

TORBAY CHESS LEAGUE

TEAM COMPETITION RULES

COMPETITIONS

- 1.1 The Torbay Chess League competition season will be from 1st October to 30th April of each year.
- 1.2 Competitions will consist of league matches with 4 divisions, a Rapid play league and an annual Knock-Out Cup. Teams for each competition will be as follows:-
Division 1 – Four Players
Division 2 – Four Players
Division 3 – Four Players
Division 4 – Four Players
Rapid play – Four Players
KO Cup – Six Players
- 1.3 Applications by an affiliated club to enter a team or teams, under such designation as they think fit, shall be made to the Competitions Secretary, as defined by article 5.8 of the Constitution. An affiliated Club and its membership are defined by article 3.1 of the Constitution.
- 1.4 The Competition Secretary shall recommend to the Council, for its decision, whether to accept or to reject any application and, in the case of the leagues, in which division each team shall play.

FORMAT & FIXTURES

- 2.1 In league matches, teams will normally play each other once at home, and once away, subject to the discretion of the Competition Secretary.
- 2.2 In league matches the maximum team grade for Division 2 will be Under 540, for Division 3, Under 480, for Division 4, Under 420 and for the Rapid play, Under 560.
- 2.3 In Division 4 the maximum individual grade will be 120.
- 2.4 In Knockout Cup matches the maximum team grade will be Under 750. In the event of a drawn Cup match the result will be decided on board count, the lower score being the winner. If the score is still level the match will be decided by progressively eliminating the bottom board until a winner can be ascertained. Should all 6 games be drawn the match must be replayed within 21 days with the venue reversed.
- 2.5 The change of an agreed date of a fixture requires the agreement of both Clubs and the Competition Secretary. Provided the request for a change is received by the Competition Secretary 7 clear days or more before the fixture, the agreement of the opposing Club and the Competition Secretary shall not be withheld unreasonably, unless there are extenuating circumstances. The calculation of 7 clear days shall exclude both the date of the receipt of the request and the agreed date of the original fixture.

GRADING

- 3.1 For the purpose of these Competition Rules, the latest ECF Grading list at the beginning of a season, and any official ECF list of corrections, shall determine a player's grade for matches played from the start of the season up to and including 7th February. For matches played from 8th February until the end of the season, the ECF's January list, and any official ECF list of corrections, shall determine a player's grade.

- 3.2 To be able to play an ungraded player a Club shall, 7 clear days or more before a fixture (see 2.4), provide the Competitions Secretary with all relevant details about the player's playing strength. The Competition Secretary will then give the player a notional grade based on his thorough investigations using whatever sources of Information he considers appropriate. In his sole discretion, the Competition Secretary may, in some circumstances, issue a notional grade even when he has been given less than 7 clear days notice. Failing the completion of these procedures, the player will be considered as ineligible for matches.

SCORING

- 4.1 Scoring of individual games will be on the basis of 1 point for a win, ½ point for a draw and 0 points for a loss.
- 4.2 Scoring of league matches will be on the basis of 2 points for a win, 1 point for a draw and 0 points for a loss.
- 4.3 A team failing to fulfil a fixture will be defaulted by the score, 0-4 in Divisions 1, 2, 3 & 4, by the score 0-8 in the Rapid play and by the score 0-6 in the KO Cup.
- 4.4 If a team fails to fulfil 50% of its league matches all its league results will be expunged. If 50% or more of its league fixtures have been completed then those results will stand and the remaining unfulfilled league matches will be defaulted by the score 0-4 (or 0-8 in the Rapid play).
- 4.5 The Champions of each division will be the team with the most match points. In the event of a tie, the winners will be the team with the highest number of game points. If there is still a tie the championship will be shared.

TEAMS

- 5.1 If a Club enters two or more teams in a division, matches between them must be played in the opening round/s in each half of the fixture programme.
- 5.2 If a Club enters two or more teams in the KO Cup, they shall not be drawn against each other in the first round.
- 5.3 No player may play for more than one team of the same affiliated Club, (however the team is designated) in the same division. However, a player may play for more than one affiliated Club, but only in different divisions, and providing he/she is a bona fide member of each affiliated Club.
- 5.4 During a season a player of an affiliated Club is allowed to transfer and play for another affiliated Club, but he may change only once in a season. The Competition Secretary must be informed in writing by the player concerned 7 clear days or more (see 2.4) before he plays for his new Club.
- 5.5 Once a player has played in the KO Cup he is 'tied' to that team of that Club for the season for the Competition.

MATCH RULES

- 6.1 All players must be members of the English Chess Federation.
- 6.2 Matches shall be played on a weekday with a scheduled start of 7pm, unless otherwise mutually agreed.
- 6.3 Before the commencement of play, captains shall exchange their teams in order of strength, except that the grade/notional grade of a player may not be greater by 15 points or more than that of any fellow team member on a higher board.

- 6.4 The away team will have white on the odd-numbered boards.
- 6.5 In the Rapid play league each player will play their opponent two games, once with the white pieces, and once with the black pieces.
- 6.6 Digital clocks will be used. The rate of play for standard play games will be all moves in 60 minutes plus 30 seconds increment added per move from the beginning. The rate of play for rapid play games will be all moves in 25 minutes with 10 seconds increment added per move from the beginning.
- 6.7 In standard play games, where 30 second increments are used, players must not stop recording their moves on the notation sheet.
- 6.8 A player shall lose by default if he arrives at his board more than 30 minutes after the scheduled start of the match.
- 6.9 After the exchange of team lists, but only if the opposing captain agrees, a team may introduce a substitute for a missing team member. Such a substitute must be made no more than 30 minutes after the scheduled start of the match. The grading restriction on board order may be waived if agreed by the opposing team captain.
- 6.10 FIDE Laws of Chess and the attached 'additional rules for events at which no arbiter is present' shall apply to all games.

RESULTS

- 7.1 Both Clubs shall send results of matches, fully completed on the prescribed match form, to the Competition Secretary within 5 days of the match. The results of all games played stand and will be forwarded to the ECF for grading.

PENALTIES

- 8.1 The penalty for playing an ineligible player will be the deduction of 2 game points from his team's score in the fixture concerned. A team's resultant total score, however, shall not be less than zero.
- 8.2 The Penalty for exceeding a team grade limit in a fixture, or failing to field a side in order of strength, will be a default by the score 0-4 in Divisions 1, 2, 3 & 4, 0-8 in the Rapidplay and 0-6 in the Knockout Cup.
- 8.3 Any dispute, which the team captains are unable to resolve, shall be referred, in writing, to the Competition Secretary for his action and decision. Such a written referral shall include a full statement of the relevant facts and be sent to him within 5 days of the match.
- 8.4 An appeal against a decision made by the Competition Secretary must be submitted within 14 days to the League Secretary as defined by article 5.10 of the Constitution.
- 8.5 The Competition Secretary shall decide on the interpretation of these Rules and on any matter not covered by them. Any action he takes under this rule shall be subject to confirmation of the appeals committee in the event of disagreement between two Clubs. The appeals committee will consist of the President, Secretary and Competition Secretary.
- 8.6 The procedure for changing these rules is defined by articles 5.6, 5.7, 5.14 & 5.15 of the Constitution.