

KNOCKOUT RULES

- 1) Where appropriate the rules for League play shall apply to the Team Knockout Tournament, with the following additions or exceptions.
- 2) Each team in the League is eligible for the Team Knockout.
- 3) A deadline shall be set for the completion of each round.
Combining a particular match to count for both League and Knockout is only by prior agreement of the teams involved.
- 4) The League Secretary shall where necessary inform a team of its next opponent and may at his discretion extend the deadline for a round.
- 5) If a match is not completed by a deadline, the clubs involved shall inform the League Secretary of the situation within three days.
- 6) At his discretion the League Secretary may default one or both teams involved in a breach of rules or of exceeding a deadline.
- 7) If a match is drawn because all games are drawn, that match shall be replayed with venue and colours reversed. Other drawn matches shall not be replayed but shall be decided by Tie – Break: on Board Count or if indecisive: on Bottom Board elimination.
Board Count favours the team whose total of Board Numbers for games won is lower.
Bottom Board elimination favours the team which lost on the highest numbered board where the game was not drawn.

- 8) The rate of play shall be all moves in 75 minutes per player.
FIDE Laws of Chess will apply.
- 8.1) Players may claim a draw when they have less than two minutes left on their clock and **BEFORE THEIR FLAG HAS FALLEN**.
If the players are unable to agree a result then the Team Captains or their active deputies shall attempt to agree the outcome of a game.
(Refer to Guidance Notes).
- 9) In arranging match dates for the Team Knockout Tournament the Home Team shall have the responsibility of offering 3 reasonable dates within the specified period of the deadline for a round, one of which must be accepted by the opposing Team and sanctioned by the League Secretary.
- 10) Please note Section 9] shall be applicable when considering replayed match dates.
- 11) Priority seeding will be applied to the draw using the following criteria to ensure that 4 seeded teams are not due to meet one another until the later stages of the competition.
 - 1) Team Knockout winners from the previous season.
 - 2) Winners of Division 1 from the previous season.
 - 3) Winners of Division 2 from the previous season.
 - 4) Team Knockout losing finalist from the previous season.
 - 5) Division 1 runner – up from the previous season.
 - 6) Division 2 runner – up from the previous season.

TEAM KNOCKOUT TIE BREAK SYSTEM EXAMPLES

Board Count

Each board is given a value as follows:

4 Points for a Win at Board 1	2 Points for a Draw at Board 1
3 Points for a Win at Board 2	1½ Points for a Draw at Board 2
2 Points for a Win at Board 3	1 Point for a Draw at Board 3
1 Point for a Win at Board 4	½ Point for a Draw at Board 4
0 Points for a loss at any Board	

In the match BISHOPBRIGGS V GIFFNOCK & CLARKSTON

Board	Points	Player	Score	Player	Points	Board
1*	4	G. Moultrie	1 – 0	C. Lewis	0	1
2*	3	D. Boyle	1 – 0	A. Lewis	0	2
3	0	W. Walker	0 – 1	J. Jordan	2	3*
4	0	R. Latimer	0 – 1	I. Mc Laughlan	1	4*
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3*	7		2 – 2		3	7*

Bishopbriggs win 7 – 3 on Board Count.

Board Count favours the Team whose total of *Board Numbers for games won is lower: where the game is not drawn.

BOTTOM BOARD ELIMINATION

However losing on Boards 1* and 4* (Total 5) and winning on Boards 2* and 3* (Total 5) still does not separate the teams: and so Bottom Board Elimination comes into force.

In the match GLASGOW MONTROSE V E. K. WANDERERS

Board	Points	Player	Score	Player	Points	Board
1	0	K. Mc Caffrey	0 – 1	A. Jelfs	4	1*
2*	3	N. Lindsay	1 – 0	F. Murray	0	2
3*	2	N. Guirkinger	1 – 0	C. Miller	0	3
4	0	D. Reid	0 – 1	D. Mc Donald	1	4*
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5	5		2 – 2		5	5

Eliminate Board 4 from the equation and the score now reads:

Board	GLASGOW MONTROSE	V	E. K. WANDERERS
1	K. Mc Caffrey	0 – 1	A. Jelfs
2	N. Lindsay	1 – 0	F. Murray
3	N. Guirkinger	1 – 0	C. Miller

		2 – 1	

This would have been a win for Glasgow Montrose 2 – 1 after Bottom Board Elimination.

Bottom Board Elimination favours the Team which lost on the Highest Numbered Board where the game was not drawn.