IECC Championship Rules

(Updated 26th August 2013)

Introduction

This document is intended to provide a summary of the rules that will govern the IECC Championship Tournament. This tournament will commence in January of each year, with members required to meet certain qualification requirements in order to play. The tournament will consist of four rounds, with an expected duration of 2 years.

Normal IECC rules will apply to the way in which individual games are conducted. Where circumstances arise that are not defined by the rules, the Tournament Director, in consultation with the Senior Tournament Director or Club Directors, shall have the discretion to make a ruling.

Tournament Entry Qualification

The IECC Championship is open to all IECC members who have met the following criteria:

- Are members in good standing
- Have not forfeited any games in the preceding calendar year (may be appealed in certain circumstances)

Members may register at anytime regardless of qualification status however tournament entry will not be confirmed until December.

Tournament Time Control

The IECC Championship will be subject to time control rules that are modified from the IECC standard. While the "10 day" rule will be maintained for any individual move, the rate of play will be quicker, with a rate of 10/20 applied (i.e. 10 moves in 20 days). In addition, the following practices will be adopted:

- Players must submit a game report progress after 3 months (from pairings date). Tournament Directors will ensure that progress is in line with time control rules, and investigate where this does not appear to the case.
- Progress Checks will then be issued monthly (from 4 months) to ensure game progress is in line with the faster time control rules

Leave of absences will only be granted for a maximum of 2 weeks per round.

Tournament Rating (T-rating)

The Tournament Rating (T-rating) is designed to provide an advantage to players who have been active in standard IECC events. It shall be used in the seeding of players for certain rounds, and may also be used to break tied results.

A player's T-Rating shall be based on rating (as of 31st December), plus qualification points earned during the previous calendar year:

- 20 points for each game won during the year
- 10 points for each game drawn during the year
- 50 points for each event (Swiss, KO, Class) won during the year

Note: games or events do not have to have started during the previous calendar year. To be included in calculations, the game report must have been submitted before 31st December. Or, in the case of an event win, the relevant TD must have issued the "Winner Notification" before 31st December.

Once the tournament starts, a player's T-Rating does not change.

Round 1 – Class Style Event

Players will be divided into groups of 5, and will play four concurrent games in a class style event.

The groups will be allocated players on the following basis:

- One "seeded" player shall be allocated to each group.
- For half the groups, the "seeded" player shall be allocated based on "T-rating". For example, if there are 12 groups in total (Groups A to L), then the top six seeded players based on T-rating will be allocated to Groups A to F. Subsequent players allocated to this group shall not have an actual rating higher than that of the seeded player.
- For the remaining groups, the "seeded" player shall be allocated based on actual rating (selected from those not seeded on the basis of their T-rating)
- Remaining players shall then be allocated in order of rating (highest to lowest), in sequence from the last group, one player at a time. For example, if there are 12 groups, the next position filled will be the 2nd placement in Group L, then the 2nd placement in Group K, etc

Note: Based on the above methodology, only Groups A to D could end up with four players.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player. For groups with only four players, each player will be allocated one point for the non-existent 5th player.

The winner of each group will automatically progress to Round 2. The winner shall be:

- The player with highest accumulation of points
- If one or more players are tied, then the player with the highest T-rating

Should places still be available in Round 2, they will be filled in the following order:

- Co-winners of Round 1 groups who did not automatically progress, based on points scored (in the first instance), and then T-rating (in the second instance)
- Next highest point scorers from round 1, in order of highest T-rating.

Reserve players for Round 2 shall be identified using the above criteria.

Round 2 – Knockout Style Event

Up to 12 Groups from Round 1

In the case where there are up to 12 groups in Round 1 (60 players), a total of 12 players will progress to Round 2. Players will be paired and play 2 games in knockout format – one game as white and one game as black.

Pairings shall be based on seeding, with the players with the top 3 T-ratings allocated to Pairing A-C, and, from the remaining players, the top 3 actual ratings allocated to Pairing D-F. The remaining players shall than be allocated based on highest to lowest actual rating from Pairing F back to A.

Should a Round 2 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of each Pairing will automatically progress to Round 3. The winner shall be:

- The player who scores 1.5 or 2 points in this round, or
- If both players score 1 point each, then the player with the highest T-rating

Reserve players for Round 3 shall be based on highest points scored in Round 2 (in the first instance) and then T-rating.

Between 13 and 18 Groups from Round 1

In the case where there are between 13 and 18 groups in Round 1 (61 – 90 players) a total of 18 players progress to Round 3. Players will be allocated in groups of 3, to play 2 games in knockout format – one game as white and one game as black (against different opponents).

Groups shall be determined as per the previous case. In each group, the top seeded player shall play black against the lowest rated player.

Progression and reserves shall be determined as per the previous case

Round 3 – Knockout Style Event

A total of 6 players shall progress to Round 3. Players will be paired and play 2 games in knockout format – one game as white and one game as black.

Pairings shall be based on seeding, with the players with the top 3 T-ratings allocated to Pairing A-C, and the remaining 3 players allocated based on highest to lowest actual rating from Pairing C to A.

Should a Round 3 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of each Pairing will automatically progress to Round 4. The winner shall be:

- The player who scores 1.5 or 2 points, or
- If both players score 1 point each, then the player with the highest accumulated tournaments points (i.e. including Round 1 and Round 2) in the first instance, and then highest T-rating in the second instance

Reserve players for Round 4 shall be based on the highest score from Round 3, then the total accumulated points scored in Rounds 1-3, and then T-rating.

Round 4 – Trio Event

A total of 3 players shall progress to Round 4. Players shall play a total of 4 games, 2 games against each opponent, one as white and one as black.

Should a Round 4 game fail to start, resulting in a cancellation, then the player who has been removed will be replaced with a reserve.

Players shall be allocated one point for a win, half a point for a draw, no point for a loss. Cancelled or forfeited games will result in one point being awarded to the remaining player.

The winner of Round 4 shall be declared IECC Champion! The winner shall be:

- The player who scores the most points in Round 4.
- In the event of a tie, the tied player who has scored the most points in all rounds (1-4)
- If still tied, then the player with the highest T-rating