Rules for knock out.

Matches are to be played using normal time controls used for Leeds League matches.

Matches must be completed by the date specified for each round. If they are not then both players will be eliminated from the competition.

In the event of a draw, the replay can be a rapidplay match with colours reversed of 15 minutes per player. This could potentially be completed on the same evening. If both players agree, and the match can be completed by the specified date, the players may replay the match as long play or a rapidplay match of an agreed time.

In the event of the second match being drawn, players may play a further blitz game of 10 minutes per player, followed by 5 minutes per player until the match is resolved.

Results should be recorded on the sheet on the notice board.

It is up to the players to organise to play the game. If one player thinks they have made reasonable efforts to get the game played but the other player has not been able to play they may contact the organiser giving details of this and claim a bye.

All disputes should be referred to the organiser, John Hipshon. The organiser’s decision will be final in the resolution of all disputes.