

1. This competition is for teams of four players.
2. Each match will comprise two rounds of Rapidplay games. The time control for each player is 25 minutes with an increment of 10 seconds per move. If Fischer timing is unavailable then each player will have 30 minutes for the entire game.
3. The away team will have White on the odd boards for the first game and White on even boards for the second game.
4. Rapidplay ratings should be used to determine board order. If a player does not have a rapidplay K-rating, then their current, or agreed estimated, standard play rating, should be used. The board order, and players, need not remain the same for both games.
5. The mean rapidplay rating for each team is to be worked out and the winning team shall be decided depending on the difference in average rating as follows.

If the difference in rating is 40 or less, the team that wins on the most boards wins the match – in the event the result is 4-4 then the match is drawn. For any other result the winning team shall be determined as follows:

Rating Difference	Score needed to win by the higher rated team
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41-115	5
116-190	5.5
191-265	6
266-340	6.5
Over 340	7

In the event the higher rated team does not reach the required score, the lower rated team is deemed to have won the match.

6. The team winning a match will receive one point towards league standings.
7. Teams drawing a match with each receive half a point towards league standings.