**Dorset County League         Captains’ Notes new       Draft document for discussion and not final**

**2018/19 (updated 16 July 2018)**

This year, these notes have been updated to reflect recent rule changes and, as explained at Committee and the June ’18 AGM, a desire to give more support to Captains. We are very fortunate in our League that rule disputes are extremely rare, so the principal intention is to give Captains a little more knowledge and confidence should problems occasionally arise.

The notes are in 4 sections:

1. The Role of Captains

2. Captain’s Administration

3. Rules specific to the County League

3. FIDE Rules and Adaptations from them

**1. The Role of Captains – are they Arbiters?**

It would be unfair to expect Captains to have the knowledge demanded of official Arbiters. The ECF see them as more “Administrators”, with a League Controller subsequently arbiting if needed. But it is obviously problematic, as captains are usually players themselves in a match and the League Controller is not present to witness. There may be many situations that might require the Captains to be involved, but mostly queries seem to be around flag fall, so the following might help to start off.

Flag Fall & Loss on Time

A common problem in all leagues is everyone missing a flag fall at the end of the game. If a Captain is observing a game and a flag falls such that there is an immediate loss on time, he or she should immediately draw it to the attention of the players and ask that the clocks are stopped to signal the end of the game. Please also see Section 4 and item 25 – the point is made that the players should agree on the actual numbers of moves completed.

Spectators are not permitted to intervene in any circumstances. As a general rule, if a spectator observes something wrong in a game, such as an illegal move, he or she must not intervene directly but instead, bring it to the attention of either Captain. Managing inappropriate spectator interference is tricky, but some guidance is in Section 4 and point 14.

The ECF recommend that when time scrambles are taking place, Captains should try and observe, and if that is not possible, for there to be a “reliable witness” who can report back.

If a flag fall is missed, unless the players agree otherwise, the only realistic option is to carry on the game to the next time control.

Captains are permitted to intervene to ensure the rules of chess are followed, but they must not give advice – e.g. if a player is running short of time. Nor must they stop the clocks – only the players can do that, although possibly at the request of the Captains.

**2. Captain’s Administration**2.1 Match Result Cards

Reminder still required to be completed at the outset of the match, 10 grading points rule applies. At end of the match should be signed by both captains and kept, not posted, in case of subsequent query

2.2 Notifying Result

To be entered on ECF LMS, link on website. Ideally by home team Captain and away Captain verifies, but can be other way round. And a comment to add interest in the box provided would be great to be seen on the website. No need to send result direct to the Controller. The Dorset end of LMS is managed by County Grader Phil Wallace, who can help with setting up any Captain who needs to enter results

**3. Rules Specific to the County League**

3.1 Estimated Grades

Clubs are requested to take special care when deciding on estimated grades for new ungraded players. Good practice includes arranging for several games in the club against varying strengths of opponent before determining the estimated grade. You might even work out a rough grade based on this. If your new member has played chess in a previous club, please do consider whether this might be relevant. E.g. a phone call to a club secretary could be very helpful. Also, if a new player has played for a club before, but doesn’t have a current grade, it may be possible to find some grade history in the ECF database by including ungraded players in the search. If you are still unsure and need advice, please contact the Controller. Clubs are asked to kindly agree all estimated grades with the Controller in advance

3.2 Team Orders

But after that, when matches take place, there is no stipulation, or interpretation that players have to play in strict grade order. There continues to be flexibility, but importantly, the 10-point rule must apply – in other words, you should not be playing above someone in the team who is graded more than 10 points higher than you. There can be extenuating circumstances, such as when a sub comes in for someone who doesn’t turn up and both captains agree

3.3 Starting Times

Prompt starts are expected at all venues and at an agreed time from 7.15pm. Most clubs normally start matches at 7.30. Clocks will be started at this time unless another time is agreed. Some clubs are contracted to leave their premises by a certain time, so may be worth checking this before play starts, if unsure. Obviously with Time Increments in Div 1 it is not possible to set a fixed finish time, but the introduction of Time Increments is not expected to make matches generally longer.

3.4 Time Controls

Div 1 Time Increments for season 2018/19, 1 hr + 30 secs a move. But no agreement to use Time Increments in Div 2 & 3, where the control is 35 moves in 1¼ hrs and 15 mins each to finish game. Assume all games like this now, that is Quick (Q), but still provision for Full (F) games with potential adjournments, although depending on feedback this season, the (F) option may not be retained if not used.

3.5 Match Postponements

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 should 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. Clubs are asked to postpone matches as a last resort please. At the AGM on 12 June ’18 clubs agreed on a voluntary code as follows for season 2018/19:

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| --- |
| 1. First draft of fixtures will be posted on website in July for comment & change |
| 2. New drafts issued in July & August, as necessary |
| 3. Final draft in early Sept and clubs have all Sept to ask for further changes |
| 4. But after end Sept, team captains can only ask for 1 postponement for season remainder |
| 5. Monitor situation at Committee and decide how to continue |

3.6 Mobiles Phones

It is generally accepted a mobile phone going off accidentally should result in a caution, rather than immediate loss of the game. Only if there is a repeat in the same match should that player lose the game. The opponent shall win. However, in this unlikely situation, if the opponent cannot win the game by any series of legal moves, the game 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.

3.7 Southbourne tea-break

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

3.9 Dispute Resolution

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 as appropriate by both parties, should be sent to the Controller through the Match Captains within 72 hours.

**4. FIDE Rules & Adaptations**

General - Awareness of basic rules

No independent arbiter is normally present, of course, during team or individual matches. This places responsibility on both individuals and captains 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. For example, Club Captains are asked to be aware of the “2 minute rule”, that allows a player to claim a draw if his or her opponent cannot win by reasonable play, or he or she is making no effort to win. Also Captains need to be mindful about illegal moves, e.g. taking position back and potentially awarding 2 minutes to the opponent).

To try and help Captains more the following document has been recently (July ’18) drafted out essentially trying to summarise some of the most important FIDE Rules. Some of these points have been covered above.

Section 4 – FIDE Rules of Chess and Adaptations from Them

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| 1 | If a flag fall is missed by everyone, can a loss be retrospective? | No. The flag fall has to be noted immediately it happens, as with moves later it is impossible to know when it took place |
| 2 | Is there a penalty for an illegal move? | Yes, typically 2 minutes are added to the opponent’s clock. In some leagues and tournaments, a 2nd illegal move loses the game |
| 3. | Offer of a draw, when & can it be withdrawn? | Should be made after that player has played his or her move and pressed the clock. It cannot be withdrawn. |
| 4 | Touching pieces – a player picks up their piece and in displacing an opponent’s piece to take, realises it is a mistake. So, he or she decides on a different move with their piece. Is this acceptable? | No. He or she must go ahead with full original move which included taking a piece, providing of course, it is legal |
| 5 | What 3 material situations in chess are technically impossible to win from according to FIDE rules? | (1) K v K & B  (2) K v K & N  (3) K & B v K & B (when bishops of same colour)  *This is something of a trick question, as many other situations may be considered a draw, e.g. K & N v K & N, but a mate is technically possible in them according to FIDE* |
| 6 | Does it matter if a player is not recording the moves in a non-quickplay game? | Yes, FIDE rules require recording, except the 5 minutes before a time control. Once the time control is met however, the moves should be made up by that player and in their own time. With Time Increments of 1hr + 30secs all moves must be recorded |
| 7. | What completes a move? | Pressing the clock |
| 8. | When castling, do the rules say how it should be done? | Yes, the king should be moved first otherwise it is technically a rook move |
| 9 | Illegal move discovered after the game. Is the game void? | No, the result stands |
| 10 | White or black castles, but the king passes through check from an opposing bishop. Is this permissible? | No, it would be an illegal move |
| 11 | Can a draw be claimed if the same position is reached 3 times? | Yes |
| 12. | Can an offer of a draw be made on conditions? | No |
| 13. | Can spectators intervene? | No, spectators may only make comments to one, or both of the captains and away from the players |
| 14 | What happens if a spectator does make a comment? | In the first instance, they should be warned by the captains it is not acceptable and if repeated, asked to leave the playing area. In an extreme situation, such as pointing out a clock is to fall, the captains might pause the game – ask that spectator to leave the immediate playing area and allow the game to continue, but then submit a report to the League Controller |
| 15 | A player accidentally touches a piece – must he or she move it? | No |
| 16 | Is there any penalty for a 2nd illegal move? | Typically, loss of the game |
| 17 | Does the 2-minute rule apply when Time Increments are used? | No |
| 18. | In what circumstances can a draw be claimed using the 2-minute rule? | <2 mins to play. Blocked position or opponent making no reasonable effort to win |
| 19. | Does a claim using the 2-minute rule effectively end the game? | Yes |
| 20. | When is a flag considered to have fallen? | When noticed by the players or a captain |
| 21 | The players are playing on in a drawn position and one loses on time. Is that an acceptable result? | No, the game is drawn if it would have been impossible to win |
| 22. | What is the correct process to offer a draw? | Make move, offer draw, press clock |
| 23 | How many moves without a piece being taken, or no pawn moves for it to be a draw? | 50 |
| 24 | In determining the result of a match are board count and board elimination the same thing? | No. Board count add together boards each team won and winner lowest aggregate. Board elimination is to keep taking out bottom board until result |
| 25 | A flag falls and white or black claims a win on time. What should happen? | Stop clocks and check both players agree on number of moves played |
| 26 | Is K & N v K & N a draw? | No, though very unlikely, it is technically possibly for either player to mate |
| 27. | When promoting a pawn, does it have to be placed on the square of arrival? | No |
| 28. | How does a draw by repetition come about? | The same position must occur for a third time with the same person to move. These positions can occur at any time during the game – they do not have to be in sequence.  The position is NOT the same if an en passant capture is possible on the first occasion, or the right to castle has been lost between occurrences.  If a player wishes to repeat the position and claim a draw, he or she must write down his or her next move. He or she must not play it. |
| 29 | When recording, is Bxg3 the same as Bg3, when the bishop takes the piece on that square? | It is, but potentially confusing. Bxg3 is better and clearer. But under FIDE, rules to show a piece is being taken is optional |
| 30. | After 5 moves it is realised the players have the wrong colours. What should happen? | Abandon the game and restart up to 9 moves. 10 moves and keep playing |
| 31. | A player starts the opponents clock before making their move. Is this an infringement? | Yes, technically it is an illegal move and typically 2 mins should be added to the opponent’s clock |
| 32. | Does it matter what notation is used to record moves? | Yes, it should be algebraic |
| 33. | With Time Increments set at 30secs a move or more, must all moves be recorded? | Yes |
| 34. | Time scramble. If only one player has not been recording, his or her scoresheet must be made up, in his or her own time, after flag fall. True or false | True |
| 35 | If a draw offer is made before moving is it a valid offer? | Yes, but the opponent may wait to see the move |
| 36 | How can an offer of a draw be turned down? | Orally or by touching a piece to move it |
| 37. | A player claims the game is drawn as there have been no pawn moves or pieces taken for 50 moves. But this claim is not correct as a pawn did move. What should happen? | Unless the players now agree otherwise, the game continues and the opponent should be awarded 2 minutes on his or her clock |
| 38 | What is the definition of a Rapidplay game? | >10 mins each but <60 mins |
| 39. | If a piece is pinned against its own king, can it still give check to the opponent’s king. | Yes |
| 40. | A player wishes to adjust a piece on the board. What is the procedure? | Only the player having the move may adjust one or more pieces on their squares, provided that he or she ﬁrst expresses his or her intention (for example by saying “j’adoube” or “I adjust”). |
| 41. | What is the 75-move rule? | The game is drawn if the last 75 moves have been completed by each player without the movement of any pawn and without any capture (note: same as 50 move rule where one of the players claims it is a draw) |

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The League Controller is: Mike Jay, 37 Davids Lane, Ringwood, Hants BH24 2AW. Tel: 01425 461756 email: michael.jay2@btinternet.com. Mobile is 0755 145 6414

Finally, good luck and enjoy your games!

31 July ’18

*~~Please note these are informal notes to help interpret the rules etc, but are not the rules themselves. Some of the points below are now in the B&DCL rules themselves (like the 2 minute rule). From season 2018/19 these notes will be reduced significantly and will essentially confirm what is sent out to Secretaries at the very beginning of the season.~~*

**~~Bournemouth & District Chess League         Captains’ Notes old (2017/18)~~**

**~~2017/18 (updated 25 May ’18:~~** *~~but pre the June ’18 AGM~~***~~)~~**

*~~Please note these are informal notes to help interpret the rules etc, but are not the rules themselves. Some of the points below are now in the B&DCL rules themselves (like the 2 minute rule). From season 2018/19 these notes will be reduced significantly and will essentially confirm what is sent out to Secretaries at the very beginning of the season.~~*

*~~Topics covered: –~~*

1. ~~MATCH RESULT CARDS~~
2. ~~NOTIFYING RESULTS~~
3. ~~DECLARE DEFAULTS~~
4. ~~SHOW PLAYER INITIALS~~
5. ~~MARK GRADES~~
6. ~~QUICK & FULL GAMES~~
7. ~~MATCH POSTPONEMENT~~
8. ~~ESTIMATED GRADES~~
9. ~~NO SMOKING~~
10. ~~STARTING TIMES~~
11. ~~THE RESERVE PLACES MODEL~~
12. ~~ALLOCATING PLAYERS TO TEAMS~~
13. ~~TEAM ORDERS~~
14. ~~NUMBER OF DIVISIONS~~
15. ~~AWARENESS OF BASIC RULES~~
16. ~~DISPUTE RESOLUTION~~
17. ~~MOBILE PHONES~~
18. ~~SOUTHBOURNE TEA-BREAK~~
19. ~~RECORDING MOVES~~

1. ~~MATCH RESULT CARDS Match team sheets (cards) listing players expected to play are to be exchanged before the start. Teams should be arranged in “playing strength order” but please also note the 10 grading point rule that influences playing order and initial allocation of players to teams (see 13 & 14 below).~~
2. ~~NOTIFYING RESULTS When the results have been entered the completed team sheets are to be signed by both Captains. The controller will accept and does prefer results emailed or sent by text from both captains. If this is not possible, result cards should be sent to the Controller.  (Controller’s email address: michael.jay2@btinternet.com and home address at foot of these notes)~~
3. ~~DECLARE DEFAULTS Please make sure all defaults are clearly marked on the cards crossing out original player.~~
4. ~~SHOW PLAYER INITIALS Please give initials of players in order to aid Grading Officer with identification.~~
5. ~~MARK GRADES Please mark grades on cards where known and use “L” if any are estimated.~~
6. ~~QUICK & FULL GAMES 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: -the Quick Game (Q) or the Full Game (F)~~

**~~F Game~~** ~~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. Note that the sealed move must be clear, legal and unambiguous. The player not making the sealed move should be asked to look after it. As written in the laws of chess, the game is lost by a player whose recording of his or her sealed move:~~

*~~is ambiguous~~*

*~~is recorded such that its true significance is impossible to establish, or~~*

*~~is illegal.~~*

~~The use of algebraic notation for sealed moves is strongly recommended. If a sealed move is lost the player holding the sealed move defaults the game, unless he or she can show the controller there are exceptional circumstances for the loss. Controller’s decision is final on this matter~~

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

~~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)~~

**~~Q game~~** ~~This type of game cannot be adjourned and is the default if the 2 players cannot agree on Q or F. Players need to be aware of the rules for this type of game, if selected by them. At 5 minutes remaining on your clock, game recording may be stopped. If your opponent is making no progress, or if agreement cannot be reached then the game should be referred to the Controller, see point 13 below. At 2 minutes or later, clock may be stopped and a draw claimed if he/she lacks means to enforce mate~~

**~~Quick Play Finish~~**

~~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.~~

~~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 or she 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.~~

1. ~~MATCH POSTPONEMENT 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. Clubs are asked to postpone matches as a last resort please.~~
2. ~~ESTIMATED GRADES Clubs are requested to take special care when deciding on estimated grades for new ungraded players. Good practice includes arranging for several games in the club against varying strengths of opponent before determining the estimated grade. You might even work out a rough grade based on this. If your new member has played chess in a previous club, please do consider whether this might be relevant. E.g. a phone call to a club secretary could be very helpful. Also, if a new player has played for a club before, but doesn’t have a current grade, it may be possible to find some grade history in the ECF database by including ungraded players in the search. If you are still unsure and need advice, please contact the Controller. Clubs are asked to kindly agree all estimated grades with the Controller in advance.~~
3. ~~NO SMOKING All venues are non-smoking of course~~
4. ~~STARTING TIMES Prompt starts are expected at all venues. Bournemouth matches start at 7.15. Other clubs normally start matches at 7.30. Clocks will be started at this time unless another time is agreed. Some clubs are contracted to leave their premises by a certain time, so may be worth checking this before play starts, if unsure.~~
5. ~~THE RESERVE PLACES MODEL A player listed in a lower division, who plays as a reserve in a higher division will use 1 reserve place each time this occurs. A team playing 10 league games in entitled to 10 Reserve Places for the season, 12 league games then 12 Reserve Places and so on. Teams cannot exceed their allocation of Reserve Places at any stage of the season. But if they re-allocate a Reserve to the higher team for the rest of the season, then all previous Reserve Places used by that player are “refunded”. There is no limit on the number of times any player can play in a higher team, providing the Reserve Places maximum for that team has not been exceeded.~~ **~~(This is now referred to in the B&DCL Rules themselves)~~**
6. ~~ALLOCATING PLAYERS TO TEAMS Players are allocated on the basis of the 10-point rule – e.g. as an example, it would not be acceptable to have a 140 grade player in a team when there is someone of grade 151 playing in a lower team.~~
7. ~~TEAM ORDERS But after that, when matches take place, there is no stipulation, or interpretation that players have to play in strict grade order. But the rules do require teams to be arranged in “playing strength order”, which would normally mean grade order. There can be some flexibility on this to reflect known local circumstances, but the 10-point rule does apply – in other words you should not be playing above someone in the team who is graded more than 10 points higher than you. There can be extenuating circumstances, such as when a sub comes in for someone who doesn’t turn up and both captains agree. Please note though, if there is no agreement by~~ **~~both~~** ~~captains then the 10 point rule does still apply~~ **~~(This is now referred to in the B&DCL Rules themselves).~~**
8. ~~NUMBER OF DIVISIONS There are now 5 divisions with each team consisting of 4 players.~~
9. ~~AWARENESS OF BASIC RULES No independent arbiter is normally present, of course, during team or individual matches. This places responsibility on both individuals and captains 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. Club Captains are asked to be aware of the “2 minute rule”,~~ **~~(now in the B&DCL rules~~**~~) that allows a player to claim a draw if his or her opponent cannot win by reasonable play, or he or she is making no effort to win. Also Captains need to be mindful about illegal moves, e.g. taking position back and awarding 2 minutes to the opponent). Match Captains should be aware of the basic FIDE rules.~~
10. ~~DISPUTE RESOLUTION 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 as appropriate by both parties, should be sent to the Controller through the Match Captains within 72 hours. Please see the latest B&DCL Rules (June 2017)~~**~~(This is now referred to in the B&DCL Rules themselves)~~**
11. ~~MOBILE PHONES 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~~ **~~(This is now referred to in the B&DCL Rules themselves)~~**
12. ~~SOUTHBOURNE TEA-BREAK It is customary that at Southbourne Chess Club, matches be suspended for a short tea-break about halfway through the playing session~~
13. ~~RECORDING MOVES Players must record their moves. If a player has less than five minutes left on his or her clock at some stage in a period, then for the remainder of the period he or she is not obliged to meet the recording requirements (adapted from FIDE rules)~~

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~~Finally, good luck and enjoy your games!~~

~~25 May ’18~~