

Peninsular Cup Rules

1. This is a knock-out cup competition for teams of 5 players.
2. When teams from different divisions are paired to play each other, the following 'handicap' applies in favour of the team from the lower division:

Difference of one division - 1 point.

Difference of two divisions – 2 points.

3. In the event of a drawn match, the result of the bottom board is eliminated. If, after the said elimination of the bottom board, the match score remains equal, the fourth board is then eliminated. If the match still remains tied, this process is continued by next eliminating the third board, and so-on, until ultimately a winner is found. If scores still remain equal after all the above has been applied, then the team which has the black pieces on board 1 shall be declared the winner.

4. A player is cup-tied to whichever team they play for first in any given season.

5. Clubs registered with the WDCL no longer automatically have their first team entered in the Peninsular Cup. If WDCL clubs therefore wish to enter a team or teams in the said competition, they must accordingly give due notice of their intention to do so at the appropriate AGM, or otherwise in compliance with these rules and the WDCL Constitution.

6. In the semi-final and final of the Peninsular Cup, no player is eligible to play for a team entered by a club unless the said player has already played at least one other game in the WDCL for that club in that particular season.

7. The home/away rule for Peninsular Cup matches will be determined in the same way as with league matches, with the League Manager System using a random and impartial means to determine each round separately.

Kalmar Cup Rules

1. This competition is for teams of five players whose combined grade does not exceed 8500.
2. Defaulted boards count as 1700.
3. Players with an official ECF live grading, or a provisional ECF grading, are eligible to play in this competition.
4. In the event of a drawn match, the team with the lowest combined grading shall be declared the winner.
5. A player is cup-tied to whichever team they play for first.
6. In the semi-final and final of the Kalmar Cup, no player is eligible to play for a team entered by a club unless the said player has already played at least one other game in the WDCL for that club in that particular season.
7. At each round of the competition, and before the match begins, it is the responsibility of the respective team captains to check and confirm that both their own and their opposing team complies with the grading requirements of this competition. It is assumed that this will be a straightforward exercise as all registered players will have an ECF grading available online.
8. If, on a match night, there is an error in a team-grading declaration, and the opposing captain does not raise any objections thereto, then that captain subsequently forfeits the right to make any objections regarding his opponent's combined grading thereafter, and the teams will be automatically deemed legal for that one match. In summary, any grading disputes must be resolved contemporaneously on the night and cannot be resolved retrospectively.
9. In the event of a draw in a match between two teams that have exactly the same combined grading points, the winning team is decided by counting the board numbers of the winning boards. By way of explanation, 1 point is awarded to a team for a win on board 1, two points are awarded for a win on board 2, three points for a win on board 3, 4 points for a win on board 4 and 5 points for a win on board 5. Under this system, the team with the lowest number of points wins the match. If those scores remain the same, then the same calculation is done, but this time with defaulted losing boards counting as +1. If, after all the above, the scores still remain equal, then the team playing with black pieces on board 1, shall be declared the winner.

George Davison Shield Rules

George Davison Shield Rules **version 20250726SP**

1. This event is for teams of **four** players whose combined grading does not exceed **5600**.
2. **There is no upper limit for players' individual ratings, all are able to play.**
3. Defaulted boards count as 1400 in this competition.
4. Players with an official ECF live grading, or a provisional ECF grading, are eligible to play in this competition.
5. In the event of a drawn match, the team with the lowest combined grading shall be declared the winner.
6. A player is cup-tied to whichever team they play for first.
7. In the semi-final and final of the George Davison Shield, no player is eligible to play for a team entered by a club unless said player has already played at least one other game in the WDCL for that club in that particular season.
8. At each round of the competition, and before the match begins, it is the responsibility of the respective team captains to check and confirm that both their own and their opposing team complies with the grading requirements of this competition. It is assumed that this will be a straightforward exercise as all registered players will have an ECF grading available online.
9. If, on a match night, there is an error in a team-grading declaration, and the opposing captain does not raise any objections thereto, then that captain subsequently forfeits the right to make any objections regarding his opponent's combined grading thereafter, and the teams will be automatically deemed legal for that one match. In summary, any grading disputes must be resolved contemporaneously on the night and cannot be resolved retrospectively.
10. In the event of a draw in a match between two teams that have exactly the same combined grading points, the winning team is decided by counting the board numbers of the winning boards. By way of explanation, 1 point is awarded to a team for a win on board 1, two points are awarded for a win on board 2, three points for a win on board 3, 4 points for a win on board 4 and 5 points for a win on board 5. Under this system, the team with the lowest number of points wins the match. If those scores remain the same, then the same calculation is done, but this time with defaulted losing boards counting as +1. If, after all the above, the scores still remain equal, then the team playing with black pieces on board 1, shall be declared the winner.