

Hull & District CHESS Association



Est. 1951-52

Rules: 2016-2017

These rules are extracted from the Hull and District Chess
Association Handbook

GENERAL RULES

- 1.0 Rules can only be altered at an A.G.M. or E.G.M. which is open to all members.
- 2.0 Arrangement of Cup Matches
- 2.1 The home team captain must contact the opposing team captain to offer 2 dates within the specified period. Each of the dates must be not less than 14 days clear notice. One of the dates must be accepted at once.
(Amended - AGM 2009)
- i) Definition of Notice
“Clear days notice” means the dates of contact and 1st date offered are not included in the count of days.
 - ii) Confirmation
In the case of a dispute, the controller may, if the verbal versions as to what was agreed between the captains differ, request a report from each in writing before making a decision.
 - iii) Claiming
In all cases, a delay in claiming a match may affect the claim.
 - iv) Declining
Away captains may decline to consider dates at more than 6 weeks notice.
- (Note: - items i, ii, iii & iv apply to all cup and individual matches)
- 2.2 If matches have already been arranged for the dates offered then the captains should attempt to arrange a mutually acceptable date.
- 2.3 Matches may be arranged for after the specified period only with the prior consent of the opposing captain and then the Cup Controller.
- 2.4 Difficulties in contacting opposing captains should be reported to the Controller immediately.
- 2.5 Away teams failing to reply immediately to correspondence regarding Rules 2.1, 2.2, 2.3 or six board cup tournament rule 3.1 will lose by default unless a reasonable explanation has been given to the Controller.
- 2.6 Matches postponed without prior consent of the Controller will be lost by default.
- 2.7 Matches postponed at less than 48 hours notice will be lost, unless caused by bad weather or other exceptional circumstances.
- 2.8 It is the responsibility of the captain who requests a postponement to inform the Controller within 24 hours. Failure to comply will result in their team being defaulted. (New – AGM 2013)
- 2.9 All matches in HDCA league and cup tournaments (both team and individual) must be played by 31st May. Any fixtures not played by this date will be lost by default – by the team captain who requested the postponement. The season will not be extended beyond 31 May. (New – AGM 2016)
- 2.10 All cup games must be played by the period stated on the cup draw (a two week extension may be allowed if there is difficulty in arranging matches and correspondence is shown to the cup controller to support this). If any match is not played on time the match will be awarded to the away team/individual. (New – AGM 2016)
- 2.11 Non arrival by either team will constitute a loss by the team not arriving, unless caused by exceptional circumstances.
- 2.12 The team not arriving must give notice to the controller with an explanation within 24 hours and contact the opposing captain within 72 hours. If unable to contact the controller an officer of the association must be contacted.
- 3.0 Conduct of Matches
- 3.1 The home team captain/deputy shall provide the only result sheet of the match, whereby they only enter their team details on the home side of the sheet. The away team captain/deputy shall provide their team names only on a separate piece of paper to the home captain/deputy. These are to be copied, along with other subsequent details, onto the original sheet with no deviation from his/her original list. The result sheet must be completed by both

captains/deputies at least 5 minutes before the start of the match. All result sheets must have two sets of handwriting accompanied with a signature. Results must be reported within one week of the match being played. (New - AGM 2010) Failure to comply will result in a loss by default by the winning team captain claiming the points. Drawn matches require both captains to submit a result sheet. The non-submitting captain will result in a loss of points for their team. Game results will still count for grading. (New – AGM 2013)

- 3.2 Where it is known before the start of a match that a player is unable to attend, all defaulted boards must be placed below playing members of the team. Failure to observe this Rule may result in the loss of all boards below the defaulted board.
- 3.3 Matches must start not later than 7.15 p.m., unless agreed by mutual consent.
- 3.4 The away team will have white on the odd numbered boards.
- 3.5 The current (as published by the Association at the start of the year) Yorkshire Chess Association grading list or most recent Hull & District grading list must be used. If not on the YCA grading list, then players on a previous H&DCA grading list can be used to calculate an estimate grade with 5 points deducted for each year of inactivity up to a maximum of 5 years. Players not on any YCA or H&DCA list must obtain an estimate grade from either their team captain or any club official and this must be shown on the returning result sheet. Please note – estimate grades are to be used for board order only. (Amended - AGM 2009)
- 3.6 Teams must play in grade order, though a tolerance of 10 points will be allowed between two players.
- 3.7 If neither player arrives within half an hour of the start time, their game is a double default.
- 3.8 If one player does not arrive within half an hour of the start time they lose by default however, a substitute may play if they make a move within the half hour, and also their grade is no higher than that of the player replaced.
- 3.9 Any player playing as a reserve in a league match should have a grade no higher than 20 points above that of the regular team member in whose place they are playing. (This is not applicable to the Four Board League). (New – AGM 2016)
- 3.10 Chess clocks must be used.
- 3.11 Where analogue clocks are used, clocks should be set so that the first time check is at 6 o'clock.
- 3.12 Where a player, whose name appears on a team sheet, does not turn up at any time during the evening, an explanation should be made to the Controller.
- 3.13 Player's names and grades as listed in the YCA grading list whether they are reserves, substitutes or juniors must be given on the sheets submitted to the Controller. Failure to do so may result in the loss of those games. (Amended - AGM 2009)
- 3.14 Games are played under the FIDE Laws of Chess, as interpreted by the ECF and Subject to any rulings made by the Hull & District Chess Association.
- 3.15 Team captains are required to be conversant with these Laws and the Hull and District Chess Association's Playing Rules.
- 3.16 Team Captains should be present throughout the match. In their absence they must appoint a deputy.
- 3.17 Smoking is not allowed in the chess playing areas when matches are being played.
- 3.18 Unless by prior agreement with the captains, players must ensure all electronic communication devices are switched off in the playing area. Failure to do this will result in the loss of the game, although an opponent may waive this right. (New 2016 AGM)
- 3.19 For all team games played in the Hull and District Chess Association, which have a grading limitation, the official Hull and District Chess Association Grading List (see 3.5), will be used to calculate the team grades.
- 4.0 Disputes and Queries
- 4.1 All decisions made by the Executive Committee with regard to disputes are final. If members of the association challenge a decision, they must call for a vote of no confidence in the Executive Committee. This is to be made in writing to the General Secretary, supported by (1) a signed petition of 20 members detailing names, addresses and signatures, as well as (2) the names of the proposed new officers to replace the serving officers. (New - AGM 2010)

- 4.2 In voting undertaken by the Executive Committee, any parties directly involved in disputes (that is, officers and members playing in the teams concerned, and the controller of the competition concerned) are not entitled to vote. The chairperson has the casting vote in the case of an unclear result. (New - AGM 2010).
- 4.3 During a match Team Captains (or their vice-captains in their absence) are regarded as joint arbiters; if a dispute arises they are jointly responsible for a decision as to how to proceed. In the event of any dispute, which cannot be settled between the captains, each side must submit a concise written report of the matter to the Tournament Controller who may submit the matter to the Executive Committee. (New 2016 AGM)
- 4.4 In the event of the Tournament Controller receiving a claim concerning a team match or individual game. Before issuing a decision which may alter the result, either captains or individual players must provide a concise written report to the Controller. The Controller will make a decision within 14 days. (New - AGM 2009).
- 4.5 If an appeal is lodged against the Tournament Controller's decision, the player must submit a concise written report to the General Secretary, accompanied by a £20 Bond. This must be done within 14 days of the original decision. The Bond will be reimbursed within 14 days if the original decision is overturned and the appeal is successful. The General Secretary shall then put the appeal before the Executive Committee, if a ruling regarding Constitutional matters is required (see constitution rule 34 and bye-laws 12-19). For all other disputes concerning points covered by FIDE rules, the appeal shall be put to an ECF Arbiter. After a ruling is made, at whatever level, there shall be no further right of appeal. (Amended - AGM 2009)
- 4.6 Any player found guilty of misconduct by the Hull & District Chess Association Executive Committee may face disciplinary action. This will take effect retrospectively from the AGM of 2012. Any such player will have the right of appeal. (NEW – AGM 2013)
- 4.7 Any captain who is unsure of any point covered in these rules or feels that some point has not been covered, should immediately contact the appropriate Controller or the General Secretary.

Miscellaneous

Recording of the moves - Disabled players.

Hull and District interpretation of proposed FIDE rule 8.1 (Executive committee decision) If a player due to physical or religious reasons, is unable to keep score, 5 minutes shall be deducted from his allotted time at the beginning of the game.

Matches on Hull and District Event Nights.

Hull and District league and cup matches played on dates of Hull and District events, set in advance and notified in the handbook, shall not be accepted and will have to be re-played at the discretion of the League Secretary.

5.0 Registration of Players / Ungraded Players

- 5.1 All teams intending to compete in the Winter League must register with the League Secretary before 1st July and their players before the start of the season (New AGM 2015).
- 5.2 No player may play for more than one club in each tournament in a season, though in special circumstances, the Executive Committee may permit a transfer of registration. A player may be re-registered for a different team within the same club if they have the same club if they have not, during the current season, played for the team, in a league match, which first registered them. For the purposes of this rule individual tournaments will be defined as:
- The six board winter league
 - Four board winter league
 - Sumer league division one
 - Summer league division two
- All Team Cup competitions shall count as separate events (New AGM 2015).
- 5.3 Where a club has more than one team, a player may only play as a reserve in a higher or lower division than the player's registered team. A player may be used as a substitute for his own team or a team in a higher or lower division than the player's registered team. The player can do this at most 5 times (a game where a default occurs shall not count as one of the 5 possible games). A player's grade is to be no higher than that of the player replaced. Failure to observe this rule will result in the loss of the board concerned and the loss of all the boards below it. (Amended AGM 2009)
- 5.4 No player may play, or be a reserve or substitute, for more than one team in any division. Failure to observe this rule will result in the loss of the board concerned and all the boards below it. Unless the Executive Committee grants permission in advance.

- 5.5 An adult who captains a junior team may play for that team and one other league team, not in the same Division, but forfeits the right to play as a reserve under the current playing rules. The usual cup rules still apply.
- 5.6 Ungraded players will be allocated an official grade from the YCA Chessnuts grading list, by the League Secretary, after playing eight games in all tournament events. (New – AGM 2013)
- 6.0 Time Control
- 6.1 Each player shall have 90 minutes in which to complete the game (New - AGM 2014)
- 6.2 Matches played for double points are not allowed.
- 7.0 Ties
- 7.1 In the event of 2 or more league teams having the same number of league points at the end of the season, ties will be split so that the higher placed team shall be (New AGM 2015):-
- i) the team with the best board score in all matches, or if still equal;
 - ii) the team with the most league points in matches involving the tying teams, or, if still equal;
 - iii) the team with the best board score in the matches involving the tying teams or, if still equal;
 - iv) the team winning a play-off match/matches (if necessary using board elimination.)
- 8.0 Promotion and relegation
- 8.1 In the four board league promotion shall be for teams finishing first and second in their divisions. Teams will not be able to avoid promotion. (New – 2014 AGM). Subsequently, teams finishing in the bottom 2 places of the higher division will not have the opportunity to avoid relegation. (New - AGM 2011)
- 8.2 In the six board league promotion shall be for the team finishing top of their respective divisions. Teams will not be able to avoid promotion. Subsequently teams finishing bottom of a higher division will not have the opportunity to avoid relegation. (New 2014 AGM)
- 8.3 When there are 6 or less teams in each division, the League Secretary to use his/her discretion to change the promotion/relegation places accordingly (e.g. for 5 teams in division one and 6 teams in division two – there will be two promotion places and one relegation place). Resulting in 6 teams in division one and 5 teams in division two. In uneven divisions such as this, there should always be no more than one extra team in the higher division. (New - AGM 2011)

ATKINSON (SIX BOARD) CUP RULES

1.0 Eligibility

1.1 A player may only play for one team in any one cup competition. Failure to observe this rule will result in the loss of the board concerned and all the boards below it. (Amended - AGM 2009)

1.2

a) Players in the Atkinson Trophy matches are any persons who are members of the Association.

2.0 Arrangement of Matches

2.1 The home captain must contact the opposing captain before the start of the period and offer 2 dates within the period with at least 14 days' notice.

3.0 Conduct of Matches

3.1 These competitions shall be played on a handicap system, and clocks must be used.

3.2 Should a team not be present at the starting time then a clock may be started by the other captain. When the match starts, such time that has elapsed will be deducted from the added to each of the absent team's player's clocks.

3.3 Each player shall have 90 minutes in which to complete the game (New – 2014 AGM).

3.4 Players should note that under the rules of fast finish chess, no player can win on time unless they have sufficient material to deliver checkmate. If there is insufficient material the game is declared a draw.

4.0 Cup Handicap Procedure

4.1 Before each match, captains will calculate the aggregate of his/her players' grades. Ungraded players will be allotted an estimated grade. (New - AGM 2011)

4.2 Then, taking the difference between the totals of his team and the opposing team and using Table A, read the appropriate handicap for his team.

4.3 In the event of one of his originally listed players not turning up, whether he is substituted or not, the handicap is not recalculated, once the match has commenced.

4.4 The handicap must be calculated over 6 boards.

4.5 If less than 6 players are named then the appropriate grade from table B. must be used to calculate the defaulted board(s).

4.6 If before the match has commenced it becomes known that a listed player on the team sheet is not available, then board order and handicap are adjusted accordingly.

4.7 In the event of the match being a draw:

- a) Each Captain will add together the numbers of the boards his team has won. The team with the lowest board count total will be the winner.
- b) If the scores are still equal then the team with the lowest total of grading points will be the winner.

Captains are reminded that once a player has played a game then that player is "cup tied" to that team for the remainder of that competition.

Ungraded Players

Before each match, captains will calculate the aggregate of his/her player's grades. Ungraded players must be allotted an estimated grade. (New - AGM 2011)

Handicap Tables to be used for Six Board Cup Matches

Table A: (Amended - AGM 2009)

<u>Difference</u>	<u>Handicap</u>
0 - 9	0
10 - 44	½
45 - 84	1½
85 - 123	2½
124 - 179	3½
180 - 265	4½
266 +	5½

Ungraded players must be shown as 'UG'. Handicap grades can be entered at the side of the player's name for working out the handicap as long as the ungraded players are clearly shown. These handicap grades should be used to determine board order.

Table B shows the grade that all Defaulted Boards will assume for handicapping purposes.

This grade is for handicaps only and must not be entered as a grade on the result slips.

Table B: (Amended - AGM 2009): Handicap grades to be applied to Defaulted Boards

<u>Board Number</u>	<u>Division One</u>	<u>Division Two</u>
1	163	151
2	151	139
3	147	127
4	139	115
5	131	107
6	123	95

RP ROSS FOUR BOARD LEAGUE & CUP RULES

In handicap competitions ungraded players must be issued an estimated grade, as close as possible to their playing strength. This must be used to calculate the aggregate of the team's grades. (New - AGM 2011)

The handicap must be calculated on 4 boards. If a board is defaulted due to the non arrival of a stated player after the exchange of score sheets and calculation of the handicap then the handicap is not recalculated whether the player is substituted or not. If it is known prior to calculation of the handicap that a board(s) will be defaulted then Table B must be used to establish the grade for the missing board(s).

Each player shall have 90 minutes in which to complete the game (New 2014 AGM).

In the handicap cup, in the event of a draw the lower graded team will progress. If both teams are equal on grades then the away team will progress (New - 2014 AGM)

League & Cup Handicap Tables

League Handicap Table (Amended - AGM 2014)

Grades to be applied to Defaulted Boards

<u>Table A</u>		<u>Table B</u>	
<u>Difference</u>	<u>Handicap</u>	Board 1	139
41-90	1 point	Board 2	123
91 - 140	2 points	Board 3	111
140+	3 points	Board 4	95

MH BROWN SUMMER LEAGUE RULES

The rules of the tournament are as for the winter league with the following exceptions:-

1. Teams will have four players with a maximum grade total of 650 in section one and 500 in section two. The current Yorkshire Chess Association grading list will be used (see paragraph 3.5). (Amended - AGM 2009)
2. If no grade is available players should be regarded as 140 in section one and 90 in section two. (Amended - AGM 2009)
3. If a team has less than four players, a grade of 140 in section one and 90 in section two will be assumed on the defaulted boards. (Amended AGM 2009)
4. A player may play unlimited matches for another team in a section other than their own.
5. Result slips should be sent to the controller by both captains within 7 days of the match being played.

INDIVIDUAL KNOCKOUT TOURNAMENT RULES

U165 & U125

1. All players must be graded 165 and below or 125 and below. (Amended - AGM 2009). A minimum of eight players will be required for either tournament to go ahead (New 2014 AGM)
2. Each player shall have 90 minutes in which to complete the game. (New - 2014 AGM)
3. If drawn then replay with reversed colours, if second draw then lower grade goes through.
4. First name drawn will have white.
5. Black to arrange date and venue, except in the case of juniors, see rule 7.
6. In the final of both tournaments the choice for the white pieces will be determined by the toss of a coin. (Amended - AGM 2011)
7. Junior players to have choice of date and venue, if two juniors paired together black has choice.
8. Special consideration should be made to players without transport, if possible.
9. It is the responsibility of the winner to report the results, as well as dates of games, to the controller as soon as possible.
10. Failure to do so will result in loss of game.
11. Controllers decision is final in all disputes.

PETER HUGHES TOURNAMENT RULES

General Rules

1. The tournament will be played every two years. Participation is by invitation only, to the 16 highest graded players (grades will be assessed as those in place at the start of the season in which the Peter Hughes Championship is played). Should players not accept the invitation the next highest graded player will be invited and so on until there are sixteen acceptances. (New - 2014 AGM)
2. The tournament will be a sixteen player knock-out. The draw will be 'seeded' – the strongest player as 'seed' 1, the weakest as 'seed' 16. The tournament organiser's decisions regarding seeding and the draw will be final (New - 2014 AGM)
3. Each player shall have 90 minutes in which to complete the game. (New – 2014 AGM)
4. Black to arrange date and venue (special consideration should be made to players without transport).
5. The Tournament Controller's decision is **final** in all disputes. He reserves the right to consult other parties if the need arises.
6. Report all results to the Tournament Controller as soon as possible. Please state date of match played.

Ties

7. In all rounds: If any initial game is drawn, a second game will be played with rapid play (30 minutes each player) colours reversed. If this is still a draw, then a 'sudden death' blitz game(s) of five minutes per player will be played (colours reversed each time) until a winner is decided

