

Hammersmith Chess Club Rockhammer Cup

Principle	This tournament is designed to encourage competitive rapidplay games within the club, and to give more opportunities for playing graded games with fellow club members.
Section	One section for all club members, this is a handicap based tournament.
Date	Tournament runs yearly from June 1st to May 31st.
Cup and Prizes	Rockhammer Cup: The player having marked the most points will win the cup. The record of successive cup holders will be kept and displayed on the club's website. Additional prizes will be awarded for the most games played and the most number of wins (when different from the cup winner).
Organisation	Double round robin tournament. Every participant can play any other participant up to twice. Players can arrange for games whenever they want at their convenience. It could be at the club night, at the pub or even at their homes. Additionally, depending on demand, the club will organise a few sessions during the year dedicated for games counting towards this tournament. All players must be ECF registered. Players can join the tournament at any time during the year.
Color	Color for the first game between two participants determined by toss at the start of the game. The color of the second game will be the opposite of the first game.
Time Control and playing mode	From 15 to 30 minutes as players agree. Zero to 30 seconds increment from the first move. If the two players can't agree on a standard play time control for the game, the default time control will be 30 minutes plus 15 seconds increment from the first move. All games must be played over the board, games on electronic online platforms are not accepted for this tournament. Games must be played in one session, no adjournment is allowed. Recording the moves is not compulsory.
Results	Both games (Black and White) for a pair of payers must be submitted at the same time. Players must submit the results of their games within one week from playing the second game by email. Games not submitted within a week of the second game do not count. Submitting scoresheets for rapidlay games is optional.

ECF Grading Submission	Games will be submitted to ECF for rapidplay grading by the end of the following month upon reception by the result by the tournament record-keeper.
Default	<p>Players who are not able to make it to the agreed appointment must let their opponent know and rearrange at least 24 hours before the game.</p> <p>Players who do not make it to the agreed appointment are considered to have defaulted and will get 3 points penalty.</p> <p>After the default a game can be rearranged, but in case of a repeated default there will be a repeated penalty.</p>
Points	Scoring depends on grading difference to allow a handicap system and to encourage participation, as indicated in scoring table below.
Rating	<p>All ratings are based on the club website listing at the time of play, which is updated on a regular basis.</p> <p>In case players don't have a rapidplay grade or estimate, the standard grade will be used as a fallback.</p>
Record keeping	All results and points are maintained by Nadim Osseiran
Tie Break	Smallest number of lost games will determine the winner in case of equality, otherwise head to head result. Joint winning if still equal.
Referee	Adam Cranston

Scoring Table

Points		Difference			
		< 15	15 - 29	30 - 44	>= 45
Result	Strong Player Wins	5.5 - 1.5	5 - 2	4.5 - 2.5	4 - 3
	Draw	3.5 - 3.5	4 - 3	4.5 - 2.5	5 - 2
	Weaker Player Wins	5.5 - 1.5	6 - 1	6.5 - 0.5	7 - 0