

## B LEAGUE CLUB TOURNAMENT RULES (CURRENT)

### 1 Tournament entries

Each club shall send the following information to the Club Tournament Controller not later than a date nominated by him or her each year:

- (a) the number of teams it wishes to enter;
- (b) the name, address and telephone number of the club secretary;
- (c) the club venue, club night and starting time of matches;
- (d) the number of chess clocks available for matches.

### 2 Player lists

Each club secretary shall send to the League Controller, not later than one week before the start of the playing season, a list of all its club members who are expected to play in the League Tournament. The list should place the players in order of playing strength, based on published ratings or on an estimated rating, unless the League Controller decides otherwise.

## B LEAGUE CLUB TOURNAMENT RULES (PROPOSED)

### 1 Tournament entries

- a) **Each club is required to send to the League Tournament Controller not later than a date nominated by him or her each year the number of teams it wishes to enter together with an indication of preferred divisions [but see also Rule 4a)].**
- b) **Each club is required to enter on the League Management System, not later than one week before the start of the playing season, the name, e-mail address and telephone number of each of the club's team captains for the season.**
- c) **All clubs are required to maintain on the Dorset Chess website the name, e-mail address and telephone number of the club secretary, together with the club venue and club night and starting time of matches.**

### 2 Player lists

- a) **Each club secretary is required** to send to the League Controller, not later than one week before the start of the playing season, a list of all its club members who are expected to play in the League Tournament.
- b) The list should place the players in order of playing strength, based on published ratings or on an **estimated (local) rating for players without an ECF A or K rating; if the latter, a justification for the rating should be provided. The final decision on local ratings rests with the League Controller.**
- c) **Clubs may register additional players during the course of the season by notifying the League Tournament Controller. [See Rule 3g below regarding eligibility.]**

<p>All players participating in league games will be registered with the ECF for rating purposes. The ECF will raise a fee at the end of the season for any players who have played at least four rated games and are not ECF members. The fee is equivalent to the annual fee for an ECF Bronze member. The B&amp;DCL Treasurer will invoice the clubs involved with the fees if the ECF has not raised the invoice with the club in the first instance.</p> <p>All players are to be registered.</p> <p>3 Eligibility  Players included in club lists submitted as in Rule 2 shall be allocated to Divisions of the Tournament in order of strength, as follows:</p> <ul style="list-style-type: none"> <li>• For each team competing in each Division, four or more players shall be allocated.</li> <li>• No player allocated to any division shall exceed by more than 75 ECF rating points any player nominated by the player’s club to a higher Division.</li> <li>• Players may not play in a Division lower than that to which they are allocated in any one season. However, they may play up to a maximum of 3 times in a higher team as a “Reserve”.</li> </ul>	<p>d) <b>Entirely separately from Rule 2c above, club secretaries are required to ensure that all participating players are included in the list of Club players on LMS, thereby automatically effecting registration with the ECF for rating purposes.</b></p> <p>e) <b>Clubs should encourage individual membership of the ECF, and remain responsible for any fee raised by the ECF at the end of the season for any players who have played at least four rated games during the course of the season and are not ECF members.</b> The fee is equivalent to the annual fee for an ECF Bronze member, <b>and the B&amp;DCL Treasurer will invoice the clubs involved with any such fee levied by the ECF on the B&amp;DCL.</b></p> <p>3 Eligibility</p> <p>a) <b>Club secretaries are required to allocate players included in club lists submitted as in Rule 2 to Divisions of the Tournament in order of strength as per that year’s September ECF rating list, subject to an overlap of 75 rating points being allowed, as follows:</b></p> <p>b) <b>For each team, a minimum of four players are to be allocated.</b></p> <p>c) <b>No player allocated to any division shall exceed by more than 75 ECF rating points any player nominated by the player’s club to a higher Division.</b></p> <p>d) <b>During the course of any one season, players may not play in a Division lower than that to which they have been allocated.</b> However, they may play up to a maximum of 3 times in a <b>higher team or teams as a Reserve, but will be re-allocated by the League Tournament Controller to a higher club team in the event of playing as a Reserve for a fourth time.</b></p> <p><b>NB Alternative proposal from Highcliffe CC:</b></p>
---	---

- Players may not play for more than one club or for more than one team in any Division in any one season. Players are not eligible to play unless their names are included on player lists at least 7 days before their game.

- Players may not play in a Division lower than that to which they are allocated in any one season. However, they may play in a higher team as a “Reserve”, and on each occasion, this uses a “Reserve Place” for that team.

- The number of Reserve Places a team can use during the season is according to the number of matches to be played – e.g. 10 league matches = 10 Reserve Places, 12 league matches = 12 Reserve places and so on. Teams cannot exceed their maximum Reserve Places at any stage of the season, and to remedy this, they will have to immediately re-allocate a player from a lower team to that higher team. If this particular player has played games for the higher team in the season, then those games are taken off the accumulated Reserve Places used at that point in time by the team.

- e) **Any player allocated to a team who does not play in any of the first three matches of that team will be replaced as an allocated player by the League Tournament Controller at his or her discretion by a player from a lower team.**
- f) Players may not play for more than one club or for more than one team in any Division in any one season, **except that the League Tournament Controller has discretion to authorise a Bacchus League player to leave one club and join another at any time of the season.**
- g) **Players are eligible to play in matches if they are registered in accordance with Rule 2 or if their names have been included in**

Should an ineligible player be played in a League match, the penalty for the infringement shall be the automatic loss of the game concerned plus, if the Controller so determines, the loss of one additional game point.

#### 4 Divisions and matches

(a) Competing teams shall be divided into one or more Divisions consisting normally of 6 teams, apart from the lowest Division. The League shall decide at the AGM the number of Divisions and the number of matches to be played – or shall delegate the decision to the League Controller. Each team shall play at least one match against each other team in their Division.

(b) Opposing teams shall consist of 4 players. Each player shall play one game against his opponent. A won game shall score 1, a draw shall score 1/2 and a loss 0. The team with the highest aggregate score shall win the match. The home team shall have white on Boards 2 and 4.

(c) A won match shall score 2 points, a draw 1 point and a loss 0 points. If a match is agreed a draw without a game played then no points shall be gained by either side. The team with the greater game points

**the B&DCL Player Allocation file which is posted on the B&DCL Captains page on the Saturday prior to the match taking place. It is expected that club secretaries will also add the names of new players to the LMS records, but such action is in addition to, and not as a substitute for, registration with the League Tournament Controller.**

**In the event of an ineligible player playing in a League match, the outcome of the game will be reported (i) for rating purposes as it stands; (ii) for League purposes, (iia) any point or half point gained by the ineligible player will be deducted automatically from the team's score for that match; (iib) an additional one point will be deducted automatically from the team's score for that match.”**

#### 4 Divisions and matches

**a) The League will be divided into one or more Divisions consisting normally of 6 teams, apart from the lowest Division, with the final structure of the number of Divisions and the number of matches to be played being decided by the League Tournament Controller after taking into consideration Rule 1a) and Rule 12, unless the AGM decides otherwise. Subject to this, each team will play at least one match against each other team in the same Division.**

**b) Each team is to comprise 4 players, with each player playing one game against his or her opponent. The home team is to have white on Boards 2 and 4. A won game scores 1 point, a draw scores 1/2 point, and a loss 0. The team with the higher aggregate score wins the match.**

**c) A won match scores 2 points, a draw 1 point and a loss 0 points. If a match is agreed a draw without a game being played then no points**

difference shall be the winner of that relevant Division for that year. If two teams have the same games point difference a tie-break match will be played. If this match is drawn, the winner shall be decided by board count, then by elimination rule. (see Rule 13). These rules apply for both promotion and relegation.

#### 5 Fixtures

Matches should be played on the dates fixed by the League Controller and published in the league fixture lists. In exceptional circumstances a team may contact the League Controller to seek permission to rearrange a match. Permission will only be given if there is a substantial reason. If permission is granted, the club wishing to change the fixture date must give at least 5 days' notice and suggest an alternative date to the opposing team. Clubs should aim to agree on a new date within 5 days and the club initiating the change should advise the Controller. Fixtures may not normally be postponed for more than 4 weeks. If a match has not been played within 4 weeks of the original fixture date (or within such longer period as the Controller may have sanctioned), then the match shall, subject to the discretion of the Controller (whose decision will be final), be awarded to the team which did not initiate the alteration.

If a match is defaulted, the defaulting team may incur additional penalties at the discretion of the Controller.

will be awarded to either side.

- d) **At the end of the season, the team with the most match points in each Division will be declared the winner of the relevant Division for that year. In the event of two teams tying for first place in any Division, the following will apply until a clear winner has been identified: (i) game points difference; (ii) game points total; (iii) a tie-break match; (iv) If the tie-break match is a draw then the elimination rule will be used whereby the scores of each board are eliminated from the bottom in succession until a winner has been identified.**

#### 5 Fixtures

- a) **Matches are to be played on the dates set by the League Controller and published in the league fixture lists at the commencement of the season.**
- b) **In the event of a match not being played on the set date, the match will be defaulted by both teams. However, in wholly exceptional circumstances arising from uncontrollable external events (but not from player unavailability), a club secretary or team captain may apply before the scheduled date of the match directly to the League Tournament Controller for a postponement. Any such decision will be made at the sole discretion of the League Tournament Controller, normally after consulting with the opposing team. Matches postponed without such permission will be defaulted automatically as above.**
- c) **In the event of a postponement being approved, the team requesting the postponement is required to nominate a replacement date and agree this with the opposing team within seven days of the original fixture. In default of agreement, the League Tournament Controller will decide upon a replacement date at as early a date within the season's calendar as is practicable.**

#### 6 Exchange of team lists

Before the start of each match, team lists in the form of match result cards shall be exchanged between the team captains, who shall be responsible for the accuracy of all the details thereon. Rule 9 defines the alternatives available. Players shall be listed in rating order except that an overlap of up to 75 ratings points between any two players shall be permissible.

#### 7 Time of matches

(a) Matches shall normally start at 7.30p.m. and no later. Some clubs have a start time of 7.15p.m. All the games in a match shall be started on the same night. The first and each subsequent session shall normally be for a minimum of three hours, except where a game is concluded within that time. Play shall cease not less than 15 minutes before the club room closes, to allow time for a sealed move to be made in any adjourned game. It shall be the responsibility of the home team captain to ensure that visiting players are aware of the adjournment time before the match.

(b) A game is forfeit by a player who arrives 1 hour or more after the start of play.

(c) Any eligible player may be substituted for an absent player before the hour has elapsed, but subject to the 75 rating points condition. However, due to the possible extenuating circumstances, the 75 ratings points rule can be overridden, but only providing both captains agree.

#### 6 Exchange of team lists

- a) Before the start of each match, team lists detailing player names and the ECF ratings in the form of match result cards **must be exchanged between the team captains, who are jointly and individually** responsible for the accuracy of all the details thereon. **Players must be listed in the order of the ECF September ratings list subject to any local ratings that may have been agreed under Rule 2**, except that an overlap of up to 75 rating points between any two players **may be permitted**.
- b) **If captains do not identify errors at this stage and the match commences, then such errors cannot be corrected retrospectively and all individual results are allowed to stand with no team penalty**

#### 7 Time of matches

a) **Matches will normally start at 7.30 p.m. and be played on the same night.**

b) A game is forfeit by a player who arrives **30 minutes** or more after the start of play.

c) Any eligible player may be substituted for an absent player before **30 minutes** have elapsed, **subject to the 75 rating points condition. However, the two captains may agree to waive the 75 ratings points rule in the event of extenuating circumstances.**

#### 8 Use of clocks

It shall be the duty of the home club to provide appropriate chess clocks at the appointed time for the start of play. Clocks must be used in all games. Any player has the right to provide and use a clock for any game should the home club fail to do so.

If the home team does not have digital clocks available and the away team is unable to provide them, then the time control will be 35 moves in 1 hour and then 15 minutes in a quickplay finish for all moves.

#### 9 Time Controls

Time Increments are to be used in matches in all Divisions on the basis of each player having 1 hour + 30 seconds a move. The “2-minute rule” does not apply. All moves must be recorded.

Where a Club must vacate the venue at a time which will not accommodate the potentially longer games created by the use of time increments, a Quickplay finish game will be adopted with a time control of 35 moves in an hour and a quarter with a 15 minute quickplay finish. Clocks are therefore set back 15 minutes after Black’s 35th move. A Quickplay finish game cannot be adjourned.

In accordance with current FIDE rules a player, with less than 2 minutes left on his or her clock, may claim a draw if the opponent is making no effort to win the game by normal means, or it is not possible to win the game by normal means. Both team captains would be required to arbitrate.

#### 8 Use of clocks

a) **Clocks must be used in all games, and it is the responsibility of the home club to provide these.**

b) Any player has the right to provide and use a clock for any game should the home club fail to do so.

#### 9 Time Controls

a) Time Increments are to be used in matches in all Divisions on the basis of each player having 1 hour + 30 seconds a move. The “2-minute rule” does not apply. All moves must be recorded.

b) **However, a Quickplay finish game should be adopted - with a time control of 35 moves in an hour and a quarter with a 15 minute quickplay finish, clocks being set back 15 minutes after Black’s 35th move - if either: (i) the home team does not have digital clocks available and the away team is unable to provide them; or (ii) the home club must vacate the venue at a time which will not accommodate the potentially longer games created by the use of time increments. A Quickplay finish game cannot be adjourned.**

c) In accordance with current FIDE rules for **Quickplay finishes**, a player with less than 2 minutes left on his or her clock may claim a draw if the opponent is making no effort to win the game by normal means, or it is not possible to win the game by normal means. Both team captains would be required to arbitrate.



<p>10 Mobile Phones</p> <p>If during a game a player’s mobile phone produces a sound that player shall be warned and must make the device silent. Should there be a repeat incident, the player shall lose the game and the opponent win, unless both players agree otherwise. However, if the opponent cannot win by any series of legal moves, the game will be a draw.</p> <p>If a player is required to have their mobile phone turned on during a game e.g. for health or work reasons, that player must notify both captains as well as the opponent prior to the commencement of the game.</p>	<p>10 Mobile Phones</p> <p>a) If during a game a player’s mobile phone produces a sound, that <b>player must make the device silent and be advised that in the event of a repeat incident, unless both players agree otherwise, he or she will forfeit the game to the opponent win unless</b> the opponent cannot win by any series of legal moves, <b>in which case</b> the game will be a draw.</p> <p>b) <b>However, if</b> a player is required to have a mobile phone turned on during a game, for example e.g. for health or work reasons, <b>he or she</b> must notify both captains and the opponent prior to the commencement of the game.</p>
<p>11 Notification of Results</p> <p>Match results should be entered on LMS by the home team within 24 hours and verified by the opponents. Match result cards should be completed and signed by both captains, and then retained by the home captain in case of subsequent queries.</p>	<p>11 Notification of Results</p> <p>Match result cards should be completed and signed by both captains, and then retained by the home captain in case of subsequent queries. The match result should be entered on LMS <b>by the captain of the home team within 24 hours, and verified by the opposing team captain.</b></p>
<p>12 Promotion and relegation</p> <p>At the end of the season, 1 team shall be promoted and relegated between Divisions. Tie-breaking procedures as set out in Rule 4(c) shall apply if required.</p>	<p>12 Promotion and relegation</p> <p><b>The champion team of each Division (excepting Division 1) will be invited to be promoted to the next higher Division, replacing the lowest placed team in the relevant Division. Rule 4(d) may be also applied for relegation. However, Rule 4(a) has precedence for the final decision concerning the composition of the League in any future season.</b></p>
<p>13 Disputes</p> <p>Match night</p> <p>In the case of disputes, in the first instance the captains of the respective teams are requested to jointly fulfil the role of arbiter. In the event the</p>	<p>13 Disputes</p> <p>a) Match night</p> <p>In the case of disputes, in the first instance the captains of the respective teams are requested to jointly fulfil the role of arbiter. In</p>



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 to the Controller within 72 hours by the Team Captains. Only in exceptional circumstances should other players, or club members, become subsequently involved.

**Other disputes**

If the clubs are unable to agree, then the dispute should be referred to the Controller, with written submissions by both sides.

**Arbitration Committee**

Either at the Controller's discretion, or at the request of any club involved in a dispute over the interpretation of the Rules, the dispute may be referred to an Arbitration Committee whose findings shall be final. The Arbitration Committee shall be appointed separately for each dispute and shall consist of three officers of the League nominated by the Chairman (or, should he or she be unavailable, by the Vice Chairman), none of whom is a member of a club involved in the dispute.

the event **of the captains being unavailable, the players involved** 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 to the **League Tournament Controller** within 72 hours by the Team Captains. **Other players or club members should become involved only in wholly exceptional circumstances.**

**b) Other disputes**

If the clubs are unable to agree, then the dispute should be referred to the **League Tournament Controller** with written submissions by both sides.

**c) Arbitration Committee**

**A dispute may be referred by the League Tournament Controller** or at the request of any club involved in the dispute over the interpretation of the Rules, to an Arbitration **Committee**, whose findings will be final. The Arbitration Committee will be appointed separately for each dispute and **comprise** three officers of the League nominated by the Chairman (or, should he or she be unavailable, by the Vice Chairman), none of whom is a member of a club involved in the dispute.