



# KINGSTON CHESS CLUB

## Summer Ladder 2017 Rules



The ladder competition gives extra interest to social games played during club evenings at the Druids Head during the summer when there are no league matches. The ladder is open to Club Members and guests who are reminded to keep the Landlord happy.

### 1. Duration

The competition ladder runs until the chess season restarts end-September. It takes place during Monday evenings when there is an appointed co-ordinator. The session dates will be confirmed and results presented on the Club website [www.kingstonchess.org.uk](http://www.kingstonchess.org.uk)

### 2. Joining

Anybody can join the ladder on payment of the entry fee of £10. The initial ladder rungs are seeded according to the grading of Club Members. Subsequent entrants must start at the foot of the ladder irrespective of their grading.

### 3. Prizes

The Prize Fund comprises 80% of the stakes, with the remaining 20% of the stakes going to the Club towards the replacement of equipment. The Prize Fund is distributed as follows:

- Winner: 60%
- Runner up: 30%
- 11<sup>th</sup> 10%

### 4. Ladder Mechanism

A lower player may challenge a higher player, subject to the restrictions set out below. If the higher player wins, there is no change to the ladder. If the lower player wins, then they take over their opponent's slot, who drops down one.

### 5. Challenge Rules

- (a) Anybody can challenge anybody else higher in the table subject to the restrictions that:
  - (i) only those in the Top Ten can challenge the leader;
  - (ii) only those in the Top Twenty can challenge the Top Ten, unless by mutual consent
- (b) Only one challenge match is allowed between the same two players per night.

### 6. Ladder Adjustments

- (a) The penalty for refusing a legitimate challenge is to drop five rungs.
- (b) Players who are not available for a challenge night will drop one rung except for those who are already on the lowest rungs.
- (c) The adjustments for (a) and (b) are made before the results of the evening are entered and apply to the next playing session.

## **7. The Play**

- (a) Matches are the Best of Three games.  
Only two games need to be played if the score is 2-0.
- (b) The player higher in the ladder takes Black for the first game.
- (c) The games do not need to be recorded.

## **8. Time Control**

- (a) The default time control is 15 minutes each (or 10 minutes + 5 seconds increment).  
Players may mutually agree any other time control provided it allows at least 5 minutes for each player.
- (b) No match to be started unless the final game can be finished by 10.30 pm. Time controls may need to be adjusted accordingly.

## **9. Tournament Control**

- (a) FIDE RapidPlay Rules apply. In particular:
  - The touch move rule applies.
  - Moves are completed only when the clock is pressed.
  - An illegal move, if noticed at the time, is an instant loss.
- (b) Each week, a designated Club Host will organise the ladder and take any fees.
- (c) The tournament controller is the Club Chairman, John Foley, whose decision is final.