the signatures set out in rule 5.2 [b]; 5.2 [c] and 5.2 [d].

**5.4** The decision of the LCU executive committee shall be final in all matters pertaining to the competitions of the union.

**5.5** Where points are deducted from a team or its players the result(s) of the game(s) shall stand for rating purposes.

**5.6** Where a club requests a controller or committee in writing to make a decision on any contentious item relating to the competition, the decision shall be communicated to that club, in writing, within seven (7) days of arriving at that decision.

## **6 Tiebreak System**

**6.1** In order to determine which team is declared the winner in the event of a match being drawn the following tie break system shall be used:

(i) The result of the game on board 6 is ignored and the points are added up, from boards 1 to 5. If the match is still tied then the result of the game on board 5 is ignored, and so on until a winner can be decided.

(ii) If all games are drawn then a blitz match (5 minutes each per player) is played on boards 1 and 2, with the colours being reversed from the original match. The team who wins on board 1 of the blitz playoff wins the match on tiebreak. If the result of the board 1 game is a draw, then the result of the board 2 game is used to determine the winner of the match.

(iii) If both matches are drawn then the players shall play again, reversing colours each time until a result can be decided.

## **7 Trophies & Prizes**

**7.1** The Branagan Cup, 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.

## **8 Playing Venues**

**8.1** Clubs must ensure that the venue for their matches is agreed beforehand with their opponents. Where appropriate the competition controller may designate a suitable venue for a match to be played.

**8.2** The publication of a club's normal playing venue in the list of secretaries shall be deemed sufficient for this rule.

## **9 Players with disabilities**

**9.1** Players with physical disabilities may play their "away" games at their own club's venue, provided the opposing club's premises do not have appropriate access for such players. This concession applies only to players with disabilities themselves and not 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 his/her match.

**9.2** 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.

**9.3** Players with disabilities affecting hand movements and those with visual impairments who use tactile boards are exempted for 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.

## **10 Rules for Conclusion of Games**

**10.1** The game is won by a player:

- (a) In accordance with Article 5.1 of the FIDE rules; or
- (b) Whose opponent's time expires i.e., whose time elapses before the game is otherwise finished subject to rule 10.2 below.

**10.2** The game is drawn:

- (a) In accordance with Article 5.2 of the FIDE rules;
- (b) Where both players time has expired before a claim for a win under rule 10.1(b) has been made;
- (c) Where a player can demonstrate the forced repetition of the position in accordance with Article 10.5 of the FIDE rule;
- (d) Where both players have insufficient material for checkmate;
- (e) Where one player has insufficient material for checkmate and the opponent's time expires first;
- (f) Where, after a player's time has expired, she/he checkmates his/her opponent before a claim is made under rule 1(b) above.

**10.3** A player who has offered a draw shall not, before completing a further six moves, be entitled to make another offer. No player shall be entitled to offer more than three draws in any one game.

**10.4** The obligation to record a game ceases for a player who has less than five minutes remaining before the time control. A claim for a draw by repetition of position (other than demonstrated forced repetition of the position referred to in rule 10.2(c) above) cannot be made by a player who has not recorded the appropriate moves.

**10.5** A player who has ceased to record the game must press the clock with the hand used to make the last move.

**10.6** Illegal moves which are subsequently discovered must be corrected if the player making such a move is still recording the game. Where the moves are not being so recorded an illegal move incurs the loss of the game provided the opponent makes a claim before touching a piece for his/her next move. Capture of a king illegally left in check constitutes such a claim.