

Norfolk & Suffolk Cup Competition Rules

1. The controllers will be the Competition Controllers of the two County Associations of Norfolk and Suffolk. The competition will initially be split into two sections, with each County organising a competition to determine their champion club. They will then play each other in a Final to determine the competition's winning club.
2. The champion club of each county shall normally be decided by a knockout competition and in the event of a drawn match, board count shall apply first. If the match is still drawn, then the elimination rule shall apply. In the event of the match result still being a draw, the match shall be awarded to the team with the lower average rating.
3. The date and time of the Final shall be arranged by the secretaries of the two clubs concerned and approved by the County Competition Controllers. If possible, the Final should take place before 31st May. The winning club will be awarded the silver cup.
4. Colours in all matches, including the Final, shall be decided by tossing of a coin. The playing venue for the final shall alternate between the two counties. The winners will be entitled to hold the cup until the date of the following season's Final. They will be responsible for ensuring the cup is returned, either to the venue of the Final, or to one of the two competing clubs.
5. All clubs entering must be affiliated to their own County Association. The winning club's County Association will be responsible for the insurance of the cup against loss by fire or theft and for the expense of engraving the holder's name and date.
6. Teams in all matches will consist of six players who shall be bona fide members of the club they represent, and no one can play for more than one team in the competition in any one season. One game only shall be played at each board. The teams are to be arranged in order of playing strength, subject to where two players have a difference of more than 75 rating points then the higher rated player is to play on a higher board than the lower rated one.
7. The default time control for the Final using digital clocks is to be 75 minutes plus 15 seconds per move for the entire game, but where digital clocks are not available the time control will be all moves by each player in 90 minutes. Alternative, longer time controls can be mutually agreed by the captains of the teams.
8. In the event of a dispute the controllers' decision shall be final, or if they are unable to reach an agreed decision the dispute shall be referred to the Chief Arbiter of the EACU.

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