

FRED DAY CUP RULES – 2025-2026 (v1.0)

1. The competition is open to any player affiliated to the Bucks County Chess Association, through club membership or individual subscription.
2. In each pairing, the first-named player shall have the white pieces. The player with the black pieces shall have choice of venue. Potential venues include a chess club, other clubs, domestic homes, or public houses. If using a chess club of which neither player is a member, do contact an officer of that club first to confirm that the arrangement is acceptable. Before confirming any arrangement, the host should advise the opponent if the proposed venue is likely to have significant noise or other distractions which some players might find unacceptable.
3. **Black shall contact white to arrange the date, time, and venue for each game not later than the third day of the scheduled month of play.** It is also black's responsibility to provide all playing equipment (clock, board, score-sheets and chess set).
4. Time Controls
 - a) Digital clocks - all moves in 80 minutes (or 70 minutes if time is limited) with a 10 second increment from move one.
 - b) Legacy clocks - all moves in 90 minutes (or 75 minutes if time is limited).
5. The usual FIDE laws of chess <https://handbook.fide.com/chapter/E012023> apply although the restrictions on electronic devices such as mobile phones can be relaxed. In particular, note the following:
 - a) Except in special circumstances the clock shall be placed at the left hand of the player with the white pieces. The clock button shall be pressed by the hand used to make the move. Only one hand may be used to move the pieces.
 - b) Each player must keep an up-to-date game score until less than FIVE minutes remain on his/her clock. Note: A draw by repetition of moves cannot be claimed unless an up-to-date score-sheet has been kept.
 - c) To win a game on time, a player must claim such a win by stopping the clock, and must have sufficient mating material. If both flags have fallen and it is impossible to establish which fell first, the game is drawn.
 - d) Illegal moves do not necessarily lose. If an illegal move is claimed, the clocks shall be stopped for verification, and the player in error (claimant or opponent) shall concede a time addition of two minutes to the opposing player's time remaining. A second offence shall be similarly penalised, but a third shall forfeit the game. For penalty purposes only, an illegal move is not deemed complete

until the opponent's clock has been restarted, and to continue the game, a legal move must be made with the same piece.

e) A player may claim a draw when he/she has less than two minutes remaining on his/her clock and before his/her flag falls. This concludes the game. The claim must be on the basis that:

- i) the opponent cannot win by normal means, or
- ii) the opponent has been making no effort to win by normal means.

In (i) the claimant must write down the position and the opponent must verify it. In (ii) the claimant must write down the final position and submit an up-to-date score sheet, which must be completed before play has ceased. The opponent must verify the score-sheet and the final position.

f) A player must claim immediately if the opponent infringes the rules during play (e.g. an illegal move, failure to record the moves etc), and stop the clock for verification and correction of the situation. If the game is allowed to continue without correction, the infringement will be deemed condoned, and the result of the game shall stand.

g) In the event of a dispute, the clocks shall be stopped and the times and position recorded on the score-sheets, which shall be kept up-to-date. Both players shall submit their claims to the Controller within one week of the game, with completed score-sheet and any written comments they wish to be considered. Failure of either player to submit a written claim within the time limit may result in the opponent's claim succeeding by default.

6. **Black shall inform the Controller of the result by the seventh day of the month following that scheduled for the game.**
7. **In exceptional circumstances, a game may be played after the scheduled month by mutual agreement, but black must inform the Controller of such an arrangement. Games may be played before the scheduled time, provided that this does not delay the schedules of others.**
8. Players may be defaulted for unreasonably failing to make, agree or comply with arrangements for games. **Anyone who experiences difficulties in contacting an opponent should inform the controller without delay.**
9. It is the responsibility of any competitor to advise the Controller and his/her remaining opponents of any change of contact details during the season.
10. In the event of a tie for a place, the default option is that the place will be shared unless one or both players demand a play-off, in which case colours will be reversed from the original pairing. If the tie involves multiple players and at least one wishes to play-off, the controller will advise.
11. Prize money: £60 – to be distributed according to the number of divisions.