

MCU CLUB KNOCKOUT 2016

This event is a double elimination tournament, it works as follows:

The competition proceeds as for a normal knockout, but instead of being eliminated upon losing their first match, losing teams are placed in the lower part of the draw and only eliminated upon a second defeat. This means that every team gets two lives and keeps as many teams as possible involved in the competition for as long as possible. The matches are numbered on the draw so it should be clear where the losing teams will be placed. In the final, one team will have no defeats and one will have one defeat. In order to win, the team from the lower half of the draw will need to win twice whereas the team from the upper half only once, in keeping with the premise of two losses means elimination. I hope the format is clear, but if there are any questions please contact me.

Matches will be played at clubs home venues or at neutral venues if agreed by both team Captains. In each round, the first named team is the home team and must arrange dates with the away team, at least two alternatives should be offered.

Due to travelling commitments and restrictions on access to venues flexibility is essential. Ideally the time control will be as for the leagues, but where this is impractical shorter time controls may be agreed between team captains in advance for each match subject to a minimum of 1 hour plus 15 second increment, or 75 minutes where there are insufficient digital clocks available.

Team will consist of 5 players as defined by MCU League rules.

Rounds must be played by the set deadlines or teams will be defaulted. It is the responsibility of the home team to offer dates in the first instance, and this should be done as soon as possible. Where problems arise in scheduling a match the team captains should contact the Knockout Organiser, Mr Alan Salsac, as soon as possible and not wait until the deadline has passed, the organiser will consult the MCU committee who's decision will be final.

This is the first year of attempting to run this event and it is likely that teething problems may arise. This is intended to be fun and increase inter club activity so we are very reliant upon teams entering into the spirit of the event and making every effort to accommodate each other in a spirit of goodwill. Any matters arising should in the first instance be resolved by agreement between the opposing team captains, and where this is not possible then be referred to the Knockout Organiser as soon as possible.

Enjoy and good luck.

Alan Salsac

Due Dates for completion of rounds:

Round 1	13 February 2016
Round 2	19 March 2016
Round 3	23 April 2016
Round 4	28 May 2016
Round 5	02 July 2016
Round 6	06 August 2016
Final	10 September 2016