

SOUTHEND AND DISTRICT

CHESS LEAGUE

RULES

1. League Administration

- A. The League shall be called 'The Southend and District Chess League', and consist of member clubs whose venues are included in the following postcode areas: SS0 to SS99, CM11 and CM12.
- B. The administration of the League shall be conducted by an Executive Committee on behalf of the League Council. The Executive Committee shall consist of the President, Vice Presidents, and at least thirteen (13) other members elected at the League Annual General Meeting. The Executive will appoint its own officers.
- C. The Financial Year shall be from 1st June to 31st May.
- D. Any changes to these rules may only be ratified by the League Council which shall comprise of the Executive Committee and two delegates from each member club. Any proposed changes are to be notified to the General Secretary by the preceding 1st March.
- E. The quorum for the Executive Committee shall be five (5) and for the League Council ten (10). If at least 75% of the clubs affiliated to the league are represented at the League Council then the quorum shall be reduced to eight (8)
- F. The League Council Meeting will be held each year during April or May before the Annual General Meeting, which shall be held not later than the last day of June. Individual members of the clubs affiliated to the League may attend and speak at the League Council Meeting, but only two (2) delegates from each club plus the members of the Executive Committee will be permitted to vote.
- G. At the written request of three (3) or more member club Secretaries, the General Secretary will convene a Special Council Meeting within fourteen (14) days of the receipt of the requests; giving seven (7) clear days notice to the member clubs and stating the business to be transacted. No other business than that stated shall be considered.
- H. In the event of an equality of votes on an amendment to these rules, the motion shall be considered lost. In the event of an equality of votes on a dispute brought before the Executive Committee or a Special Council Meeting, the Chairman will have an additional casting vote.
- I. In the interpretation of these rules, or in any matter arising which is not covered by these rules, the Rules Officer in conjunction with the Executive Committee shall have the power to make decisions as they deem necessary.

2. Composition of the League

- A. Any group of persons may be designated a member club only after its application has been accepted by the Executive Committee. The Executive Committee may expel any club or member from the League but such expelled club or member may appeal to the League Council.
- B. 1. Each member club may enter one (1) or more teams in the League and shall designate them in order: 1, 2, and 3 etc.. The Divisions will be composed by the Executive Committee.
2. Teams shall comprise six (6) boards in Divisions 1 and 2 and five (5) boards in lower divisions. Six (6) boards may also be fielded in matches played in divisions below Division 2 by mutual agreement of both teams.
- C. All competition matches will be played within the area specified in part 1.A.
- D. Except as amended by these rules, all games shall be played in strict accordance with the current FIDE Laws of Chess.

3. Registration, Terms of Membership and Player Eligibility

- A. 1. At the beginning of each season, all players must be registered with the League. On all registration forms each players grading must be indicated alongside his / her name. This should be obtained from the current grading list, as published by the English Chess Federation. If a player does not

have a published grading of category E or higher, an estimated value will be determined by the League Grader. All players must be members of the ECF and their ECF Membership details must be provided on the form. The registration will not be accepted without these.

2. Block registration forms must be submitted to the Registration Officer, by the 23rd September. He will take copies of these forms, which he will send to the Results Officer and Treasurer. A supplementary registration form should be sent to the Registration Officer at least seven days before a new player takes part in any match.
 3. Any player may up to the end of February in the current season, represent a club in a match providing the supplementary registration form has been dispatched to the Registration Officer, at least seven (7) days before the match, and that the player has not represented any other club in the Southend and District League in the current season. The player must be a member of the ECF and their ECF Membership details must be provided on the form. The registration will not be accepted without these.
No further registrations will be accepted after this date for the current season.
 4. No player shall be registered to play for more than one club in the Southend and District League. After the commencement of the season, a player may only transfer from one club to another by making a written application to the Registration Officer and receiving approval in writing from the Executive Committee.
 5. A club making a false declaration on either a block or supplementary registration form, or a results sheet, shall be considered to have lost the match (or matches) in which the falsely declared player(s) appears. Further action, if deemed necessary, will be taken against the club by the Executive Committee.
 6. If a player, unbeknown to the club, compounds a false declaration on a block or supplementary registration form, or a results sheet, the match shall be replayed and the player automatically barred from the replay and subject to suspension. Should the match have been lost the result shall stand but the player will be subject to suspension. The period of suspension will be decided by the Executive Committee.
- B. 1. Clubs entering more than one team in the League must nominate (on the block registration form) the five (5) strongest members expected to play for each team other than their lowest team. A tolerance of ten (10) grading points will be allowed for players to be allocated to their respective team(s). The players so nominated shall be barred from playing in a lower team than that for which they were nominated, no player may be nominated for more than one team.
2. Any player who was nominated as a 'barred-player' the previous season and did not play in the League, will not be accepted as a nominated player in the current season, but will be considered as 'additional' to the nominated players list submitted by his club.
 3. The playing of an ineligible player (for any reason other than false declaration when registering) in any team will result in the match being scored a loss. If the player was ineligible because he was unregistered the club shall be charged an amount equivalent to the appropriate ECF Membership fee. This charge will be cancelled if ECF Membership details are provided for the player.
 4. No player shall play more than one opponent simultaneously.

- C. 1. Fees will be fixed each year at the League Council Meeting prior to the forthcoming season. These are for League entries, Player Registration, Competition fees for the Individual KnockOuts, Perriman Cup, Individual Lightning, Team Lightning and Blitz Chess events.
2. Fees must be paid to the Treasurer by 30 November each year for the current season. Any club that has not paid its fees in full by 30 November shall incur a £30 penalty, with an additional £20 penalty incurred at the end of each calendar month until payment in full has been made. Any club that has not paid its fees in full by 31 July of the following year shall not be registered to play in any of the competitions run by the League until all outstanding fees are fully paid.

4. League and Club Obligations

- A. 1. Each team will play two (2) matches (one home and one away) against all other teams in the same division between 1st October and 30th April, except on special circumstances approved by the Executive Committee.
2. Where two teams from the same club are in the same division, then their first match must be played by the 31st October. Similarly, the return match must be played by the 31st January. Where a club has three teams in the same division, then the first match will be between the two lower ranked teams. The matches between the first and the third, and the first and second ranked teams should follow sequentially in the fixtures schedule.
Games unfinished on the match night must be continued so that a conclusive match result is obtained no later than five (5) weeks from the date of the first period of play.
Failure to observe this rule will result in the match being declared void with no points awarded to either team.
Clubs wishing to claim exemption from this rule must apply to the Executive Committee stating when it is intended to play the match.
3. Perriman Cup
The first round of the Perriman Cup shall be scheduled for the first official week of the season. Club Secretaries and/or team captains will be notified of the draw at least two weeks prior to the match date.
No postponements will be allowed. Any team unable to meet its obligations will be deemed to have lost.
Unfinished games must be completed such that a result is achieved within five (5) weeks of the date of the first period of play. Any player unable to complete a game within this time will be deemed to have lost unless given an extension by permission of the Competitions Officer.
4. All matches shall be played on the dates shown on the fixture list unless an alternative date is mutually agreed between the two captains, subject to the provisions of Part 4.A.2. being complied with. In the event of a revised date being agreed, the Results Officer must be advised by the home team captain.
5. Clubs must give opponents at least eight (8) clear days notice if unable to comply with an arranged fixture or forfeit the match.
6. After 31st October any one team may postpone one match per season, in addition to those previously rearranged, without penalty subject to rule Part 4.A.5.. Subsequent postponements will incur a penalty of one league point per postponement.

Clubs may appeal for exemption from the loss of a league point by presenting details of extenuating circumstances, in writing, to the Executive Committee within seven days of the original fixture.

7. When a team fails to comply with an arranged fixture, by reason of default, and gives less than twenty-four (24) hours notice or gives no notice, that team shall be deducted two (2) league points and a fine of twenty (20) pounds will be imposed on the offending club. Clubs may appeal for exemption from the penalties by presenting details of the extenuating circumstances, in writing, to the Executive Committee within seven (7) days of the original fixture.
- B.
1. At the end of each season the top team in any division will be promoted to the next highest division, whilst the bottom team will be relegated to the next lowest division. Where a vacancy occurs in a division due withdrawal, relegation will be waived in that division and lower divisions. Further vacancies will be filled by promotion of additional teams.
 2. Relegation and promotion will be automatic unless in the opinion of the Executive Committee such action will not be advantageous to the club or the division concerned. Any club wishing not to be promoted must notify the General Secretary, in writing, within seven (7) days of completing their last league fixture. Should the Executive Committee not be able to finalise the position it will be referred to the League Council.
 3. In the event of two or more clubs tying for a divisional championship or relegation, a play-off will be arranged.
- C.
- In the event of a withdrawal of a team which has not completed its programme, all matches played by the withdrawing team shall be annulled.
- D.
- Cups and / or Trophies will be presented to the winning teams / players at the A.G.M. each year, and remain in their possession until the following 1st March. The League will effect insurance, where deemed necessary by the Executive Committee, and also bear the cost of engraving on its cups and Trophies.

5. Conditions of Play

- A.
- Where 2½ hours playing time are available matches will start at the option of the home team captain between 7:45 pm or 8:00 pm. Where 3 hours playing time are available, and mutually agreeable to both team captains, matches will start at 7:30 pm or, where the away team captain requests, at 7:45 pm.
- B.
- All games in a match must be played at the same time.
- C.
- Match captains or their deputies must exchange team lists at least five (5) minutes before the time agreed for the commencement of the match.
- D.
- Immediately after the exchange of 'team lists', match captains will toss for colours. The team winning the toss will have the choice of colours on the odd numbered boards. A team unable to produce a team list five (5) minutes before the agreed starting time will be deemed to have lost the toss.
- E.
1. Teams will play in descending order of strength, the strongest player on board one (1). Players

shall not be allowed to play out of descending grading order, as determined by the players' Registration or Supplementary Registration forms, by more than twenty (20) grading points. The exceptions to this rule are as follows:

(i) Where a reserve player is substituted to take the place of a listed player failing to make an appearance.

(ii) Where a higher graded player is listed down the board order to occupy a board that has been defaulted by the opposing team.

Where a board is defaulted at or before the time team lists are exchanged, the default must appear below contested games in the board order. All other defaults must be shown against a nominated player on the result sheet.

2. If a team is found to have played out of grading order in excess of that stated in rule E.1. and a claim is made by the opposing match captain or his representative within twenty eight (28) days of the match having been played, the match will be scored as a loss. If no claim is made within the twenty eight (28) days the result will stand.
- F. 1. Any player not present at the commencement of the match will be allowed thirty (30) minutes grace. A reserve player must be substituted or the game conceded by default. The results sheet is to indicate any substitute player by means of an asterisk against his name for the benefit of the Registration Officer.
- F. 2. When a board is defaulted by the home team with insufficient notice and no adequate explanation to the away captain, the away player may claim £5 compensation from the home club. Claims must be made through the match captains. If agreement is not reached or payment is not made, the matter may be referred to the General Secretary within 14 days of the match.
- G. 1. The rate of play will be 30 moves in the first 75 minutes and 24 moves in each hour thereafter, unless 3 hours playing time is agreed, when 36 moves must be made in the first 90 minutes and 24 moves in each hour thereafter.

Upon mutual agreement by two opposing players, a quickplay finish time control may be played. The time control for such games, when 2½ hours playing time are available, will be 30 moves in the first 60 minutes followed by a 15 minute quickplay finish. When 3 hours playing time is available, the time control will be 30 moves in the first 75 minutes followed by a 15 minute quickplay finish.

If both captains agree, a time control of all moves in 80 minutes plus 10 seconds per move increment may be played. In this instance all boards in the match will use this time control.

For Perriman Cup matches played at venues other than Temple Sutton the rate of play will be all move in 80 minutes plus 10 seconds per move increment. Perriman Cup matches played at Temple Sutton will use the same time control as League matches.

If any claim in a quickplay finish requires reference to an independent Arbiter, it shall be submitted to the Results Officer by both match captains. The Results Officer shall submit the claim to an appropriate ECF Arbiter.

2. If incremental time controls are not being used, either player may propose a quickplay finish time control to his opponent. If his opponent declines then the player proposing the quickplay finish time control shall have the right to resume any adjournment of the game at his home venue.

Captains should note all such proposals on the result sheet.

3. Time will not be called until at least one flag has fallen on every clock of the unfinished games in the match.
 4. All clocks shall be started at the arranged time for the commencement of the match. If the clocks are started late due to the negligence of the home club, the away team can insist that the time be deducted from the clocks of the home players.
 5. Notwithstanding Article 11(3)(b) of the FIDE Laws of Chess it is legitimate to bring mobile phones into the playing venue. At the start of each match the Captains should announce that, "All mobile phones must be switched off or set to silent mode for the duration of the match". If a player's mobile phone rings audibly in the playing room(s) during the course of their game, that player will receive a warning. Should the mobile phone ring again during the game they shall lose the game. Such game losses must be reported when submitting the result.
- H. Two points will be awarded for each match won and one point for each match drawn.
- I. Within three days of the end of the first meeting, both teams should e-mail the match result including player names and scores to the officers nominated on the result sheet. Details of unfinished games should be supplied. Results of play-ons should also be e-mailed to the nominated officers once they are known. The penalty for non-compliance to this rule will be one pound.
- J. Details of any disputes or protests by a club are to be sent in writing within seven (7) days of the incident to the General Secretary who will, if necessary, refer the matter to the Executive Committee whose decision is final. A copy of the letter sent to the General Secretary must also be sent at the same time to the other club concerned in the protest or dispute.
- K. Any club or member of the league who is considered by the Executive Committee to have been guilty of gross misconduct whilst involved in activities related to chess, shall be allowed representation at the next Executive Committee meeting, before any action is taken by the Committee.

Alternatively, a special council meeting, as defined under rule part 1.G., may be convened as circumstances require.

6. Continuation of Unfinished Games

- A. 1. Any games unfinished after the first period of play are to be decided by agreement, or continued within five (5) weeks, or by the end of May whichever is sooner.
- Any member who considers that his opponent is unfairly forcing him to a play-on, may lodge an appeal providing : The appeal is lodged with the Results Officer within seven (7) days of the last period of play and the appeal is accompanied by a diagram, all relevant match details, lines of play, and a deposit of one pound. If the appeal is upheld the deposit will be refunded. A copy of the appeal must be sent to the opponent or his club secretary at the same time.
2. Games to be resumed shall be continued at the visiting team's venue unless otherwise mutually agreed. The exception to this being under the provisions of Rule 5.G.2..

3. The player whose turn it is to move at the end of allotted time of play must make a sealed move within ten (10) minutes and sign his / her name across a sealed envelope containing the move for the retention by the non-sealing player. The times on the clocks are to be recorded and set accordingly when the game is continued.
It is the duty of the opponent of the player making the sealed move to prepare a diagram of the position and to record the necessary particulars.
4. Once the procedure in Rule 6.A.3. has been completed, a date for resumption must be agreed between the players. If a player has been unable to get his opponent to agree a date at that time, a report should be made with the result sheet. If no date is provided and no report is made, the game may be scored as a loss to both players.
5. If either player wishes to cancel an arrangement to continue a game, then they may do so provided that they give at least forty-eight (48) hours notice, offer at least two (2) alternative dates, if necessary waiving any choice of venue. If a player cancels an arrangement to play and does not comply with all of the above conditions then his/her opponent is entitled to claim the game.
6. On resumption the game must be continued for a full match session time control as per rule 5.G.1., 6.A.8..
7. Any player not present at the resumption will be allowed thirty (30) minutes grace, following which their opponent will be entitled to claim the game as a win providing he is able to win the game by a series of legal moves. Should this not be possible, then the opponent will be entitled to claim a draw. The resumption start time will be 7.45pm unless agreed otherwise.
8. Following the second period of play (minimum of 2½ hours), and no result having been reached, a further period of play will take place.
Rules : 6.A.3., 6.A.4., 6.A.5., 6.A.6., 6.A.7. and 6.A.8. will again apply with the required numerical increment in the expressions 'first' and 'second'.

7. Grading

Results of games played in the league matches, Perriman Cup, and Senior Individual competitions will be sent to the ECF for grading purposes.

Appendix A - Handicap System For Perriman Cup

The handicap points are calculated as follows:

1. Total the gradings for both teams as given on the result sheet for the match.
2. Obtain the difference in total gradings between the two teams.
3. Award handicap points to the team with the lower total gradings, as follows;

Grading Difference (points)	Handicap
0 - 39	0
40 - 79	½
80 - 119	1
120 - 159	1½
160 - 199	2
200 - 239	2½
240 - 279	3
280 - 319	3½
320+	4

4. A player's grading is taken to be that given on the Registration or Supplementary Registration form.

Other Points

Defaults When a player who is listed to play fails to arrive (or arrives too late to play) and subsequently defaults their grade will remain in the calculation for the purposes of Rules 1 - 3.

Where a team defaults on the bottom board(s) without naming a player(s), the grade taken for the purposes of Rules 1 - 3 will be the same as the grade of the player on the board immediately above the default(s).

Substitutions When a player is used as a "substitute" to replace a listed player who is absent, the grade taken for the purposes of Rules 1 - 3 will be the higher of (a) the grade of the absent listed player and (b) the grade of the "substitute player".

Tie-Break If the final match scores are tied, the bottom board elimination rule will apply, i.e. re-calculate the scores ignoring board 6. If board 6 is drawn ignore board 5 etc. If all matches are drawn and no handicap is given to either side, a re-match will take place.

