**2020 Glorney Cup Regulations**

There shall be five competitions:

The Glorney Cup
The Gilbert Cup
The Robinson Cup
The Stokes Cup

1.1 All players participating in the Glorney and Gilbert Cups shall be under the age of 18 on January 1st of the year of the tournament.

All players participating in the Robinson Cup shall be under the age of 14 on January 1st of the year of the tournament.

All players participating in the Stokes Cup shall be under the age of 12 on January 1st of the year of the tournament.

1.2 The tournament shall be open to teams from England, Ireland, Scotland and Wales (the home countries) and from any other country which may be invited (Currently France and the Netherlands).

1.3 The host server shall be Lichess and it is a condition of play that teams provide both the real name and Lichess account name of the players. The Lichess usernames and real names will be displayed on the tournament website.

**2. Participation**

2.1 When six or fewer countries participate, each country shall play one match against each other country.

2.2 When four or fewer countries participate, each country shall play two matches against each other country

2.3 Should more than six countries participate, the tournament shall be organised with preliminary and final pools and at least five rounds in total. The preliminary pools shall be based on the rating of the players in the current tournament. If this is not possible, the preliminary pools shall be based on the previous year’s results. Alternatively, an all-play-all system with more than six teams is permissible.

2.4 The order of play shall be decided by the drawing of lots. This shall be arranged so that the highest two teams from the previous year meet in the final round.

2.5 All the competitions shall consist of an even number of teams.

**3. Team Structures**

The number of players in a team shall be as follows:

In the Glorney Cup there shall be five players, plus up to two reserves for a squad of seven.

In the Gilbert Cup there shall be three players, plus up to two reserves for a squad of five.

In the Robinson Cup there shall be six players, plus up to two reserves for a squad of eight.

In the Stokes Cup there shall be six players, plus up to two reserves for a squad of eight.

It is permitted for a player to be registered to more than one squad, so long as the player is not named to play for more than one team in each round.

The squads must be registered via the online tool by 5.00pm BST on Friday, 24th July. Changes to the squads will not be permitted after this point.

A captain may select any players in its squad for any match in any order, except that where there is a difference of more than 80 rating points between two players, the higher rated player must play on a higher board than the lower rated player.

**4. Scoring**

4.1 Each team shall score 1 game point for each game won, 0.5 game point for each game drawn and 0 gamepoint for each game lost.

4.2 Each team shall score 2 match points for each match won, 1 match point for each match drawn and 0 match point for each match lost.

4.3 Each competition shall be deemed to be won by the team scoring the greatest number of game points.

**5. Tie Breaks**

5.1 Ties shall be resolved in the following manner:

(a) Result of a match between two teams

Match points

If a draw, board count

If still ties, drawing of lots.

(b) Between three or more teams

Match points. Use board count to decide match points, if necessary

If still tied, the drawing of lots.

**6. Playing Session**

Time Control shall be 45 minutes for all moves with a 15 second increment

**7. Schedule of Play (All times are British Summer Time (BST))**

Blitz Sunday 24th July 6.30pm (see Appendix)

Round 1 Monday 25th July 6.30pm
Round 2 Tuesday 26th July 6.30pm
Round 3 Wednesday 27th July 6.30pm
Round 4 Thursday 28th July 6.30pm
Round 5 Friday 29th July 6.30pm

**8. Match arrangements**

8.1 Captains must submit their team on the online tool by 5.00pm before the round starts

8.2 Chief Arbiter will publish the team list no later than 6.00pm before the round starts

8.3 The first-named team in each pairing will have the white pieces on the odd numbered boards and black on the even-numbered boards.

8.4 Each player will play one game per match.

8.5 The player having white must challenge the player playing black (see attached sheet for instructions)

8.6 Captains must submit results no later than midnight on the day following the match.

**9. Fair Play Rules**

9.1 Internet chess provider anti-cheating detection will be in place, with provider sanctions and rights of appeal as set out in the provider’s terms and conditions; in the event that a player’s account has been marked or closed by the provider for using computer assistance any appeal must be made to the provider.

9.2 In addition we will be screening the PGNs of the games using the FIDE Screening tool run by Professor Ken Regan.  We will also have a member of the FIDE Fair Play Commission who is an IA as Anti-Cheating Arbiter for the tournament.

9.3 A player whose account on the provider’s website has been marked or closed for using computer assistance, or has been picked up in the FIDE screen, will have all their results in the tournament set as a loss and be unable to participate in the rest of the tournament.

9.4 Please note, as we are using a provider, if you use computer assistance in other games, your account could be banned mid tournament even although you have not been using it for the tournament. If the Fair Play Arbiter considers that the evidence provided by the FIDE Screening Tool does not support the action taken by the provider under 9.3, then the player may be permitted to continue playing in the tournament.

9.5 Where the provider has designated an account as using chess engine assistance, the appeal to overturn this decision must go to Lichess and not the Glorney Cup Committee.

**Appendix – Blitz Tournament**

The primary objective of the Blitz tournament is to get people who are unfamiliar with Lichess to play some games using it to become familiar with it, and to make sure that usernames are correct before the main tournaments start on Monday.

The Blitz will be a “Team Battle” on Lichess. Each country should create a team, for example “England Glorney Cup Teams”, composed only of one administrator and the players and reserves in the squad nominated under Rule 3. They will be added to a Glorney Cup Blitz Team Battle, which will be a 3+2 blitz tournament and run for 1 hour. There will be 20 leaders, but all 28 registered players may participate. Berserking will be turned off.