

# Essex Summer Rapid Knockout 2019

## Controller's Guidelines

**Definition** in this Guidelines document: "Clubs" = Club, School or other Organisation eligible to enter in accordance with the Knockout Rules.

### The Draw

The Draw for the competition, as in preceding years, has been made in full at the outset. This is the means by which the agreed principle, of keeping teams from the same Club apart as far as possible before the Final, is accomplished. The passage of each team through the competition is indicated in the Draw grid.

### Rules

Default rate of play is G30 (Game in 30 minutes on each clock). The optional Incremental rate of play ("Fischer") has now been adopted in the competition Rules.

Teams using digital clocks: please ensure there is someone present who *knows* how to adjust the times, to add two minutes, for instance, for a first illegal move.

*For the avoidance of doubt, when an incremental rate of play is being used, Guidelines III of the FIDE Laws of Chess does NOT apply. In the absence of notice and agreement, the default rate of play is G30.*

### FIDE Laws of Chess

Appendix A4 applies to Rapid games

Appendix Guidelines III applies to games **not** using an incremental rate of play, as follows:

G.III.4 does NOT apply;

G.III.5 does NOT apply;

G.III.6 applies (all parts).

The Rules applying to the Knockout are attached.

Example of illegal move which has occurred before in the Knockout: in the process of promoting a pawn, the move is not complete until the new piece has been placed on the board to replace the pawn. If a player pushes the pawn to the eighth rank, shouts "Queen!" and presses the clock, without replacing the pawn with the new piece, *that is an illegal move*. In the event that the required promotion piece is not to hand, the player may stop the clock in order to find a piece, but must restart the clock before making the replacement. Care should be taken that this provision is not abused, e.g. stopping the clock when a replacement piece is already within reach is an improper use.

The Rules in use allow for the first instance of an illegal move in the game to be punished by awarding the opponent two extra minutes on his/her clock. An illegal move only loses on the *second* occurrence by the same player in the same game.

### Guidelines for G.III.6 claims:

The purpose of G.III.6 is to test whether it is safe to award a win on time or whether the win could not have been obtained in any other way; the purpose of the Rule is NOT to establish what the probable result of the game would have been. Remember, the claimant must have less than two minutes remaining on their clock.

There are two bases for claiming: i) opponent cannot win, or... ii) is not trying to win.

“Cannot win” is either an absolute, i.e. that there is no way to win the position by any series of legal moves, or that the opponent cannot win due to the claimant’s sound defence. Remember: to establish “sound defence”, this needs to be demonstrated in play; therefore, there needs to have occurred sufficient play to show that the player knows how to defend the position, so, if sufficient play to demonstrate the defence has not yet taken place, do not claim the moment your time falls below two minutes, but when sufficient play has taken place for the sound defence to have been demonstrated. However...

**NB** As the games are played without an Arbiter, claims will need to be submitted for independent consideration. *Therefore, if the basis of claim is that the opponent cannot win due to a sound defence of the given position, a score of the game will need to be submitted and sufficient play needs to have occurred to enable the independent Arbiter to reach a conclusion.* As it is not required that a score of the game shall be kept for Rapid games, this might create a problem. We feel that, in the great majority of cases, it would be best if potential G.III.6 claims can be resolved by agreement rather than be submitted.

The Controller will act as the Independent Arbiter for the purposes of G.III.6 claims unless the Controller has a conflict of interest, in which case the claim will be forwarded to an alternative independent arbiter agreeable to both teams.

### **General**

Please notify to me all match dates when agreed and of course match results.

Keep me informed of any difficulties you are having with regard to agreeing dates within the schedule for each round.

Round dates (inclusive, but provisional):

R1 by 28 June;

R2 by 26 July;

SF by 30 August;

Finals by 27 September.

Controller’s email: [ko@essexchess.org.uk](mailto:ko@essexchess.org.uk)

### **Ian Hunnable**

Controller

Essex Summer Rapid Knockout

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