

Berkshire Chess Association Duties of a Team Captain

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- Be aware of the rules of chess – Clubs must have a copy of the Berkshire League rules available for consultation and the rules of the particular competition you're playing in. They may be downloaded from www.berkshirechess.org.uk

For example :

1. Are your team members eligible regarding nominations.
 2. Are they *bona fide* club members (and not “ringers”).
 3. All players should be registered with the Berkshire Chess Association (BCA).
 4. All players should be members of the English Chess Federation (ECF).
 5. A copy of the FIDE rules is also highly recommended.
- Make sure you know when and where the fixtures are. It is good practice to confirm the fixture date with the opposing captain in good time.
 - If the date has to be changed- *with the agreement of both captains* – the revised date should be advised to the League Controller.
 - Arrange a team and make sure they are aware of date, venue, start time and time control.
 - Ensure that adequate boards, sets, clocks and scoresheets are available and set up in good time on the night. Fair playing conditions shall be offered and maintained for *both* sides.
 - Ensure that team lists are exchanged *before* the match starts. These must include the surname and at least first initial of all players on both sides. For players with common surnames more detail may be needed. Players shall be in order of known playing strength. Known defaults must be on bottom board(s) working upwards. The captains should be identified on the team lists.
 - Enter ECF grades of your sides players on the team list.
 - Organise a toss of coin to determine board colours with the opposing captain or an available substitute.
 - Ensure players know which board they're on, where this is in the room, what colour they are and are reminded to turn off mobile telephones or set to silent.
 - Ensure players know the time control. Where this is open to negotiation between players, captains should be aware of what has been decided on each board. Captains should note such agreements to avoid related disputes.
 - The default time is 20.30 hrs If an eligible substitute is available, the match cards shall be amended and the game take place.
 - Record the results achieved on each board and agree these with the opposing captain at the end of the evening.

- Post results on the BCA website within 14 days latest (or send them to another member of the club who has been designated this responsibility).
- In the event of any disputes, liaise with opposing captain, record relevant position, whose move it is and any particularity of the position such as possibilities of castling an *en passant* captures. Both captains should be aware of and agree the nature of the dispute which should be referred to the League Controller (if necessary). Captains should consider the spirit of fair play to avoid disputes requiring escalation to the League Controller.
- Before the match starts, both captains may agree to act in accordance with FIDE rules governing actions by an arbiter. Otherwise captains should not intervene or interfere in any game.

The details above are virtually covered in the BCA Team Competition Rules.

Note : Regarding captains choosing to act as arbiters :

Both (or neither of) the two captains may choose to act as arbiters. The role of an arbiter is to see that the laws of chess are strictly observed, that a good playing environment is maintained and can impose penalties as described in 13.4 a, b, c, d, e, f and g of the FIDE laws. The captains role as arbiter is not to intervene in a game between two players but to ensure that both players adhere to the rules.

Flag fall – a flag has fallen when the arbiter observes the fact or one of the players has a valid claim.