

# **ESSEX CHESS ASSOCIATION**

**FOUNDED 1898**

## **2010/11 RULES COMPENDIUM**

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### **OFFICERS**

President	Ivor Smith
Chairman	Gavin Strachan
Treasurer	Joe Rosenberg
General Secretary	John Philpott
League Secretary/Grader	David Millward

### **LEAGUE MANAGEMENT COMMITTEE**

David Millward (League Secretary), Aidan Corish, Ian MacLachlan, Colin Ramage and Gavin Strachan.

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## **ESSEX CHESS ASSOCIATION CONSTITUTION**

1. The Association shall be called "The Essex Chess Association".
2. The object of the Association shall be to encourage the practice of chess in every way.
3. The Association shall affiliate to the Southern Counties Chess Union, the British Chess Federation and the English Chess Federation.
4. The Association shall comprise its Officers, Vice-Presidents, Hon Life Members, Affiliated Clubs and their Members, Unattached Members and Affiliated Leagues and their Members affiliated to the Association under prescribed rules and other Affiliated Organisations.
5. The Officers of the Association shall be its President, Chairman, General Secretary, Assistant General Secretary, Treasurer, Match Captain, Assistant Match Captain, Correspondence Match Captain, League Secretary, Congress Secretary, Tournament Secretary, Junior Organiser, Publicity Officer, Webmaster and Grader who, together with two other members, shall form the Executive Committee responsible for the management of the affairs of the Association - five to form a quorum.
6. The Executive Committee shall appoint annually delegates to the British Chess Federation, English Chess Federation and Southern Counties Chess Union and a representative at the Southern Counties Chess Union Executive. It shall also appoint Sub-Committees for League Management and for any other purpose considered appropriate. The Executive may delegate such powers to any Sub-Committee as it considers appropriate. Any member of the Association shall have the right of appeal against the decision of an Officer or a Sub-Committee to the Executive Committee.
7. The Executive Committee and Sub-Committees shall have power to co-opt.
8. The General Purposes Committee, consisting of the elected members of the Executive Committee, one representative of each Affiliated Club and one representative of each Affiliated League and other Affiliated Organisation, shall meet at least once a year. A quorum shall comprise ten individuals from those entitled to attend. Recommendations from this Committee shall be submitted to the Executive Committee or the Annual General Meeting for consideration. At least twenty one days prior to the date arranged, Notice of the Meeting and the Agenda shall be circulated to the elected members of the Executive Committee and to Secretaries of Affiliated Clubs, Affiliated Leagues and other Affiliated Organisations.
9. An Annual General Meeting of the Association shall be held not later than 30<sup>th</sup> June for the following purposes.
  - (a) The presentation of reports on the season's activities and an audited statement of the accounts for the financial period ended 30<sup>th</sup> April.
  - (b) To determine the subscriptions and affiliation fees for the ensuing year.

- (c) The election of Officers and Vice-Presidents for the ensuing year.
- (d) The election of two other members to serve on the Executive Committee for the ensuing year.
- (e) The appointment of an Auditor.
- (f) The transaction of the business shown on the Agenda and of other business which may arise.

A quorum shall comprise twelve persons entitled to attend. Twenty one days prior to the date arranged, Notice of the Meeting, the Agenda and Financial Statement, shall be circulated to the Members of the Executive Committee, to Vice-Presidents and Life Members of the Association and to Secretaries of Affiliated Clubs, Affiliated Leagues and other Affiliated Organisations.

10. The following shall be entitled to attend and vote at the Annual General Meeting.

- (a) Members of the Executive Committee;
- (b) Vice-Presidents and Life Members of the Association;
- (c) Members of Affiliated Clubs and Unattached Members whose subscriptions have been received by the Treasurer of the Association prior to the commencement of the Meeting;
- (d) Representatives of Affiliated Leagues in accordance with the rules currently in force; and
- (e) Two representatives of each other Affiliated Organisation.

On all matters voting shall be on the basis of one vote for each person present and entitled to vote, irrespective of the fact that a person may attend in more than one capacity. In the event of a tie, the Chairman of the Meeting shall have a second and casting vote.

11. A Special General Meeting of the Association shall be called by the General Secretary at the instruction of the Executive Committee or within thirty days of a written requisition from not less than three Affiliated Clubs, stating clearly the nature of the business to be transacted. No other business may be considered. Circulation of the Notice of the Meeting, quorum and voting rights shall be the same as for an Annual General Meeting.
12. This Constitution shall not be altered except by a two-thirds majority of votes cast at an Annual General Meeting or at a Special General Meeting of the Association convened for the purpose. Notice of any proposed alteration or addition for discussion at an Annual General Meeting shall be given to the General Secretary in writing before 15<sup>th</sup> April and included in the Agenda.

As amended 21<sup>st</sup> September 2006

## ESSEX CHESS LEAGUE RULES

### ORGANISATION

1. The League shall be called the Essex Chess League.
2. The League shall be structured in divisions, each division comprising not more than 6 teams contesting a double round of matches, with the exception of the lowest division, which may be increased or contested on a single round basis at the discretion of the League Management Committee.
3. Teams in Divisions 1 and 2 shall comprise 8 boards. All other divisions shall comprise teams of 6 boards.
4. Clubs may not operate more than two teams in any division, except the lowest division.
5. Clubs with more than one team shall designate teams I, II etc. in order of playing strength, team I being the highest designated team.
6. At the end of the season, the top team in Division 2 and each lower division shall be promoted to the next highest division. The bottom team in each division except the lowest division shall be relegated to the next lowest division. The following exceptions shall, however, prevail:-
  - (i) Where vacancies occur in a division due to withdrawal and/or a team not exercising its option of promotion in accordance with Rule 6(iii), they may be filled at the discretion of the League Management Committee by waiving relegation and/or promotion of additional teams or the inclusion of new teams. Furthermore the League Management Committee shall have the right to leave a division below the full complement if it considers this to be appropriate to the League.
  - (ii) Where relegation would cause a club to exceed its quota of teams in a division, the lowest placed team in that division must also be relegated, even though that team has not necessarily finished in bottom position.
  - (iii) Where promotion would cause a club to exceed its quota of teams in a division the promotion cannot be effective. Furthermore, promotion will not be mandatory when it would result in a club having more than one team in the higher division. In both of these instances the next highest placed eligible team in that division shall be offered the option of promotion.
7. Clubs wishing to withdraw a team(s) shall only withdraw from the lowest division(s) excepting where the League Management Committee is satisfied that there is insufficient strength to support a team(s) in a higher division(s).
8. New teams must apply by 15<sup>th</sup> August.

9. The operation of the League shall be administered by a League Secretary. The League Secretary shall be assisted by a League Management Committee who shall be appointed by the League Secretary and subject to the approval of the League Management Committee.
10. The League season shall be from 1<sup>st</sup> October to 1<sup>st</sup> May inclusive, unless extended by the League Management Committee.
11. The League will register with the English Chess Federation Game Fee Scheme.

### **LEAGUE DEPOSITS**

12. All participating clubs shall be affiliated to the Essex Chess Association and shall abide by its rules.
13. All member clubs shall be circulated by the League Secretary by 31<sup>st</sup> July each year. A deposit will be debited to each club of £10 for a club with one team or £15 for a club with more than one team.
14. Deposits will be used to finance any fines, fees or other levies of £3 or under. Any balance shall be settled at the end of the season.
15. No club shall participate in the League until all deposits and previously outstanding debts have been settled.
16. If a club has not paid its Game Fee to the Treasurer of the Essex Chess Association by 20<sup>th</sup> December, all matches played subsequently until such time as the Game Fee is received by the Treasurer may be scored as defaulted.

### **MATCH ARRANGEMENTS**

17. A meeting at which all clubs shall be represented shall be held in September for the purpose of arranging fixtures. Within seven days thereof, each club shall send the League Secretary a list of its arranged fixtures. Any subsequent alteration shall be notified to the League Secretary by both clubs. Clubs are required to complete all fixtures.
18. Where a club has more than one team within the same division, the teams shall play each other as the initial fixture(s) of the season in that division.
19. When a club fails to honour a fixture, the opponents are entitled to claim the match if less than 14 days notice is given. If a minimum 14 days notice is given, the match may be re-arranged but the requesting club shall offer at least two alternative dates and, if necessary, waive choice of venue.
20. Matches shall commence not later than 7.30 p.m. except where mutually agreed to the contrary.
21. Notwithstanding Article 12(3)(b) of the FIDE Laws of Chess it is legitimate to bring mobile phones into the playing venue. If a player's mobile phone rings in the playing room(s) during the course of his game, that player shall lose the game. Such game

losses must be reported in writing to the League Secretary. A Match Captain is permitted to have a switched on phone in the playing room, provided it is on silent/vibrate mode until all players in his team have arrived or default time expires, but must leave the playing room to take a call.

22. The names of all players with their scores and details made of the arrangements made for the continuation of each adjourned game, shall be forwarded to the League Secretary by BOTH clubs concerned within SIX days. If a club has defaulted a board or substituted a player it shall also, within six days, provide the League Secretary with an explanation for the default or substitution.

### **PLAYER ELIGIBILITY**

23. No player shall be allowed to play in the League for more than one club during the season.

24(a) No player shall be allowed to play in a League match unless the League Secretary has received notification of his name and address at least seven days in advance.

(b) Clubs must ensure that all Essex League players become individual members of the Essex Chess Association. For the purposes of this rule, "Essex League player" is deemed to include:

- (i) any player who plays in an Essex League match;
- (ii) any nominated player against whom a default is shown in a team list for a League match; and
- (iii) any player nominated for the barred list by a club under Rule 25(a) unless the option of substitution is applied for under Rule 25(b) and accepted by the League Management Committee.

25(a) By one week before the fixtures meeting clubs shall send the League Secretary the names and addresses of all players expected to play for them in the League during the season. In addition to this, clubs entering more than one team shall clearly indicate their strongest members expected to play in each team other than their lowest designated team.

- (i) For each team entered in Division 1 or 2, 6 names must be indicated.
- (ii) For each team entered in a lower Division, 4 names must be indicated.

The players so indicated shall be barred from playing in a lower designated team. Further registrations may be added during the season in accordance with Rule 24.

(b) The League Management Committee shall be empowered to accept, reject or replace the name of any barred player and to add to whichever list it considers appropriate the name of any other player registered for the League. In the case of new members being added to the barred list the option of substitution may be applied for.

- (c) If a player was declared by his club as a 'barred' player the previous season, but did not play, the Committee will only accept that player as an addition to the nominated list.
- (d) A list of barred players shall be circulated by the League Secretary to all clubs, as shall a list of any subsequent amendments.

## **RULES OF PLAY**

26. Except where amended by these rules, all games shall be played according to the current FIDE Laws of Chess.
- 27(a) Match captains or their deputies shall exchange team lists at least five minutes before the agreed starting time and shall thereupon toss for colours; the team winning the toss shall have the WHITE pieces on the odd-numbered boards. A team unable to produce a team list at that time shall be deemed to have lost the toss.
- (b) Teams shall be arranged in descending order of playing strength except that:
    - (i) Current club champions may be played on board 1.
    - (ii) A substitution may be made within 45 minutes of the agreed starting time if the nominated player on the team list is absent when the substitution is made.
  - (c) Where a board is defaulted at 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 team list.
  - (d) When a board is defaulted by the home team without prior notice and adequate explanation to the away captain, the away player may claim a maximum of £10 travelling expenses 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 League Secretary within 14 days of the match.
- 28(a) Chess clocks shall be used.
- (i) The rate of play shall be all moves in 90 minutes. Article 10 (and in the absence of an Arbiter, Appendix D) of the FIDE Laws of Chess shall apply.
  - (ii) Alternatively, if suitable digital clocks are available, an incremental "Fischer" time limit may be used, in which case the rate of play shall be all moves in 80 minutes plus 10 seconds a move added from the start. Adoption of the incremental time control shall be at the discretion of the home team, provided always that the opposing team shall have been given a minimum of 72 hours notice that the incremental time control will be used and that it is used on all boards of the match. *For the avoidance of doubt it is stated that when an incremental rate of play is being used, Article 10 of the FIDE Laws of Chess does NOT apply.*

However, should any circumstance arise before the agreed starting time of the match, which prevents the home team from being able to fulfil the requirements

of this Rule 28(a)(ii), the match shall revert to the standard time control prescribed by Rule 28(a)(i).

In the event that, after the start of play, a digital clock develops a fault such that it can no longer be used, it shall be replaced. If a digital replacement is not available the faulty clock shall be replaced with an analogue clock, in which case, the rate of play shall revert to the conditions specified in Rule 28(a)(i) above and the analogue clock shall be set as follows:

Where less than 60 moves have been completed in the game, the time remaining on each clock shall be enhanced by the addition of the time increments not yet accrued, up to move 60, and transferred to the analogue clock so that the total time available to each player for the game shall be 90 minutes.

If 60 or more moves have been made, then the time displayed on each clock shall be transferred as the time remaining for each player. In the event that the faulty clock no longer displays data on one or either face, best judgement should be used to set the replacement clock, in accordance with FIDE Laws of Chess, Articles 6.10a and 6.10b.

Two minutes shall be added to each player's remaining time to compensate for the disruption.

- (b) 45 minutes from the agreed starting time shall be allowed for any player absent, whereafter - subject to Rule 27(b)(ii) - the absentee shall forfeit the game.
- (c) When through the negligence of the home club, clocks are started later than the scheduled time, the captain of the visiting team may insist that the lost time be debited on the clocks of the home team. The club responsible will also be reported to the League Management Committee for disciplinary action should their opponents lodge a complaint, or if an unreasonable delay comes to the attention of the League Secretary.

## **SCORING**

- 29. In each match, two points shall be scored by the winning team, one point by each team in the event of a draw.
- 30. If a team withdraws from the League during a season before it has begun half of its scheduled fixtures, the matches played prior to withdrawal shall be treated as null and void for the purposes of League placings, promotion, relegation, cumulative defaults and barring under Rule 25. If a team withdraws after beginning half or more of its fixtures, the results of the fixtures played shall stand, and the remaining matches scored as defaulted to the scheduled opponents.
- 31. In the event of two or more eligible teams being level on points at the end of the season, the winner of the division and promotion and relegation shall be determined as follows:

- (a) Teams shall be placed in descending order of match points scored between (or amongst) themselves. This operation shall be repeated until it has no further effect.
  - (b) Where teams still remain equal, they shall be placed in descending order of game points in the match or matches between them.
  - (c) Where teams still remain equal, they shall be placed in ascending order of their board count scores in the match or matches between (or amongst) themselves. Board count, for this purpose, shall be the total of board numbers of games won plus half of the total of board numbers of games drawn.
  - (d) Where teams still remain equal, they shall be placed according to bottom board elimination in the match or matches between or (amongst) themselves.
  - (e) Where teams still remain equal then a play off or play offs between the teams concerned shall take place. Should a play off result in a draw then board count and, if necessary, bottom board elimination will be applied. No new registrations shall be permitted for such matches.
32. All trophies shall be presented at the next Annual General Meeting of the Essex Chess Association and engraved with the names of the winning clubs. All trophies shall be returned to the League Secretary by the previous season's winners by no later than 31<sup>st</sup> May. The League Management Committee shall be empowered to impose a maximum fine of £10 on any such club failing to return a trophy by this date unless the Committee considers that its late return was due to extenuating circumstances.
33. Subject to the discretion of the League Management Committee, teams will be penalised for defaulted games during a season as follows:
- Division 1 and 2 teams - deduction of two points for the first eight games defaulted and thereafter deduction of one point for every four games defaulted.
- All other divisions - deduction of two points for the first six games defaulted and thereafter deduction of one point for every three games defaulted.
- Ineligible players and games defaulted on resumption count as defaults for cumulative purposes.

### **DISCIPLINARY PROCEDURES**

- 34(a) A club may protest against the alleged commission of any breach of the foregoing rules. Details must be sent in writing to the League Secretary within seven days of its discovery.
- (b) In connection with any offence reported to him or discovered by him, the League Secretary shall take such action as lies within his authority and, if necessary, refer the matter to the League Management Committee for decision.
- 35(a) The League Secretary shall be empowered to impose the following penalties.

- (i) a fine of £3 for each infringement of Rule 22;
- (ii) the scoring of a loss to any player who infringes any of Rules 23 to 28, and the award of the game to his opponent, if eligible;
- (iii) any other sanction authorised under powers delegated by the League Management Committee.

and shall refer persistent offenders to the League Management Committee.

- (b) A club may appeal against any decision of the League Secretary under Rule 34(b) by writing to the League Secretary within 14 days of notification. The appeal shall be referred to the League Management Committee, whose decision shall be final.

36(a) For each infringement of the rules, the League Management Committee shall be empowered to impose the following MAXIMUM penalties:

- (i) the deduction of two match points from the offending team's score, and/or
- (ii) the suspension of a player or match official from participating in the League until the end of the season, and/or
- (iii) the imposition of a fine of £15,

or such lesser penalties as it determines, and shall recommend any greater or additional penalty to the Executive Committee of the Essex Chess Association.

- (b) In connection with any offence referred to the League Management Committee, the club(s) involved shall have the right of non-voting representation.

37. The League Management Committee shall rule upon any matter not covered by the foregoing rules.

## **RULE AMENDMENTS**

38. Any alteration of or addition to these rules shall be considered by the General Purposes Committee of the Essex Chess Association, to whom due notice shall have been given and whose recommendations thereon shall be passed to the Association's Executive Committee for decision.

39. All proposals for alterations of or additions to these rules must be submitted to the League Secretary who will refer them to the League Management Committee for consideration, prior to placing them before the General Purposes Committee. Existing rules subsequently affected by alterations or additions agreed at a General Purposes Committee meeting can be considered for amendment by that same General Purposes Committee. All proposals must be received by the League Secretary by 1<sup>st</sup> March in order for such alterations or additions, if approved, to become effective for the following season.

As amended by the Executive on the 19th May 2010 following the GPC meeting.

## **ESSEX CHESS ASSOCIATION RULES FOR AFFILIATED LEAGUES**

1. An Affiliated League is a League which, not run by the Essex Chess Association, affiliates to the Essex Chess Association in accordance with these rules.
2. Affiliated Leagues must be affiliated to the English Chess Federation in accordance with the rules from time to time in force.
3. A League may affiliate to the Essex Chess Association by paying an annual affiliation fee of such amount as shall be determined by the Annual General Meeting of the Association in accordance with the Constitution thereof. All players taking part in the League, other than those becoming Full Members under Rule 5 below, will be deemed to be Associate Members of the Association.
4. An Affiliated League shall be entitled:
  - (a) To receive notice of, and to send two representatives to, any General Meeting.
  - (b) To receive notice of, and to send one representative with voting powers to, any meeting of the General Purposes Committee.
  - (c) To receive any journal issued by the Essex Chess Association.
  - (d) For its clubs to be eligible to enter the Essex Knock-Out competition.
  - (e) For its clubs to be eligible to enter any other team events organised by the Essex Chess Association.
5. Associate Members will be eligible to represent the Association in the County and District Correspondence Chess Championships.
6. No player from an Affiliated League shall be eligible to represent the County in the County Championship, or to participate in any closed tournament organised by the Essex Chess Association, unless such a player becomes a Full Member of the Association and pays the subscription determined annually by the Annual General Meeting of the Association in accordance with the Constitution thereof. Such players will be entitled to the same rights and privileges as Members of Affiliated Clubs and Unattached Members of the Association and in particular will be eligible to attend and vote at General Meetings of the Association in addition to the two representatives of Affiliated Leagues referred to under Rule 4(a) above.
7. These Rules shall not be altered except by a two-thirds majority of votes cast at an Annual General Meeting or at a Special General Meeting of the Essex Chess Association convened for the purpose. Notice of any proposed alteration or addition for discussion at an Annual General Meeting shall be given to the General Secretary of the Association in writing before 15<sup>th</sup> April and included in the Agenda.

As amended 21<sup>st</sup> September 2006

## **ESSEX KNOCK-OUT COMPETITION - RULES**

### **GENERAL**

1. The Essex Knock-Out Competition will be a team contest organised on behalf of the Essex Chess Association by a Controller appointed by the Association's Executive Committee and assisted by the League Management Committee of the Essex Chess Association. The Essex Chess Association will register the competition with the English Chess Federation Game Fee Scheme.
2. The Competition will be run in a number of elimination rounds plus a final round. All teams will play in the first round unless there is an odd number of teams, in which case a bye will be awarded to the defending champions. The winners of each round will qualify for the next round, and so on until the final round. The winners of the final round will receive at least one chess clock donated by the Essex Chess Association. Other prizes may be awarded, depending upon the total entry.
3. Each team shall consist of 6 players who will play two games against the same player from the other team, one game with the white pieces and one game with the black pieces.
4. Teams will be paired for each round by lot except that as far as possible teams from the same club or school will not be paired against each other. In each pairing the team first drawn will be termed the "home" team, its opponents the "away" team.
5. All matches will be played at the premises of the home team, unless varied by mutual agreement.
6. In the event of a drawn match, the team with the lower total of board numbers of games won will be deemed the winners. If the match is still drawn the result on the bottom board will be disregarded, and if it is still drawn the result(s) on the next higher board(s) will also be disregarded until the winners are identified. If all games in the match are drawn or this rule otherwise fails to break the tie, the match will be replayed.
7. If there are a sufficient number of entries, an additional competition will be held for first round losers. This competition will be called the Plate Tournament with a separate prize fund.

### **ELIGIBILITY**

8. The following are eligible to compete:-
  - (a) as of right, all clubs affiliated to the Essex Chess Association, North Essex Chess League and Southend and District Chess League, and all schools affiliated to the Essex Schools Chess League.
  - (b) at the discretion of the Controller, any other Essex based club or school.

A club or school may enter more than one team.

9. Each player must be a bona-fide member of the club or school represented by his team, i.e.
  - (i) in the case of a club participating in the Essex Chess League, he or she must be an individual member of the Essex Chess Association.
  - (ii) in the case of a school, he or she must be a pupil or employee of that school.
  - (iii) in the case of any other club, he or she must be registered by that club with the Secretary of the League in which it participates.

No player may play for more than one team in the Competition during the season. No player may appear in the final without the prior written consent of the Controller, unless he has appeared in a previous round.

### **MATCH ARRANGEMENTS**

10. Upon the announcement of the draw for the round, the home team shall within 7 days contact the away team to agree a match date.
11. All matches shall be completed by the closing date for the round, except that the Controller may grant an extension in exceptional cases, upon a reasoned request received from either team before the closing date.
12. A tied match shall be replayed within 3 weeks of the tie being declared, at the premises of the away team or at a venue to be agreed mutually.

### **RULES OF PLAY**

13. Match officials shall exchange team lists at least 5 minutes before the agreed starting time and shall thereupon toss for colours: the team winning the toss shall have the white pieces on the odd-numbered boards in the first round of games. If officials of only one of the teams are present at the time designated for tossing for colours, that team shall be deemed to have won the toss.
14. Teams shall be played in descending order of strength, except that:-
  - (a) current club champions may be played on board 1.
  - (b) a substitution may be made at any time before flag fall if a nominated player is absent.
15. Except with the consent of the opposing match captain there shall be no changes in the teams between the two rounds of a match, save that a nominated player who is substituted in the first round may be reinstated for the second round.
16. The rate of play shall be all moves in 30 minutes.

17. The FIDE Laws of Chess, and in particular appendix A relating to rapidplay games will apply.

### **PROTESTS, PENALTIES AND APPEALS**

18. A team may protest against the alleged commission by its opponents of any breach of the foregoing rules. Such protest shall be referred to the Controller within 7 days of the related incident.
19. The Controller will legislate upon any matter not covered by the foregoing rules and upon any conflict between any rule and any other rule.
20. A team may appeal against any decision of the Controller. Such appeal must be lodged with the Controller within 7 days of the announcement of the decision and shall be referred by the Controller to the League Management Committee, whose decision shall be final.
21. Once a team has been eliminated from the Competition, no decision - whether on appeal or otherwise - shall serve to reinstate that team if an affected match in the following round has been started.
22. These rules can be amended by the Executive.

September 2009

## **APPENDIX - FIDE QUICKPLAY FINISH RULES**

### **2009 FIDE LAWS OF CHESS**

with guidance from the Chess Arbiters' Association

#### **ARTICLE 10: QUICKPLAY FINISH**

10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time.

10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter. (See Article 6.12(b))

- (a) If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
- (b) If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.
- (c) If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.
- (d) The decision of the arbiter shall be final relating to (a), (b) and (c).

For the avoidance of doubt, it is noted that Article 6.11(b) of the FIDE Laws of Chess applies to Quickplay Finishes and is quoted here for ease of reference:

6.11 If both flags have fallen and it is impossible to establish which flag fell first then:

- (a) [not applicable]
- (b) the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.

## **APPENDIX D**

### **Quickplay finishes where no arbiter is present in the venue**

Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis

- (a) that his opponent cannot win by normal means, and/or
- (b) that his opponent has been making no effort to win by normal means.

In (a) the player must write down the final position and his opponent must verify it. In (b) the player must write down the final position and submit an up to date scoresheet, which must be completed before play has ceased. The opponent shall verify both the scoresheet and the final position. The claim shall be referred to an arbiter whose decision shall be the final one.

### **GUIDANCE TO PLAYERS** in the final stages of a Quickplay Finish

From the Chess Arbiters Association

If, when short of time, you continue to play for a win, you risk losing unless your opponent has only a King.

If you are holding a position so that your opponent cannot make progress, offer him a draw. If he rejects the offer, stop the clocks, summon the Arbiter and claim a draw.

If your opponent claims a draw and you wish to try to win, the Arbiter will often allow play to continue. If you blunder and no longer wish to try to win, offer a draw. If your opponent refuses the draw, he loses all rights under 10.2.

### **GUIDANCE FOR ARBITERS**

An Arbiter would only be expected to step in during the closing of a Quickplay Finish to avoid a miscarriage of justice, e.g. in a junior or beginners' event.

In a Quickplay Finish an illegal move may be found to have occurred several moves previously. In the absence of a record of the moves the Arbiter should use either Article 7.4 (back to last identifiable legal position) or C3 (illegal move cannot be corrected), whichever seems the more appropriate.

Under 10.2(b) the Arbiter should refrain from awarding extra time unless it is an unreasonable claim. Remember that the claimant might benefit due to the time taken to reset the clocks.

The Arbiter is not expected to adjudicate a position, but should make himself aware of the circumstances, usually by watching a few moves. For example, if a player:

- (a) makes tangible progress before his opponent's flag falls, he will be awarded a win.

- (b) makes no progress, either because of lack of ability or because of his opponent's sound defence, the player will not be awarded a win.
- (c) makes no progress because his opponent makes little effort to move, the player will be awarded a win when his opponent's flag falls.

#### **APPENDIX D: GUIDANCE FOR THE PLAYERS AND THEIR CAPTAINS**

This appendix may be applied to Rapidplay games.

Any claim should be discussed by the players and if it is not resolved it should be submitted to the two team captains. Claims remaining unresolved should be referred to an Arbiter.

#### **APPENDIX D: GUIDANCE FOR THE APPEAL ARBITER**

Some chess judgement is required. This is not an adjudication, but an attempt to determine the probable result of the game. The benefit of any doubt should be given to the opponent of the claimant.

A player with a king and rook claiming a draw against an opponent with a king and a knight would be awarded a draw under situation (a) above (opponent cannot win by normal means).

A player with a lone king blocking his opponent's king and solitary central pawn would need to rely on his scoresheet to show that his opponent was making no attempt to advance when the opportunity arose. The claim would be under section (b) above (opponent making no effort to win by normal means), and would be likely to fail if the opponent was trying to make progress.

A good rule of thumb is that the award of a win to the opponent should not bring the game into disrepute.