

Fenland Knockout Rules

1. The Fenland Knockout consists of **three** separate tournaments, an Open (with no grading restrictions), a 7000 Plate (where the aggregate team grade must not exceed 7000) and a 4200 Plate (where the aggregate team grade must not exceed 4200).
2. All tournaments are played on a knockout basis. Clubs may enter **all three competitions** and may field multiple teams in each competition.
3. Entries shall be submitted to the League Secretary by a date that they nominate. The draw for the first round of each competition shall be included in the fixture list: subsequent rounds will be played on dates agreed by the contestants within deadlines set by the tournament controller. **Home and away teams for subsequent rounds will be selected to minimise travelling requirements for all teams.**
4. Teams shall consist of four players (**except the 4200 plate which will be three players**) and should be played in order of strength (subject to the 100-point tolerance allowed by the League rules). Players graded under 1375 may play in any order among themselves. Players graded under 1450 shall be regarded as having a grade of 1450 for the purposes of calculating the 7000-rating limit in the Plate tournament.
5. Players should be bona fide members of the club they represent. Where a player is a member of more than one club, they may play for a different club to that which they represent in the League, **Team 7000 or Team 4200**, and may play for different clubs in the Fenland Open and Plate competitions. However, they may not play for both clubs in the same competition.
6. The Fenland Open and Plate competitions are separate so players may play in all competitions. However, where a club enters more than one team in either the Open **or either of the Plates** players may not play for the other team in that competition. So, if one team is knocked out in the Open, for example, that team's members cannot switch to the remaining Open team.
7. In the event of a draw the winners will be decided on board count and, if that is also equal, board elimination. If all four games are drawn the match will be replayed with venue and colours reversed.

8. The Association's League rules will apply in respect to starting time, time limits, match conduct, quick play finish rules and resolution of disputes. However, colours will be determined on the night. The captain winning the toss has choice of colours on the odd-numbered boards.

Last updated by Chris Russell

July 2026 – based on decisions made at the 2026 CCCA AGM