



2008 STATE LIBRARY OF QUEENSLAND CAQ INTERCLUB

1. VENUE

Level 2 (Poinciana Room)

State Library of Queensland Cultural Centre Stanley Place, South Bank, Brisbane

(<http://www.slq.qld.gov.au/>)

2. DATES OF PLAY

- Round 1: Sunday Mar 16
- Round 2: Sunday Apr 27
- Round 3: Sunday May 25
- Round 4: Sunday Jun 22
- Round 5: Sunday Jul 27
- Round 6: Sunday Aug 24 (if required)
- Round 7: Sunday Sept 14 (if required)

3. TEAMS

- Due to venue considerations, **the first 18 teams nominated and paid will be accepted**. Other teams will be placed on the reserve list and will be added if a place becomes available.
- This means teams need to nominate and pay early to be guaranteed a spot.
- **All teams must be part of a CAQ affiliated club.**
- **Each player's CAQ nominated club must match the club they are playing for.**
- Teams consist of 4 players for each match. Reserves are allowed in all divisions and must meet all other playing conditions.
- Players (including reserves) are only eligible for a team if their rating in the March ACF 2008 rating list is **below** the rating limit for their division.
- **Teams MUST play in rating order. A team that fails to play in rating order will forfeit the boards that have been played out of order.**
- No player may play for more than one team in the same division. A player can not represent more than one club during the interclub season.
- **Teams must be submitted by 11:59pm March 9.**
- **Individual player names must be submitted by 11:59pm March 15.**

4. ENTRY FEES

Team nomination fee is \$70.

Payment by direct credit welcome, payable to:

Bank: National Australia Bank

Account name: Chess Association of Queensland Inc

Account No: 20501-7068; BSB: 084-120

Ref: Quote 2008 plus team's name

5. DIVISIONS

- PREMIER
- UNDER 2000
- UNDER 1600
- UNDER 1200

- Interclub will consist of 5 to 7 rounds, depending upon the number of teams in a division.
- Draw will either be round robin or swiss, depending upon the number of teams in a division.
- Clubs can enter as many teams as they can in any division.
- If there are insufficient entries in any division, CAQ Council and arbiter retain the right to combine enough divisions to make the competition viable. Every effort will be made to retain the four division concept.

6. RATINGS

- The March 2008 ACF rating list published on the ACF web site will be used.
- Inactive players do remain on the ACF Master File rating list – available on the ACF web site <http://www.auschess.org.au>. If you have any queries about a player's rating, contact the CAQ Ratings Officer (Patrick Byrom byronpa@hotmail.com). A player is only "unrated" if never rated (here or overseas).
- If a player does not have a March 2008 ACF rating, then
 - If a junior - their QJ rating will be used;
 - If an adult - will use FIDE rating if player has a FIDE rating.
- New arrivals to Australia with overseas ratings must declare their overseas rating.
- Each division will be ACF and QJ rated. Premier division will be FIDE rated.

7. PLAYERS

- All players must be financial members of the CAQ for 2008 before round one. Players who join a team after round one must be a CAQ financial member before the next round begins.
- Membership Enquiries: Gail Young cagqld@hotmail.com.

8. TIME CONTROLS

Each player has 90 minutes plus 30 seconds per move from move one till end of game (Fischer).

9. STARTING TIME & FORFEITS

- **Clocks start at 11am sharp.**
- A game is forfeited by the player arriving at the board more than one hour after the scheduled starting time. CAQ will take action against repeat offenders.
- If 3 members of a team are not present 15 minutes after the scheduled starting time, then the whole team forfeits. Whole team forfeits are very serious offences, and will be referred to the CAQ for disciplinary action.

10. COLOURS

The first-named team has White on Boards 1 and 3.

11. DUTIES OF CAPTAINS

- Be conversant with the current (July 2005) FIDE Laws of Chess.
- Supervise the sensible and ethical conduct of their teams. There should be no talking, analysing, or distracting the opponents in any way whatsoever.
- **Submit team sheets and board orders by 10:45am on the day of play.**

12. SCORING

Game points (total score of each individual game);

Match points (total result of each match played).

13. FIDE LAWS OF CHESS

All play will be conducted under the 2005 FIDE Laws of Chess.

14. TIE-BREAK PROCEDURES

- If two or more teams finish equal first in their division, the tie break order will be:
 - Game points;
 - Match points;
 - Result between the tied teams individual match(es).
- If these 3 tie-break methods fail to split the tied teams, first place will be shared.

15. ARBITER

Please address all questions to:

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