

# B&DCL Team Handicap Knockout Rules

1. Teams of 6. Only the ECF Grading List at the start of the season will apply.
2. Each team captain to nominate the average grading strength of his team prior to the commencement of each match.
3. Ungraded players, subject to the controller's approval, will be graded at the higher of the average grading strength of the team and 100. In exceptional circumstances, the controller may permit a lower grade to be used.
4. A player is only eligible to play for one team if he is a bona fide club member.
5. It is the responsibility of the home captain, upon receiving notification of the draw, to contact the away captain within 7 days of possible dates for the match, otherwise the home advantage will be reversed.
6. When two teams meet in any round, the difference in the average grades is compared and the higher graded team will need to win by the following scores:-

Grading difference	Score required	Comments
0 - 4	3 - 3	Tie break rules apply (see rule 7)
5 - 12	3.5 - 2.5	
13 - 20	4 - 2	
21 - 29	4.5 - 1.5	
30 - 37	5 - 1	
38 - 45	5.5 - 0.5	
46 or more	6 - 0	

7. **Tie break rules.** If the score is 3 - 3, then the team that wins individual games on the higher boards will be deemed the winner. This can be determined initially by adding together the winning boards. If team A wins on boards 1 and 4 (= 5) and team B wins on boards 2 and 5 (= 7) then team A wins. If this is equal, then the result on the bottom board is eliminated. e.g. If team A wins on boards 4 and 5 (= 9) and team B wins on boards 3 and 6 (= 9) then there is a tie on the first tie break rule as above but team A then wins 3 - 2 as the board 6 result is eliminated. If board 6 is a draw, then the result on board 5 is eliminated and then board 4 etc until a result is achieved. If all individual matches are draws then there will be a replay.
8. The away team has white on odd boards.
9. The time control for each player will 35 moves in 1 hour and 15 minutes and the remainder of the game in 15 minutes.