

RULES FOR LEAGUE COMPETITIONS

- 1) League Competitions comprising one or more divisions shall be held from the 14th. September to the 14th. May in each season.
 - 1.1 If less than 11 teams then only 1 division shall be formed. However, Division 1 shall contain no more than 10 teams, or 50% of the number of teams within the League if fewer than 21 teams but more than 10 teams.
 - 1.2 Division 2 shall contain the remaining teams within the League. but no more than 10 teams.
 - 1.3 Should the number of teams within the League exceed 20 then 3 divisions shall be formed.
 - 1.4 Each team shall play each other team within a division once on a home or away basis. Should the number of teams within a division fall below 7 then each team shall play each other team twice on a home and away basis.
 - 1.5 Any team joining the League must join in the lowest division.
 - 1.6 Any team withdrawing from a division must subsequently re – apply for adoption and must join in the lowest division.
- 2) The Individual games of a match shall be scored:

One game point for	-	a game won.
A Half game point for	-	a game drawn.
No game point for	-	a game lost.
- 3) Based upon the aggregate of individual game points gained by each team, the result of a match shall be scored:

Two match points for	-	a match won.
One match point for	-	a match drawn.
No match points for	-	a match lost.
- 4) The following action shall be taken if a team withdraws from a division during a season:
 - 4.1 Match results cancelled if less than 50% of matches played.
 - 4.2 Match results to stand if 50% or more of matches played.
Unplayed matches to be scored wins for the opposing teams.

5) Promotion and Relegation:

5.1 In any Division except Division 1 the two teams which gain the greatest number of match points shall be promoted to the next highest division. Unless incurring more than 1 match default. Should a division contain less than 9 teams then only 1 team shall be promoted.

5.2 In any Division except the lowest the two teams having the least number of match points shall be relegated to the next lowest division . Unless any other team incurs more than 1 match default Should a division contain less than 9 teams then only 1 team shall be relegated.

6) Tie - Breaking:

6.1 To resolve: League Championship: Promotion and Relegation:
Apply the following in order until a decisive outcome is obtained.
If 2 teams are equal in match points overall:

6.2 The teams shall be placed in order of the games - for points scored.

6.3 The match points for the League match or matches between the teams concerned shall be considered. If only 1 match is played between such teams and it is drawn then Board Count followed by Bottom Board Elimination shall be applied.

6.4 Provided Board Count and Bottom Board Elimination is unsuccessful, a Play – Off shall be arranged if two teams are equal in match points and in game points.

6.5 If more than two teams are equal in match points:
Apply the preceding rules 6.2 and 6.3 in order until the elimination of one or more teams occurs, then if necessary re – apply the tie breaking procedure as if the remaining teams were the only teams tied on match points.
If this fails to resolve matters, the issue shall then be decided by the League Council.

7) Eligibility:

7.1 No player may play for more than one club in any one season in League and Knockout competitions.

7.2 Players are not tied to the Division for which they first play and may play up a total of three times in any one season.

7.3 Players will be allowed to play for more than one team of the same club in the same division of the League only once during any one season except in double headers. Where teams are designated "A", "B", "C" – "A" team players cannot play down/across. "B" team players may play in the "A" team 3 times but cannot play down/across in the "C" team as A will be looked upon as the highest team and B will therefore be taken to be lower than A but higher than C Where teams are not designated A, B or C, then the highest to lowest team must be specified on or before the Fixtures Meeting.

7.4 No player may play for more than one team in the Team Knockout.

- 8) All players taking part in League and Knockout Tournaments must be associate members of the Dumbarton and District Chess Association and must be members of their respective clubs.
- 9) For a breach of Rules 7) and / or 8) the offending team shall be penalised by either the loss of the board or boards concerned, or by the loss of the match, at the Secretary's and/or League Controller's discretion. Any dispute as to the eligibility of a player shall be referred to the League Council whose decision shall be final.
- 10) A match date may be changed, but only in exceptional circumstances, by mutual agreement between the clubs concerned and provided the new date is approved by the Secretary and/or the League Controller.
- 11) All matches shall be played in accordance with these rules and with the Rules of Play currently in force.
- 12) Play shall be governed by the Laws of Chess authorised by F.I.D.E. except for the additions and exceptions operated within the Dumbarton and District Rules. A copy of these Rules must be made available by Home Teams for consultation if required.
- 13) The League Council shall manage the League and Knockout Competitions and shall settle all disputes and questions arising therein.
- 14) In League and Team Knockout Competitions the number of players comprising a team shall be Four.
- 15) At the outset of each season all clubs shall pay a fee of £ 10.00 per club as a bond against defaulting League matches. This fee will be refunded at the end of each season, unless a team has defaulted a League match or a double header for any reason.

Rules of Play

- 1) Matches shall commence between 7.15pm. and 7.45pm. It shall be obligatory to use clocks. All clocks shall be started at the official start time as designated by the Home club in the club information section.
- 2) The time available for play must be at least 2 and a half hours.
- 3) The match captains, or their active deputies, of opposing teams shall five minutes before the commencement of a match, exchange lists of their team players arranged in descending order of playing strength.
- 4) After team lists have been exchanged the match captains shall toss for choice of move at Board 1 and the move at the remaining boards shall alternate accordingly.
- 5) If a player has not arrived 30 minutes after the official starting time, that game shall be lost by default, unless before the period expiry a substitute has been put into the team.
- 6) The rate of play shall be all moves in 75 minutes per player. FIDE Laws of Chess will apply. Players may claim a draw when they have less than two minutes left on their clock and **BEFORE THEIR FLAG HAS FALLEN**.
Team Captains or their active deputies are empowered to call Flagfall.
If the players are unable to agree a result then the Team Captains or their Active deputies shall attempt to agree the outcome of a game.
(Refer to Guidance Notes).
- 7) Results may be submitted via the League Controller and the League Secretary. Results must be notified within seven days of the date on which matches are played. The notification must give in full, players' names in **BLOCK LETTERS** along with their grades and scores achieved.
- 8) Any dispute or question arising under these rules shall be referred to the League Council whose decision shall be final.
- 9) Should a team postpone a match, then that team shall have the responsibility of offering 2 alternative but reasonable match dates; one of which must be accepted by the opposing team and sanctioned by the League Secretary and/or the League Controller.
- 10) Defaults:
 - 10.1 Penalty points will be incurred on the following basis:
 - 1 match point will be deducted from a team's score at the end of a season for every 4 games lost by default, this to be applied at the Secretary's and/or the League Controller's discretion.

- 10.2 Any team defaulting more than 1 match during a season will automatically be relegated to the next lowest division.
Any team in the lowest division defaulting more than 1 match will not be eligible for promotion.
- 11) Smoking is not permitted in the playing room.
- 12) Prior to match commencement the home team captain must announce that all mobile phones must be switched off.
- 12.1 Should a players' mobile phone ring in the playing venue during their game then their opponent shall be awarded an extra 2 minutes thinking time.
- 12.2 If the same players' mobile phone rings again in the playing venue during the same game, that player will then lose the game.
- 12.3 Their opponent shall be awarded a win or a draw depending on the position and material on the board.
- 12.4 At the start of play any electronic device which enables access to chess data must be turned off. failure to do so may result in a penalty extending as far as the loss of the game in question. Where a first offence will incur a penalty of an extra two minutes added to an opponent's thinking time; a second offence by the same player in the same match will result in that player losing the game and their opponent will be awarded a win regardless of the position on the board.
- 12.5 **TEAM CAPTAINS OR THEIR ACTIVE DEPUTIES**
As per Guidance Notes (page 10). Players and Team Captains should be aware of the FIDE Laws of Chess. However, they should also be familiar with the following supplementary rules. Prior to the start of any match, as well as informing opposing teams of the location of toilets and any other relevant information:- e.g. That Mobile Phones (12.1) and other Electronic equipment (12.4) must be turned off. Team Captains must ensure their team is seated at the appropriate board and each and every clock is showing the correct time. They must also check that every player has received the appropriate colour. Opposing team captains must ensure their team is seated at the appropriate board and every clock is showing the correct time. They must also check that every player has received the appropriate colour before play commences. Should any problems arise later due to a failure to comply with any of the above procedures then Match Captains will be held accountable and may result in one or more penalty points being imposed at the end of a season.

TEAM KNOCKOUT TOURNAMENT
KNOCKOUT RULES

- 1) Where appropriate the rules for League play shall apply to the Team Knockout Tournament, with the following additions or exceptions.
- 2) Each team in the League is eligible for the Team Knockout.
- 3) A deadline shall be set for the completion of each round.
Combining a particular match to count for both League and Knockout is only by prior agreement of the teams involved.
- 4) The League Secretary shall where necessary inform a team of its next opponent and may at his discretion extend the deadline for a round.
- 5) If a match is not completed by a deadline, the clubs involved shall inform the League Secretary of the situation within three days.
- 6) At his discretion the League Secretary may default one or both teams involved in a breach of rules or of exceeding a deadline.
- 7) If a match is drawn because all games are drawn, that match shall be replayed with venue and colours reversed. Other drawn matches shall not be replayed but shall be decided by Tie – Break: on Board Count or if indecisive: on Bottom Board elimination.
Board Count favours the team whose total of Board Numbers for games won is lower.
Bottom Board elimination favours the team which lost on the highest numbered board where the game was not drawn.
- 8) The rate of play shall be all moves in 75 minutes per player.
FIDE Laws of Chess will apply.
 - 8.1) Players may claim a draw when they have less than two minutes left on their clock and BEFORE THEIR FLAG HAS FALLEN.
If the players are unable to agree a result then the Team Captains or their active deputies shall attempt to agree the outcome of a game.
(Refer to Guidance Notes).
 - 8.2) Team Captains or their active deputies are empowered to call Flagfall at any stage of a game.

- 9) In arranging match dates for the Team Knockout Tournament the Home Team shall have the responsibility of offering 3 reasonable dates within the specified period of the deadline for a round, one of which must be accepted by the opposing Team and sanctioned by the League Secretary.
- 10) Please note Section 9] shall be applicable when considering replayed match dates.
- 11) Priority seeding will be applied to the draw using the following criteria to ensure that 4 seeded teams are not due to meet one another until the later stages of the competition.

- 1) Team Knockout winners from the previous season.
- 2) Winners of Division 1 from the previous season
- 3) Winners of Division 2 from the previous season
- 4) Team Knockout losing finalist from the previous season
- 5) Division 1 runner – up from the previous season
- 6) Division 2 runner – up from the previous season



TEAM KNOCKOUT TIE BREAK SYSTEM EXAMPLES

Board Count

Each board is given a value as follows:

- 4 Points for a Win at Board 1
- 2 Points for a Draw at Board 1
- 3 Points for a Win at Board 2
- 1½ Points for a Draw at Board 2
- 2 Points for a Win at Board 3
- 1 Point for a Draw at Board 3
- 1 Point for a Win at Board 4
- ½ Point for a Draw at Board 4
- 0 Points for a loss at any Board



In the match		BISHOPBRIGGS	V	GIFFNOCK & CLARKSTON		
Board	Points	Player	Score	Player	Points	Board
1*	4	G. Moultrie	1 – 0	C. Lewis	0	1
2*	3	D. Boyle	1 – 0	A. Lewis	0	2
3	0	W. Walker	0 – 1	J. Jordan	2	3*
4	0	R. Latimer	0 – 1	I. Mc Laughlan	1	4*
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3*	7		2 – 2		3	7*

Bishopbriggs win 7 – 3 on Board Count.

Board Count favours the Team whose total of *Board Numbers for games won is lower: where the game is not drawn.

BOTTOM BOARD ELIMINATION

However, losing on Boards 1* and 4* (Total 5) and winning on Boards 2* and 3* (Total 5) still does not separate the teams: and so Bottom Board Elimination comes into force.



In the match				GLASGOW MONTROSE V	E. K. WANDERERS		
Board	Points	Player	Score	Player	Points	Board	
1	0	K. Mc Caffrey	0 – 1	A. Jelfs	4	1*	
2*	3	N. Lindsay	1 – 0	F. Murray	0	2	
3*	2	N. Guirkinger	1 – 0	C. Miller	0	3	
4	0	D. Reid	0 – 1	D. Mc Donald	1	4*	
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5	5		2 – 2		5	5	

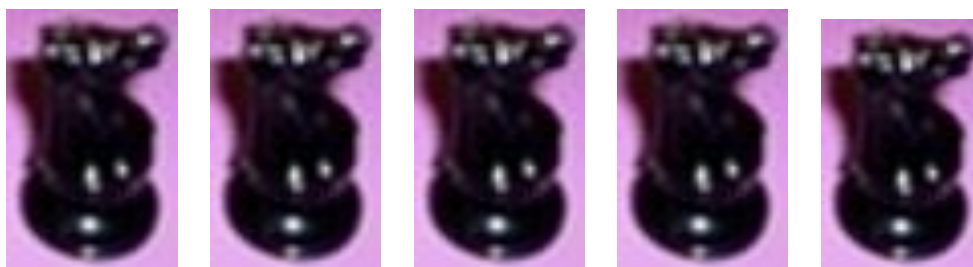
Eliminate Board 4 from the equation and the score now reads :

Board	GLASGOW MONTROSE	V	E. K. WANDERERS
1	K. Mc Caffrey	0 – 1	A. Jelfs
2	N. Lindsay	1 – 0	F. Murray
3	N. Guirkinger	1 – 0	C. Miller

		2 – 1	

This would have been a win for Glasgow Montrose 2 – 1 after Bottom Board Elimination.

Bottom Board Elimination favours the Team which lost on the Highest Numbered Board where the game was not drawn.



GUIDANCE NOTES

Claims for a draw under the two minute Quickplay finish rule.

The player on the move may claim a draw when they have less than two minutes left on their clock by stopping the clock before their flag falls. This concludes the game. However to ensure a player is not merely resigning it is advisable that players should also inform their opponent that they are in fact claiming a draw.

Players and Team Captains should be familiar with Appendix G of the FIDE Laws of Chess. The relevant supplementary notes in the Chess Scotland Rules book should also be consulted. In effect, the opponent's practical chances of a win have to be minimal for the claim to succeed. " Team Captain " is to be understood as "active deputy", where appropriate, in the following.

- 1) If the players cannot agree the result, then the matter must be referred to the Team Captains, as specified in article 6 of the Rules of Play.
Team Captains must ensure that only they (and the players) are directly involved in the proceedings,
(If necessary, they should withdraw from the playing area to a quiet location).
However Team Captains have the right at any time to seek private advice from third parties.
The team captains must invite both players to give their views on the position. The claimant (alone) must explain their drawing strategy against a general line of play suggested by their opponent (not the opposing team captain!). The claimant and the opponent must be afforded some liberty to debate and modify their plans.
No pieces shall be moved on the board. Normally, in-depth analysis shall not be required .
- 2) The team captains may, where necessary, ask the players to clarify their views. However the team captains must refrain from suggesting moves or lines of play, and refrain from asking leading questions which suggest moves or lines of play. Their function is akin to an advocate in a court of law.
- 3). No more than 10 minutes shall be allowed for this phase of the proceedings.
- 4). The team captains (alone) should then attempt to decide whether: " the opponent's practical chances of a win against the claimant are minimal, if time had not been a critical factor".
If the chances are minimal, then the claim shall be upheld. Otherwise, the draw claim shall be denied.
The team captains shall take into account:
the position on the board,
the players' demonstrated understanding of the position,
the players' general standard of play (grade),
the imminence of a "75-move rule" draw claim (if relevant).
- 5). If the team captains cannot agree a result, then the procedures described in Appendix G of the FIDE Laws of Chess shall be instituted, except that the documentation shall be forwarded to the Dumbarton League Secretary (by both team captains) in the first instance, together with a deposit of £20, within ONE WEEK of the match.
- 6). The League Secretary shall ask an independent arbiter for a decision.
- 7). The successful claimant shall have their deposit returned.