

CAMBRIDGESHIRE TEAM 7000

RULES

1. The competition shall be open to any affiliated club. Two affiliated clubs may enter a joint team.
2. Entries shall be made to the tournament controller by the date of the September meeting of the Executive Committee.
3. The controller shall divide the entrants into two approximately equal groups on a geographical basis in order to minimize travelling. Each team shall play each other team in their group once. In the event of a large number of entries the controller may run the group stage on a zoned Swiss basis or create additional groups (with a semi-final as well as a final).
4. Teams shall consist of four players, and should be played in order of strength (subject to a tolerance of 112 rating points as per the League rules). Players rated under 1375 may be played in any order.
5. The aggregate grades of the four players may not exceed 7000. Where players are ungraded the captain shall provide a realistic estimate. For the purposes of this competition players with a grade or estimated grade of less than 1300 shall be regarded as having a grade of 1300 in calculating the 7000 limit.
6. Four points will be available in each match, and will be allocated according to the match result. For example, if team A beats team B 3-1 team A scores three points and team B one.
7. The winners of each group shall play off in a final. Should two or more teams finish on the same number of points at the top of a group the lower-graded team (averaged across the group stage games) shall go through to the final. If the final finishes 2-2 the lower-graded team shall be declared the winners.
8. A club may enter more than one team in this competition. If a player plays more than once for a particular team, he will be limited to one appearance only for the other side in the group stages. In the final the club can choose any of their players, irrespective of the team they played for in the group stage, provided the aggregate grading limit is observed.
9. The Association's League rules shall apply in respect of the following matters:

- Playing arrangements, including time limits, start time, and away teams having white on odd-numbered boards.
- Eligibility and conduct of players (other than eligibility arrangements where a club has more than one team in the competition, which is covered in rule 8).
- Resolution of disputes.
- Quickplay finish rules.