Hull & East Riding Chess Association

Rules 2026-2027

Version 1.0

(20/08/26)

To be used from 1st September 2026 till 31st August 2027

Est. 1951-52

www.hullandeastridingchess.org

INTRODUCTION

This document describes the rules applicable in the HERCA closed competitions, i.e. HERCA league competitions, HERCA team cup competitions, HERCA individual competitions and HERCA junior competitions. It covers the arrangement of matches and games, conduct of matches and games, disputes and queries related to matches and games, registration of players including unrated players, the time control, ties, promotion and relegation.

GENERAL PLAYING RULES

1.0 Rules can only be altered at an A.G.M. or E.G.M. which is open to all HERCA members (Amended – EGM 2024).

2.0 Arrangement of Cup (all rules) and League (2.3, 2.5-7, 2.9-10) matches. (Amended – EGM 2024).

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 within 3 calendar days. (Amended – EGM 2024)

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 Tournament 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) Late Notice
In the event the home captain has offered dates with less than 14 days clear notice, the home team loses the match by default unless the away captain is willing to accept one of the offered dates. If the away captain does not accept the offered dates, the match will be awarded to the away team. (Amended – EGM 2024).

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 Difficulties in contacting opposing captains should be reported to the Tournament Controller immediately.

2.4 Matches postponed at less than 48 hours' notice will be lost, unless caused by bad weather or other exceptional circumstances, or unless the match is postponed by mutual agreement. Rule 2.1 applies regarding the rescheduling of the match. (EGM 2023)

2.5 It is the responsibility of the captain who requests a postponement to inform the Tournament Controller within 72 hours. Failure to comply will result in the deduction of 1 league match point (to be applied in LMS as a "Season Penalty"). (EGM 2023)

2.6 All matches in HERCA 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. (AGM 2016)

2.7 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 Tournament Controller to support this). If any match is not played on time the match will be awarded to the away team/individual. (AGM 2016)

2.8 Non-arrival by either team will constitute a loss by the team not arriving, unless caused by exceptional circumstances.

2.9 The team not arriving must give notice to the Tournament Controller with an explanation within 24 hours and contact the opposing captain within 72 hours. If unable to contact the Tournament 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. All results sheets must be retained until the end of the season

Results must be reported on the League Management System (LMS) by the home team within four days of the match being played and verified by the away team within four further days. All submissions and verifications must be completed by 23:59 on the respective fourth day. (Amended – AGM 2026)

Example - If a match is played on a Monday, the home captain has four full days to submit the result in LMS. The deadline in this case would be 23:59 on the Friday. Once the result has been submitted (for example, on a Tuesday), the away captain then has four full days to verify it. The verification deadline would therefore be 23:59 on the Saturday.

Failure to submit or verify within this period will result in the deduction of 1 league match point, to be applied in LMS as a "Season Penalty" (AGM 2019)

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 Clubs are to publish the start time of matches played at their venue prior to the start of season. This start time shall be between 7:00pm and 7:30pm. The start time of a scheduled match can be changed by mutual agreement only. (Amended – EGM 2024).

3.4 The away team will have white on the odd numbered boards.

3.5 Ratings

3.5.1 ECF ratings will used for all HERCA closed competitions (New – EGM 2024).

3.5.2 For the Winter League, Atkinson Cup and Ross Cup matches, the monthly Standard ECF ratings, specifically the “Latest Official Original Monthly Ratings” (which are the ratings shown in Blue on the ECF rating website), will be used, one month in arrears, meaning that, e.g. in September we will be using the ECF August ratings (See Appendix A) (New – EGM 2024).

3.5.3 Every month the list with players who have an estimated rating (see rule 5. 3) will be updated and published on the in the HERCA Estimated Ratings List, which can be found under Player Resources on the Competitions page on the HERCA website. If a player with an estimated rating is awarded an A or K rating in the ECF Standard over-the-board “Latest Official Original Monthly Ratings” list, this rating will replace their estimated rating and their entry will be removed from the HERCA Estimated Ratings List. (New – EGM 2024).

3.5.4 If a player has an H rating, or has been moved to the ECF unrated list, then the rating on a previous HERCA rating list can be used to calculate an estimate rating, with 40 points deducted for each year of inactivity up to a maximum of 5 years. Players not on any ECF, YCA or HERCA list must be assigned an estimate rating (see rule 5.3).

3.6 Teams must play in rating order, though a tolerance of 75 rating points will be allowed between two players in the same team. The penalty for violating this rule is that the board in question will be defaulted. Where additional boards are also played out of order as a consequence, those boards will likewise be defaulted. The games in which both players have played at least 1 move will still be rated (Amended – AGM 2026)

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 rating is no higher than that of the player replaced.

3.9 Reserves

3.9.1 In each tournament, a player may play as a reserve for one other league team from the same club.

3.9.2 A player is allowed to be a reserve at most 5 times (a game where a default occurs shall not count as one of the 5 possible games). (AGM 2017).

3.9.3 A player can be a reserve for a team that is in a higher or lower division than their registered team, only if they have a rating no higher than 150 rating points above that of the regular team member in whose place they are playing. (This is not applicable to the Four Board League). (AGM 2016).

3.9.4 A player can be a reserve for a team that is in the same division as their registered team, only on boards 4–6 in 6-board leagues or boards 3–4 in 4-board leagues (i.e. the bottom half of the boards).

In addition, reserve's board placement must adhere to rule 3.6. (Amended – AGM 2026)

3.9.5 A team may field no more than 2 reserve players in any one league match. (EGM 2023)

3.9.6 The penalty for violating each of the rules 3.9.1 – 3.9.5 is that the board in question and all boards below will be defaulted. The games in which both players have played at least 1 move will still be rated. (EGM 2023)

3.10 Digital Chess clocks must be used. The Captains shall place the chess clocks to the side of each board in such a way that all chess clocks used in the match can easily be seen from a central position in the room. (New - AGM 2019)

3.11 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 Tournament Controller

3.12 Player's names and ratings (as listed in the ECF/HERCA rating list) and whether they are reserves, substitutes, or juniors, must be given on the team sheets used on match nights and on results submitted and verified in line with rule 3.1. Failure to do so may result in the loss of those games. (Amended - AGM 2018)

3.13 Games are played under the FIDE Laws of Chess, as interpreted by the ECF and Subject to any rulings made by the Hull & East Riding Chess Association.

3.14 All players are expected to be familiar with these Laws. (New - AGM 2019)

3.15 Team Captains are required to be also familiar with the Hull and East Riding Chess Association's playing rules (AGM 2019).

3.16 Team Captains should be present throughout the match. In their absence they must appoint a deputy.

3.17 Smoking and vaping are not allowed in the chess playing areas when matches are being played. (Amended - EGM 2024)

3.18 Electronic devices

3.18.1 Players may bring mobile phones into the playing area, provided that they are switched off for the duration of the playing session. Captains should ensure that a reminder to switch phones off is issued immediately before the start of the match. (EGM 2023)

3.18.2 Should a mobile phone make a sound during the match, the captains will issue a warning to the player to switch it off. Should the player's device make a further sound, the captains will enforce loss of the game by the player. The game will be rated, provided both players have played at least 1 move. (EGM 2023)

3.18.3 Players may submit a request to both captains to be allowed to keep a mobile phone on, in silent mode, due to exceptional circumstances. If both captains agree that the circumstances justify an exception, the player must not use the phone for any purpose other than that cited as the exceptional circumstance. If, during the game, the player leaves the playing area for any other reason, they must not take the phone with them.

3.19 For all team games played in the Hull and East Riding Chess Association, which have a rating limitation, the official ECF Ratings (see 3.5), will be used to calculate the team ratings. (Amended – EGM 2024).

3.20 No player shall arrange to play more than one standard-play game for any one evening. Failure to observe this rule will result in the loss to the player of all the games concerned. (AGM 2017).

3.21 If, as a result of a player's failure to arrive in time for a match, a team defaults a board, the handicap calculation for such a board will be cancelled if the calculation would benefit the defaulting team. Any calculation(s) for any lower board(s) which give an advantage to the defaulting team will also be cancelled.

4.0 **Disagreements and disputes**

4.1 If a disagreement arises during a match (including a suspected breach of the Code of Conduct), the Captains are jointly responsible for a decision as to how to proceed. If a disagreement cannot be settled between the Captains, each Captain must submit a concise written report of the matter to the Tournament Controller who will seek to resolve the dispute.

4.2 During a match Team Captains (or their deputy in their absence) are regarded as joint Arbiters. However, players are expected to try to resolve any issue between themselves in the first instance, especially if one or both Captains are also playing in the match. In the event Captains' assistance is required, whilst they are playing a game and if it is their move, then they are entitled to stop their own clock for the duration of dealing with the issue.

4.3 If a player completes an illegal move, the opposing player should pause the clock and add 2 minutes to his/her time, in accordance with the Laws. If the player does not know how to add time, he/she should pause the clock and request assistance from one of the Captains. If the illegal move has not been noticed by either player, the Laws of chess apply with the Captains acting as arbiters.

4.4 If the falling of a player's flag isn't noticed by the opposing player, the Laws of chess apply with the Captains acting as arbiters.

4.5 If a player conducts an illegal action (rather than an illegal move), e.g. moving the pieces and pressing the clock with different hands or not writing down the moves when the player has more than 5 minutes left on the clock, the opposing player should mention this to the player. The opposing player should also attempt to mention the offence to both Captains as soon as reasonably possible. Where both Captains agree that a player's actions have been disruptive or allowed them to gain time illegally, the Captains should take immediate action (such as giving a first caution). Repeat offences by a player in the same game must be reported in writing to the Tournament Controller by both Captains. The Tournament Controller has the authority to issue a second caution and sanction the offending player.

4.6 If the Captains cannot agree that a player's actions have been disruptive or gain time illegally, then the circumstances of the disagreement should form part of a written report by both Captains submitted to the Tournament Controller for resolution.

4.7 All rule violations must be formally claimed by an affected person (player or captain) and submitted to the Tournament Controller within 14 days of the match submission/verification on LMS. The League Secretary (or any other officer) may also identify or spot potential violations and may raise them with the affected parties or Tournament Controller, but it remains the responsibility of an affected person to submit a formal claim if they wish enforcement or resolution.

Before issuing a decision which may alter the result, the Tournament Controller will communicate with all parties involved (captains for team matches or individual players for tournament games) and if required request a concise written report. The Tournament Controller will make a decision within 14 days. (Amended – AGM 2026)

4.8 If an appeal is lodged against the Tournament Controller's decision, the appellant (organisation or individual) must submit a concise written report to the General Secretary within 14 days of the original decision. The General Secretary shall seek to establish an appeal panel drawn from the Rules Committee. The composition of any appeal panel must take into account conflicts of interest. The decision on the appeal is final.

Miscellaneous

Recording of the moves - Disabled players:
Hull and East Riding 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 East Riding Event Nights:
Hull and East Riding league and cup matches played on dates of Hull and East Riding 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 / Unrated Players**

5.1 Membership (New - EGM 2024)

5.1.1 All players registered in HERCA teams, leagues and 'closed' tournaments (that is, not open to all players such as the Hull Congress or the Team Lightning) must be members of HERCA.

5.1.2 The penalty for violating rule 5.1.1 is that the game in question (and all boards below it if the game is part of a league or cup match) will be defaulted (games between two non-members will result in a double default). The games in which both players have played at least 1 move will still be rated.

5.1.3 All players registered in HERCA teams, leagues and 'closed' tournaments must also be members of the English Chess Federation (ECF); they are required to provide a valid ECF membership number. Any club that fields a player who is not a member of the ECF will be charged the appropriate fee as defined under ECF rules.

5.2 The following dates for entering events and registering players and teams shall apply (AGM 2018):

5.2.1 All teams intending to compete in the Winter League must register team names with the League Secretary and the Fixtures Secretary by 1st July. This registration will be valid for all HERCA events for the following season. (New - AGM 2019)

5.2.2 All teams intending to compete in the Winter League must register all players for each team with the League Secretary no later than 1st August. This registration will be valid for all HERCA events for the following season. (New - AGM 2019)

5.2.3 Teams entering the Atkinson Trophy and Ross Cup and individuals for the U1350, U1650 and U1950 events, should send applications to the relevant Tournament controller no later than 1st August.

5.2.4 Teams entering the MH Brown Summer League should send information to the Tournament controller no later than 1st April.

5.3 New players may be registered during the season by notifying the League Secretary, who will, if necessary, agree a rating for that player (see rule 3.5) as long as they have not previously been registered for another club when rule 5.4 below will apply. No player may play in a HERCA tournament where an estimated rating is required without that rating being agreed with the League Secretary. In the event of the League Secretary not being available, where required (e.g. at short notice), an estimated rating may be agreed with any officer of the HERCA, reviewed by the League Secretary as soon as possible. (AGM 2018)

5.4 Playing for multiple clubs and team transfers

5.4.1 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.

5.4.2 A player may be re-registered for a different team or club to play in a particular tournament, only if they have not yet played in that tournament during the current season (Amended – AGM 2026)

5.4.3 For the purposes of this rule individual tournaments will be defined as:

- The six board winter league
- Four board winter league
- Each MH Brown Summer League section shall count as separate events
- All Team Cup competitions shall count as separate events
- Junior Clubs league (New - EGM 2024).

5.5 An adult who captains a junior team may play for that team and one other league team but forfeits the right to play as a reserve under the current playing rules. The usual cup rules still apply.

6.0 **Time Control**

6.1 Each player shall have 75 minutes + 10 second increment from move 1 in which to complete the game (New - AGM 2019).

6.2 Digital clocks must be used in all HERCA fixtures. Clubs are required to be in possession of adequate number of digital clocks for this purpose. (New - AGM 2019)

6.3 Matches played for double points are not allowed.

7.0 **Ties**

7.1 End of season team placings will be decided in the first instance on match point totals. If at the end of the season teams are tied on match points, the tie shall be broken using:

a. the game points totals;
b. provided all possible matches between teams still tied have been played,
   (i) the match point totals in the results between the teams which remain tied;
   (ii) the game point totals in the results between the teams which remain tied;
   (iii) the lower board count in the results between the teams which remain tied;
c. the toss of a coin.

Tie breaks shall be applied in this order until all ties are broken. (EGM 2023)

8.0 **Admission of new teams, promotion and relegation**

8.1 All new teams entering the charity's league shall be placed in the lowest division, unless decided otherwise by the Trustees.

8.2 Depending on the number of teams entering a winter league tournament, the Executive Committee has the right to create new divisions, reduce the number of divisions, and allocate teams to the divisions appropriately, without denying promotion to an eligible team. This may involve promoting additional teams or relegating fewer teams than the numbers announced at the start of the season. (Amended - EGM 2024).

8.3 Prior to the start of the winter league, the Executive Committee will agree and publish the number of promotion and relegation places for each division in each winter league tournament. (New – EGM 2024).

9.0 **Code of Conduct for Players, Observers and Spectators**

This code of conduct applies to all of those who participate in chess games organised by HERCA, whether as players or observers. It is less a set of rules but more like guidance as to what sporting behaviour in chess looks like. It should be read in conjunction with the FIDE Rules of Chess, Article 12.

Clubs

Clubs should ensure their premises, conditions, and playing equipment are as comfortable and accommodating to the opposition as possible, and that opposing teams are made welcome.

Clubs, teams, captains and players

The responsibility for ensuring fair play resides with clubs, teams, captains, and players. At the start of every match the home captain should welcome all players and remind them about the mobile phone rule, and what's expected when they finish their games.

Players should:

- Act with respect towards opponents, opposing teams, and club premises and equipment.
- Respect the need for quiet during games and avoid discussions that could distract their opponent or others playing.
- Avoid conversations with anyone else while their game is in progress (other than quietly asking about an on-going match score with the Captain).
- Not open snack food wrappings, drink cans, etc. at the board.
- Avoid distracting an opponent either verbally or through actions.
- Players who have finished their games, other observers, spectators, and other club members present in the playing area should:
    - Adhere to the spirit of the above code for players.
    - Ensure that mobile phones are turned off whilst in the playing area.
    - Not under any circumstances give advice while the game is in progress.
    - Not intervene or interfere in games in progress in any other way.
    - Refrain from conversations whilst games are in progress.
    - Refrain from discussing any of the games still in play, even amongst themselves.

Observers (or spectators) are not allowed to discuss any of the games still in play, even amongst themselves.

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 Once a player has played a game then that player is "cup tied" to that team for the remainder of that competition.

2.0 **Conduct of Matches**

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

2.2 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 each of the absent team's player's clocks.

3.0 **Cup Handicap Procedure**

3.1 Matches are played over 6 boards

3.2 Each board is handicapped individually, using Table A below (EGM 2024)

3.3 Then the board handicaps are added together and then rounded to the nearest whole number (EGM 2024)

3.4 If fewer than 6 players are named then the appropriate rating from table B must be used to calculate the handicap on the impacted board(s).

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

3.6 In the event of the match being a draw:

a) Each Captain will add together the numbers of the boards their 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 rating points will be the winner.

Handicap Tables to be used for Six Board Cup, Matches

Table A: (Amended - EGM 2024)

Difference	Handicap
0 -36	None
37 – 110	0.2
111 – 193	0.4
194 – 296	0.6
297 or more	0.8

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

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

Table B: (Amended - AGM 2021): Handicap ratings to be applied to Defaulted Boards

Board Number	For Division One Team	For A Division Two Team
1	1925	1835
2	1835	1745
3	1805	1655
4	1745	1565
5	1685	1505
6	1625	1415

3.7 If, as a result of a player's failure to arrive in time for a match, a team defaults a board, the handicap calculation for such a board will be cancelled if the calculation would benefit the defaulting team. Any calculation(s) for any lower board(s) which give an advantage to the defaulting team will also be cancelled.

RP ROSS FOUR BOARD LEAGUE & CUP RULES

The rules of the tournament are as for the Atkinson Cup Rules with the following changes:

1.0 Matches are played over 4 boards

2.0 Each board is handicapped individually using Table C below (EGM 2024)

3.0 If fewer than 4 players are named then the appropriate rating from table D must be used to calculate the handicap on the impacted board(s)

4.0 In the event of a RP Ross Cup match being a draw, the team with the handicap will progress. If there is no handicap, then the away team will progress (EGM 2024)

RP Ross League & Cup Handicap Tables

Table C

League Handicap Table (Amended - EGM 2024)

Difference	Handicap
0 -36	None
37 – 110	0.2
111 – 193	0.4
194 – 296	0.6
297 or more	0.8

Table D

Ratings to be applied to Defaulted Boards

Board 1	1745
Board 2	1625
Board 3	1535
Board 4	1415

5.0 If, as a result of a player's failure to arrive in time for a match, a team defaults a board, the handicap calculation for such a board will be cancelled if the calculation would benefit the defaulting team. Any calculation(s) for any lower board(s) which give an advantage to the defaulting team will also be cancelled.

MH BROWN SUMMER LEAGUE RULES

The rules of the tournament are as for the Winter league with the following changes:

1. Matches will be played over four boards.

2. In section one, in every match, a team's rating total will not exceed 7675 rating points. In section two, in every match, a team's rating total will not exceed 6550 rating points. The **March** Standard ECF "Latest Official Original Monthly Ratings" will be used to calculate the team rating. (Amended – EGM 2024).

3. The penalty for violation of rule 2 is that boards will be defaulted from the bottom up, and those board ratings replaced with the default rating until the overall team grade limit is below the maximum rating total. The games in which both players have played at least 1 move will still be rated. (EGM 2023)

4. If a team has less than four players, a rating of 1750 in section one and 1375 in section two will be assumed on the defaulted boards. (Amended AGM 2021)

5. A player may play unlimited matches for another team in a section other than their own.

6. After receiving the clubs' team entries for the MH Brown Summer League, the Executive Committee will decide on the appropriate format of the competition for each section, taking into account the number of teams having entered that section.

U1350, U1650 AND U1950 TOURNAMENT RULES

1. All players must be rated 1950 and below, 1650 and below or 1350 and below on the August ECF ratings list. A minimum of eight players will be required for either tournament to go ahead.

2. If drawn then replay with reversed colours, if second draw then lower rating goes through.

3. First name drawn will have white.

4. Black to arrange date and venue, except in the case of juniors, see rule 6.

5. If the final is played on a "finals night" and the game is drawn, then a deciding Armageddon game will be played immediately after. A coin toss will decide who gets the choice of colour in that game with:

   - The player with White has 5 minutes on the clock and must win.
   - The player with Black has 4 minutes on the clock and must either win or draw.

6. Junior players to have choice of date and venue, if two juniors paired together black has choice.

7. Special consideration should be made to players without transport, if possible.

8. It is the responsibility of the winner to report the results, as well as dates of games, to the Tournament controller as soon as possible.

9. Failure to do so will result in loss of game.

10. The Tournament Controller's decision is final in all disputes.

PETER HUGHES TOURNAMENT RULES

1. The tournament will be played every two years. Participation is by invitation only, to all players rated 1800 or higher in the ECF rating list published one month prior to the month in which the Peter Hughes Championship is due to take place. (Amended – EGM 2024).

2. The tournament's format is a one day 5- or 6-round Swiss Rapid (number of rounds will be determined by the number of entries – to be decided by the Tournament Controller).

3. Players will be seeded by rating, from high to low. The colour for seed 1 in round 1 will be chosen randomly.

4. The tournament Controller's decisions regarding seeding and the draw will be final (AGM 2014)

5. The date for the event will be announced prior to the start of the season in which the Peter Hughes Championship is played.

6. The Tournament Controller's decision is final in all disputes. They reserve the right to consult other parties if the need arises.

Tie-breaks

7. If at the end of the tournament, players are tied on points, the ties shall be broken using:
   a. The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of their opponents)
   b. The Buchholz System (the sum of the scores of each of the opponents of a player)
   c. Direct encounter
   d. The greater number of wins including forfeits.
   e. The greater number of wins with Black (unplayed games shall be counted as played with White).

JUNIOR CLUB LEAGUE, JUNIOR CHAMPIONSHIP AND JUNIOR KNOCKOUTS RULES (New – EGM 2024)

1. These are all Junior Rapid Tournaments for junior club teams or individuals. Some of the tournaments may be split into different sections or divisions at the Tournament Controllers discretion depending upon the number of entries.

2. The purpose of these tournaments is to help the juniors to develop the correct behaviours for playing competitive chess and not disqualify a player for repeated illegal moves / actions. In extreme cases a junior player can be disqualified for repeated bad behaviour.

3. All juniors under 18-years old on 1st September are eligible to play in the tournaments, subject to any grading restrictions.

4. The time control is 15 minutes plus 10 second increments.

5. If individual knockout matches are drawn then the match will be immediately replayed with reversed colours, if second draw then a deciding Armageddon match will be played. A coin toss for colours, white has 5 minutes on the clock and must win, black has 4 minutes on the clock and requires a draw or win.

6. The date and venue for team matches will be published in advanced. The date and venue for individual matches will be agreed between the children's parents, where possible these matches will be played at one of the HERCA Junior Chess Clubs. Special consideration should be made to players with special needs or without transport.

7. All team and individual matches must be supervised by a Junior Chess Club representative(s) who will deal with any match queries or disputes and their ruling will be final.

8. The Junior Chess Club Representative(s) supervising the match are responsible for reporting the match result to the Tournament Controller.

9. Rule 5.4 in the main section of the rules also applies to Junior Club League

10. The Tournament Controller's decision is final in all disputes.

Junior Blitz

1. This is an individual Junior Blitz Tournament. It may be split into different sections or divisions at the Tournament Controllers discretion depending upon the number of entries.

2. The purpose of these tournaments are to help the juniors development the correct behaviours for playing competitive chess and not disqualify a player for repeated illegal moves / actions. In extreme cases a junior player can disqualified for repeated bad behaviour.

3. All juniors under 18-years old on 1st September are eligible to play in the tournaments, subject to any grading restrictions.

4. The time control is 5 minutes each on the clock with no increments.

5. The date and venue for individual matches will be agreed between the children's parents, where possible these matches will be played at one of the HERCA Junior Chess Clubs. Special consideration should be made to players with special needs or without transport.

6. All individual matches must be supervised by a Junior Chess Club representative(s) who will deal with any match queries or disputes and their ruling will be final.

7. The Junior Chess Club Representative(s) supervising the match are responsible for reporting the match result to the Tournament Controller.

8. The Tournament Controller's decision is final in all disputes.

HERCA CHAMPIONSHIP RULES

1. Each club is invited to nominate their champion or representative to compete in next season's HERCA Championship. This is typically the player who has won the club's internal competition or the strongest player in the club. The deadline for nomination is 31st of July.

2. To allow them to defend their title, last season's champion is invited to compete as well (This means there could be two players from the same club competing in the competition).

3. The format of the competition is either a) Single round all-play-all, b) Double round all-play-all, or c) Swiss, depending on the number of entries, and is decided and announced by the Tournament Controller, together with the pairings for the first round and a time table for the first round (or all rounds, in case of an all-play-all format), by the 31st of August.

4. The publish time table may include suggested dates for games to be played but it is the players' responsibility to agree between each other when to play their game. Note that if the competition is a Swiss format, each game will have to be played before the deadline of the round.

5. In case of an all-play-all format, players will be seeded randomly. In case of a Swiss format, players will be seeded by rating, from high to low.

6. The colour for seed 1 in round 1 will be chosen randomly.

7. Each player shall have 75 minutes + 10 second increment from move 1 in which to complete each game.

8. Black has the home advantage but games can be played anywhere by mutual agreement between the players.

9. Special consideration should be made to players without transport, if possible.

10. It is the responsibility of both players to report to the Tournament controller the results, as well as date of when the game was played, as soon as possible, but as a minimum before the round's deadline.

11. Failure to do so may result in a default loss or double default of game.

12. The champion of the competition is the player who scores the most points.

13. If at the end of the tournament, players are tied on points, the ties shall be broken using, in the sequential order:
    a. The Buchholz Cut 1 (the sum of the scores of each of the opponents of a player reduced by the lowest score of their opponents)
    b. The Buchholz System (the sum of the scores of each of the opponents of a player)
    c. Direct encounter
    d. The greater number of wins including forfeits.
    e. The greater number of wins with Black (un-played games shall be counted as played with White).
    f. The Tournament Controller's decision is final in all disputes.

Appendix A

ECF Ratings
Link to the ECF Rating website: https://rating.englishchess.org.uk/players/list

Example:
In league and cup matches played in **March**, the ECF Standard Latest Official Original Monthly Rating from **February** will be used, highlighted in yellow in this example:

Adams, Michael 105483B

ECF Code	105483B	ECF Rating Code
Name:	Adams, Michael	Name of player, surname first
Member:	010631	ECF membership number, class and expiry.
Class:	Gold	31 Aug 2024
Gender:	Male	
Status:	Active	Active/Inactive/Deceased/Merged
FIDE ID	400041	
Federation:	England	FIDE Federation
Title:	GM	FIDE or National Title
Club(s)	4NCL Guildford	Nominal Club
	4NCL Wood Green	Clubs played for in last 36 months, most frequent first. More details here.

View OTB Results / View Online Events

Jun 2024				Jun 2024		
Standard	**Rapid**	**Blitz**		**Standard (Online)**	**Rapid (Online)**	**Blitz (Online)**
2750A	2672K		Latest Official *Revised* Monthly Rating (subject to daily revision)	2740K		
2750A	2672K		Latest Official *Original* Monthly Rating (fixed)	2740K		
3	0		Games current month	0		
30	0		Games prior 12 months	0		
54	0		Games prior 24 months	0		
62	15		Games prior 36 months	9		
3	3		Rank, excluding FIDE registered foreign players	1		

Rating History

Original Ratings Revised Ratings

Over the Board			List	Online		
Standard	**Rapid**	**Blitz**		**Standard**	**Rapid**	**Blitz**
2750A	2672K		Jun 2024	2740K		
2765A	2672K		May 2024	2740K		
2765A	2672K		Apr 2024	2740K		
2765A	2672K		Mar 2024	2740K		
2780A	2672K		Feb 2024	2740K		

For more information on how to find the ratings of your players please use this guide:
https://hullchess.com/wp-content/uploads/HERCA-Guide-for-Finding-Players-ECF-Ratings.pdf

Change History

Version	Date	Author	Changes
1.0	20/08/2026	David Atkin	Initial release – Updated as per the 2026 AGM