

Part 3: The Tom Wise Memorial Knockout Cup and the Jeremy Burnett Plate (together referred to as 'the Cup')

10. The rules in Part 2 shall apply to the Cup competition unless they are inconsistent with the rules in Part 3 and, in which event, the latter shall prevail.
11. Any team entered in the league may enter the Cup and shall comprise five players.
12. A player may play only for one team in the Cup in any season.
13. Upon the closing date for entries, and after each round, the Match Organiser shall cause the competing or remaining teams in the Cup to be drawn by lot and the draw sent to the Webmaster for publication on the Website.
14. The Match Organiser shall set the dates by which and declare where all matches in a round of the Cup shall be played and notify the Webmaster for publication on the Website.
15. Unless the Executive Committee determines otherwise, matches shall be played at the Club venue of the first drawn team for a match PROVIDED that the Club so drawn:
 - 15.1 is able play the match in accordance with the time limit specified in clause 17; and
 - 15.2 if it cannot, the Club shall provide an alternative venue for its match.
16. The first drawn team in a match shall be responsible for providing the Equipment.
17. The time limit for games shall be at a rate per player of one hour and thirty minutes for 36 moves with a further fifteen minutes' Quickplay to finish.
 - 18.1 After team lists have been exchanged, the Team Captains shall toss a coin and the winner shall choose the colour of pieces for his team on the odd numbered boards.

- 18.2 If a Team Captain is present at the start time and neither his opposing Team Captain nor any other player in the opposing team is present, then he shall be deemed to have won the toss of the coin.
19. If a match is tied on game points then the winning team shall be determined by:
 - 19.1 the team with the fewest defaults;
 - 19.2 if the teams remain tied, then the team having played the fewest games with the white pieces shall progress; and
 - 19.3 if the teams remain tied, then the lowest graded team (an ungraded player being deemed to have the same grade as his opponent for this purpose) shall progress.
- 20.1 If there is an odd number of teams entered in any round of the Cup, then the last team drawn in the lot shall have a bye to the next round.
- 20.2 Losing teams in the first round of the Tom Wise Memorial Cup shall compete for the Jeremy Burnett Plate.