Berkshire Chess Association Team Competition Rules

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(A) General

1 **Registration** All teams taking part in the Berkshire and District Chess League , The Premier Precision Trophy and Jubilee Plate must be from clubs which are full members of the B.C.A.. All players playing in these events must be bona fide members of the club they represent.

2 **Number of Players** Teams shall consist of six players

3 **Entry Fees** The entry fee for each team shall be determined at the AGM of the B.C.A. and shall be collected at the fixtures meeting.

(B) Berkshire and District Chess League

1 **Organisation**

(a) The league shall be divided into divisions; The AGM having the power to decide the number and composition of the divisions.

(b) Promotion and relegation of teams among the divisions of the league shall involve, where relevant , the top two and bottom two teams of each division. Where there is a tie for bottom place the result shall stand. Where there is a tie for top place or for second place from top or bottom , the tie shall be resolved by aggregate games score. Should this be equal , the teams shall play off. If the play off is drawn , the tie shall be broken by board count . If this is equal then by elimination of bottom board.

(c) If a team withdraws from the league during the course of the season having played more than half its matches, all the matches shall be lost by default. If it has played half or less matches, all its results shall be deleted. Any team which defaults more than half of its matches shall be asked to withdraw.

2 **Teams and Players**

(a) A player is eligible to play for only one club in any one season. Where a club ceases to exist part way through a season , such that the results so far achieved are deleted from the records , the former players may play for another club.

(b) Clubs with more than one team in the league must send to the secretary and league controller , before the first match is played, lists of six players nominated for each team except the lowest. Players nominated for a higher team may in no circumstance play for a lower team.

(c) No player may play for a lower team after playing more than three games for a higher team or teams, except as provided in rule (B) 2 (f)

(d) Clubs with two or more teams in the same division of the league must arrange for matches between these teams to be played before any others.

(e) Where a nominated player becomes permanently unavailable during the season, a substitute may be nominated in their place. Changes of nomination for any other reason may be allowed once per team during the season .The secretary and league controller must be notified of any change of nomination before a newly nominated player can take part in a league match.

(f) Players not required by rule (B) 2 (b) to be nominated and players removed from the nominated list under rule (B) 2 (e) may play more than 3 games for a higher team or teams without becoming ineligible for the club's lowest team , provided their published ECF grade (or estimated at the discretion of the league controller) is lower than all nominated players.

3 **Matches**

(a) Matches shall be arranged at the fixtures meeting, the date of which shall be decided at the AGM. Any change of fixture date shall be notified to the appropriate competition controller.

(b) Once 28 days have elapsed since the fixtures meeting , no matches shall be postponed without the agreement of both captains.

(c) Any club that fails to have a representative at the fixtures meeting shall be responsible for contacting their opponents and agreeing a date within 28 days of the said fixtures meeting. Should this not occur the attending team is entitled to nominate a date to the league controller which will not be subject to change except by means of Rule 3 (b) or 3 (d).

(d) Where, because of fog, ice, snow or floods a match cannot be played, rule 3 (b) shall be waived. Irrespective of the conditions , a match is deemed playable if at least three members of each team be present.

(e) Match Captains shall arrange their teams in descending order of known playing strength.

(f) Match Captains shall exchange lists of their players in playing order at least five minutes before the time appointed for the start of the match. After the exchange of lists the captains shall toss a coin for colours.

(g) Clocks must be used. Responsibility for providing clocks resides with the home team. If they are unable to provide them, the home match captain is responsible for contacting the visiting match captain and asking them to bring clocks. Where the home team fails to make such arrangements , the visiting match captain has the right to claim by default any board where no clock is provided . Match captains are entitled to start the clocks of members of the opposing team who are late.

(h) Sixty (60) minutes grace after the start of the match shall be allowed for an absent player. If at the end of that time no eligible substitute be provided and an opponent is waiting, the game shall count as a win for the waiting player.

(i) Matches shall start at 19.30 unless otherwise agreed by the match captains. Exceptionally where club premises are not available until after 19.30, the start time may be delayed by upto 30 minutes, provided notice is given at the Fixtures Meeting.

(j) **Rates of Play** The default time rate for divisions 1 and 2 shall be 30 moves within 75 minutes followed by a windback of 15 minutes during which all remaining moves shall be made. If both players agree before white's second move, the game may be played at a rate of 36 moves within 90 minutes followed by adjournment and 36 moves/90mins for all subsequent sessions. The game shall resume at the original venue.

For division 3 , each player shall have 75 minutes to complete the game.

(k) Each player shall inform their match captain of the time rate agreed, immediately.

(l) If both players agree to the option involving adjournments, a date within 28 days of the match must be agreed for any subsequent session before white's second move. This date to be advised to both match captains immediately. If such a date cannot be agreed, then the play to a finish option shall be adopted.

(m) Results shall be provided to the website by both clubs within 14 days of the match.

4 **Playing on and Appeals** The next session in any unfinished game shall be started within 28 days at the original venue. The players shall agree a date and a starting time that permits a three hour session.

At the agreed stopping time, the match captains shall call time. The clocks must not be stopped. Player 'A' whose turn it is to move shall seal a move and stop the clock. Player 'B' shall sign over the flap of the envelope containing the move and return it

to Player'A' who shall be responsible for its safe keeping. Loss of the envelope or failure to present it within 30 minutes of the agreed time for the continuation of the game, shall involve forfeiture of the game.

(C) The Premier Precision Trophy and Jubilee Plate

(a) Both competitions shall be run on a knock out basis.

(b) Any club may enter the Premier Precision Trophy (PPT) whether or not they compete in the league. Entry to the Jubilee Plate is open to those teams who are eliminated in the first round of the PPT.

(c) The draw for round one of the PPT shall be made at the fixtures meeting.

(d) A club may enter more than one team. A player may only play for one team in a particular season. (For this purpose, the PPT and Jubilee Plate shall be regarded as one competition)

(e) A drawn match shall be decided by:

- (i) Board count. See Rule (D) and Examples (E) 1
- (ii) Elimination of lowest decisive board. See Rule (E) and Examples
- (iii) A replay , if necessary.

(f) Matches shall be played during the 14 day period beginning on the Monday as scheduled in the fixture lists. The visiting team shall be offered the choice of playing on the normal club night of the home team during the 14 day period. If either team cannot meet this requirement , that team shall forfeit the match. Matches must not be postponed other than because of severe weather conditions (eg. fog, ice, snow or floods). In such an event the match must be rearranged and be completed at least seven days before the next round of the competition has been scheduled. If the match is not completed within that period both teams shall be eliminated from the competition.

(g) All matches shall be played under E.C.F. quick play rules. The time allotted for all moves shall be either 1 ¼ or 1 ½ hours for each player depending on the time available.

(D) Board Count

This method is used to decide the result of a knock out match which is drawn 3-3.

(a) The board count total for each team is the sum of the board numbers of the games they won. Drawn games are ignored.,
The team with the lower board count is the winner.

(E) Elimination of lowest decisive board

This method is used to decide the result of a drawn match where the board count is equal. See Rule (D)

(a) The lowest board where a decisive result occurred is ignored.
The team with the higher total of points on the remaining five boards is the winner.

1 **Examples**

Match	Team 'A' wins on boards :	Team 'B' wins on boards :	Board Count	Winner
1	1,3,6	2,4,5	10-11	A
2	1,5	2,3	6-5	B
3	2,4	1,5	6-6	A
4	2,6	3,5	8-8	B
5	All games drawn	All games drawn	0-0	Replay

(F) Disputes

(a) Any dispute that may arise, whether or not provided for in the rules, shall be referred in the first instance to the appropriate competition controller, who shall decide to give a ruling or to refer the dispute to the league secretary

(b) Any appeal against a ruling shall be referred to the executive committee of the BCA, whose decision is final

(G) Alteration of the Rules

Any alteration of these rules shall be done at the AGM or at an extraordinary general meeting

and shall be by a majority of the accredited representatives present and voting.

(H) Exceptions to the FIDE/ECF Rules

(a) Mobile Phones The use of a mobile phone during the match is not allowed. Match Captains may leave the playing area to give directions to the venue. Any phones in the playing area must be on silent mode.

(b) Recording Moves The recording of a move on a scoresheet or in a score book , before the move is played, will not result in a loss. A scorebook must not be used as a database of moves during the game.

(c) Notation The use of recognised notation systems other than algebraic will not result in a loss.