

## Spens Cup rules

1. The competition for the Spens Cup shall be open for competition for Clubs who are Chess Scotland members. The winner shall hold the Spens Cup for one year.
2. The competition shall be an unseeded knockout with a new draw made for each round.
3. Each club shall be represented by five players who shall be registered by the club they represent. No player shall represent more than one club in the Richardson and Spens Cups or Campbell Rosebowl in any one season. For every infringement of this rule, one point shall be deducted from the score of the offending club and added to the score of the opposing club.
4. In order to play any registered player each club must complete a competition registration form listing the players details, including any existing FIDE registration and must follow the rules listed on the registration form.

Any club in doubt about the registration process must contact the Tournament Controller as early as possible and no later than fourteen days before the match. The Tournament Controller shall decide on that status based on the criteria listed above and shall inform the enquiring team within 48 hours of the original enquiry.

The proposing club may appeal the decision. and in such case must inform the Tournament Controller within 24 hours. Written supporting argument for their case must be supplied by email to the Tournament Controller who will forward the same to the Arbiters' Committee for final judgment.

A player may not play in the final if he/she had not been eligible to represent that club in the Spens Cup in an earlier round.

5. The Tournament Controller shall fix a date for each round and a venue and time for the final. All other matches shall commence at 2.00 pm. and if mutually agreed in writing (including email) by the clubs concerned, or if so determined by the Tournament Controller, a match may take place at an earlier date or commence at another time. A match may, if mutually agreed between the clubs, be deferred by no more than 8 days from the date set down by the Tournament Controller who must be informed as soon as possible and no later than the original time of the match.
6. Failing agreement, clubs more than 80 miles apart shall play at an intermediate location to be fixed by the Tournament Controller. Detailed arrangements shall be made by the away team and expenses shared. A match may be played by telephone, by mutual agreement but this is advisable only in exceptional circumstances and will not be FIDE rated.
7. It is the responsibility of the home team to provide sufficient clocks and suitable sets, boards and scoresheets. When play takes place at an intermediate venue, each team shall provide half the equipment required (plus one additional clock).
8. The order of players in each team shall be that of grading order based on the published Chess Scotland rating list but allowing players within 50 points of each other to play in any order.
9. A (blank) team/result pro forma will be emailed to team captains prior to the start of the competition by the Tournament Controller (and can be downloaded from the CS website). This should be printed by the team captain in advance of each match. Prior to the starting time of the match each captain shall complete his/her team details and pass the form to the other captain who will add his/her own team details.
10. After team lists are exchanged, the captains shall toss for choice of colour at board one. The colour at the remaining boards shall alternate accordingly.

11. Any player arriving later than 30 minutes after the start of the session shall default his/her game.
12. The time limit shall be 40 moves in 2 hours. In telephone matches, the rate of play shall be 40 moves in 105 minutes. Games unfinished at the time check must be (except in telephone matches) completed by a quickplay finish (see FIDE Laws, Appendix G, Quickplay Finishes, (excluding G4)), each player having an additional 30 minutes for all moves.
13. All games shall be played in accordance with the Laws of Chess, as laid down by the Federation Internationale des Eschecs (FIDE).
14. Team captains may not act as arbiters in FIDE-rated events. Accordingly, if no arbiter is present, the players alone are responsible for claiming flagfall, illegal move, etc. In such an event, the clocks should be stopped while the matter is resolved. If a dispute arises, the captains should jointly attempt to resolve it as promptly as possible and if necessary by reference to an external arbiter if one is available. Play should then, if possible, continue. If the matter has not been resolved, the result sheet should be marked as "In dispute" and the details be sent to the Tournament Controller within 24 hours of the start of the match.
15. The method for resolving ties shall be as follows:
  - a. Board count,
  - b. Board elimination,
  - c. A 15-minute rapidplay match with colours reversed, d. Repeat a-c.
16. At the completion of the match the captains of both teams shall complete the individual games' results and match result on the team lists and sign both lists as being a correct record of the match details and result. The captain of the winning team shall submit, within 48 hours, a copy to the Tournament Controller by either a photo/scan attached to an email or by conventional post.
17. The winners of the trophy shall arrange for it to be engraved with the team name and year. The cost will be reimbursed by the CS Finance Director.
18. Holders of the trophy shall arrange for it to be available for presentation at the following season's Team Finals event.