

1. Match team sheets (cards) listing players expected to play are to be exchanged before the start. Note the 10 grading point rule that controls playing order. When the results have been entered the completed team sheets are to be signed by both Captains. The controller will accept and will prefer results emailed from both captains. If this is not possible, team sheets should be sent to the Controller. (Controller's email address: ayreon62@hotmail.com)
2. Please make sure all defaults are clearly marked on the cards crossing out original player.
3. Please give initials of players in order to aid Grading Officer with identification.
4. Please mark grades on cards where known.
5. Captains should be familiar with the current edition of the League Rules with special attention to the different types of game time control that can be chosen:-
 - (i) the Full Game (F)
 - (ii) the Quick Game (Q)

F Game

Rate of play is 36 moves in 90 minutes (first time control), then 24 moves in each subsequent 60 minutes (2nd and subsequent time controls). This type of game may be adjourned with all sessions being for a minimum of 3 hours each (i.e. First session, the adjournment session and any subsequent sessions)

A. Please ensure that dates for adjourned games are agreed within one week of the date the game was played and the adjourned game is played within 31 days.

The controller is to be notified of the dates and result (via the team captains) as soon as possible.

B. If a sealed move is lost the player holding the sealed move defaults the game unless he can show the controller there are exceptional circumstances for the loss. Controller's decision is final on this matter.

C. Note that the sealed move must be clear, legal and unambiguous. As written in the laws of chess, the game is lost by a player whose recording of his sealed move:

- (a) is ambiguous
- (b) is recorded such that its true significance is impossible to establish, or
- (c) is illegal.

The use of algebraic notation for sealed moves is strongly recommended.

Q game

Rate of play is 35 moves in 75 minutes (time control). On completing 35 moves the clocks are then set back 15 minutes and the game is played to a finish under Quick Play Rules, based on FIDE Laws of Chess, supported by ECF. See also guidance on ECF and SCCU websites.

This type of game cannot be adjourned.

Quick Play Finish

Players need to be aware of the rules for this type of game, if selected by them.

Note that:

- at 5 minutes remaining on your clock, game recording may be stopped.
- at 2 minutes or later, clock may be stopped and a draw claimed if

(a) your opponent is making no progress or

(b) he lacks means to enforce mate

If agreement cannot be reached then the game should be referred to the Controller, see point 11.

Before the start of the game and before scorecards are exchanged, players must state their preference for which type of game they wish to play, by marking F or Q next to their names.

IMPORTANT RULE CHANGE: In the event of a difference a Q game will be played.

If a player is substituted after the cards have been exchanged, he is bound to the type of game already marked on the card. The player's name should be annotated as a substitute on the card.

6. The Captain of any team wishing to postpone a match must first seek the approval of the Controller and a minimum of 5 days' notice must be given. This permission will only be given if there is a very good reason and both teams are in agreement. This does not include a particular player being unavailable and there are reserves on hand. In any case a postponed match must be played within 28 days of the original fixture date.

7. All venues are non-smoking.

8. Prompt starts are required at some venues. Bournemouth matches start at 7.00 and New Milton matches are regarded as starting at 7.15. Other clubs normally start matches at 7.30. Clocks will be started at this time unless another time is agreed.

9. HAREWOOD COLLEGE. All matches in the fixture list are played at Harewood College, whether they are listed as Home or Away. All matches commence at 7 P.M. Games shall be played at the rate of game in 60 minutes and are to be graded. The rules as per the quick play finish shall operate.

10. A player who is listed in a lower division, who plays as a reserve in a higher division, will be restricted to playing 4 times in a higher division. If he plays 5 times he will then be tied to the higher

division and will no longer be eligible to play in the lower division. A game played by an ineligible player shall be counted as a loss to the offending team.

11. There are now 4 divisions with each team consisting of 4 players.

12. No independent arbiter is normally present during team or individual matches. This places responsibility on individuals to be aware of the basic rules, and to act in a reasonable and sportsman-like manner when faced with any unusual circumstances that may arise, particularly those involving a possible infringement of the rules.

In cases of disputes, in the first instance the captains of the respective teams are requested to jointly fulfil the role of arbiter. In the event that captains are unavailable then the players must attempt to resolve the dispute. If a dispute cannot be resolved on the match night, the clocks should be stopped, clock times and position on the board recorded, and these details along with a written submission sent by both parties to the Controller within 72 hours.

13. Attention is drawn to the FIDE Laws of Chess, article 12.3b

Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.

If a player is required to have their mobile phone turned on during play (e.g. for work or health reasons), that player must advise both team captains of this as well as his opponent prior to commencement of the game. The mobile phone is then considered to be switched on with the permission of the arbiter. In all other cases, a sound made by a player's mobile phone or communicating device is a loss of the game as described in the Laws of Chess. The player's opponent is permitted to overlook the transgression if they would prefer to continue their game.

14. It is customary that at Southbourne Chess Club, matches be suspended for a short tea-break about halfway through the playing session.

15. The League Controller is: Graham White, 62 Lingwood Avenue, Christchurch, Dorset, BH23 3JU.

Tel: 01202 463999

16. Finally good luck for the coming season and enjoy your games