

# ESSEX CHESS ASSOCIATION

FOUNDED 1898

## 201~~89~~/~~1920~~ RULES COMPENDIUM

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### OFFICERS

President	Ian Hunnable
Chairman	Colin Ramage
Treasurer	Leslie Groombridge
General Secretary	John Chapman
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, 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, Grader and Safeguarding Officer 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 eight 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 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 ten persons entitled to attend. At least 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 Hon Life Members of the Association and to Secretaries of Affiliated Clubs, Affiliated Leagues and other Affiliated Organisations.

- 10. Hon Life Members shall be appointed from time to time by the Annual General Meeting as it sees fit.
- 11. The following shall be entitled to attend and vote at the Annual General Meeting.
  - (a) Members of the Executive Committee;
  - (b) Hon 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.

- 12. 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.
- 13. 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 22<sup>nd</sup> June 2017

## 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 7 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 or a team being promoted from Division 3 to Division 2. In all 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 Clubs must apply by 15<sup>th</sup> August to enter the League.

9. The operation of the League shall be administered by a League Secretary. The League Secretary shall be assisted by a League Management Committee.
10. The League season shall be from 1<sup>st</sup> October to 15<sup>th</sup> May inclusive, unless extended by the League Management Committee.

### **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.

### **MATCH ARRANGEMENTS**

- 16(a) Each season, the League competition shall be organised according to the following calendar:

1. By 15 August each club shall inform the League Secretary of any changes to the number of teams entered the previous season.

*Note: this is also the deadline for new Clubs to apply - see Rule 8 above.*

2. By 31 August, the League Secretary shall finalise the structure of the divisions and confirm home/away venues where applicable and issue to League clubs

3. By 16 September all clubs shall agree fixtures with their respective opposing Clubs, with due regard to Rule 17 below, and notify their fixture list to the League Secretary.

4. Also by 16 September all clubs shall submit their initial player registrations to the League Secretary.

5. By 30 September the consolidated list of registered players shall be issued to League clubs.

6. All barred players registered with the Essex League by 15 November shall join the ECF Membership scheme by 30 November.

7. Any player registered after 15 November who is to become a barred player should join the ECF Membership scheme before they become eligible to play.

- (b) Any subsequent alteration shall be notified to the League Secretary by both Clubs.

17. Where a club has more than one team within the same division, those teams shall play each other as their initial fixture of the season in that division. If there are two rounds of matches in the division, this requirement applies to the first match between the teams: the second match between those teams must be played before either of these teams plays any other team for a second time.
18. 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.
19. Matches shall commence not later than 7.30 p.m. except where mutually agreed to the contrary.
20. Notwithstanding Article 11.3.2 of the FIDE Laws of Chess it is legitimate to bring mobile phones into the playing venue, provided the device is completely switched off. If a player's mobile phone makes any sound in the playing room(s) during the course of his game, then on the first occurrence he shall receive a warning. For a second such offence by the same player in the same game, the penalty is the loss of 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 make or take a call.
21. The names of all players with their scores 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**

22. No player shall be allowed to play in the League for more than one club during the season.
- 23(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 three 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 24(a) unless the option of substitution is applied for under Rule 24(b) and accepted by the League Management Committee.

24(a) By 16 September 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 23.

- (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) The League Secretary will circulate a list of registered players to all clubs by 30 September,
- (e) 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**

25. Except where amended by these rules, all games shall be played according to the current FIDE Laws of Chess.

26(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.

27(a) Chess clocks shall be used.

- (i) The rate of play shall be all moves in 90 minutes. FIDE Laws of Chess Guidelines III, Clauses Guidelines III.5, and Guidelines III.6 apply. *Refer to Appendix 2 of this Rules Compendium for an annotated version of Guidelines III of the FIDE Laws of Chess.*
- (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, Guidelines III 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 27(a)(ii), the match shall revert to the standard time control prescribed by Rule 27(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 27(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 6.10.1 and 6.10.2.

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 26(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

28. In each match, two points shall be scored by the winning team, one point by each team in the event of a draw.
29. 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 24. 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.
30. 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.
31. 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.
32. 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**

33(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.

34(a) The League Secretary shall be empowered to impose the following penalties:

- (i) a fine of £3 for each infringement of Rule 21;
- (ii) the scoring of a loss to any player who infringes any of Rules 22 to 27, 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 33(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.

35(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.

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

### **RULE AMENDMENTS**

37. 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.
38. 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 30 May 2018 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 and the County Championship.
6. No player from an Affiliated League shall be eligible 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 2014

## 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.
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.

Trophies shall be presented to the winning team(s) at the conclusion of the Final and shall be held for one year and/or returned to the Essex Chess Association when requested by the Controller. Any other prizes shall be announced in the Entry Form.

3. Each team shall consist of 5 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 before the Final. 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 sufficient entries, an additional competition will be held for first round losers. This competition will be called the Plate Tournament with a separate prize fund.

When a Plate competition is to be held, the Controller shall seed the strongest teams from meeting each other in the first round, amounting to half the number of teams playing in Round 1. **Note:** *In the event of an odd number of teams entered, the defending Knockout Champions will have the bye to the second round (see Rule 2), so that there is an even number of teams participating in Round 1. The purpose of seeding the first round is to avoid, as far as possible, the strongest teams reaching the Plate competition.*

## 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 represented by his or her team, or, in the case of a school, he or she must be a pupil or employee of that school.

**Definition:** the term 'bona fide member' for Club teams shall mean an individual who is a member of the Club in question and participates in the team activities of that Club. No player may play for more than one team in the Competition during the season ("the competition" means KO and Plate).

10. Entries must be accompanied by a list of players expected to appear for the Club in the competition (hereinafter "Player Registrations").

Any Club entering more than one team must order their Player Registrations by listing their players in the teams for which they are expected to appear; a minimum of five names should be indicated for each team but the lowest. The strongest players should be listed for the first team, the next strongest for the second team and so on. (**Note:** playing strength does not mean strict grading order.) Players may play in higher teams than that for which they are listed, but not lower.

Players may be added to the Player Registrations any time up to and including the Semi-Final stage, provided that such registration is received by the Controller at least 48 hours before the start time of the first match in which the new player is to appear. Such new registrations will be accepted only if the player meets the eligibility criteria (see Rule 9) and the player's Rapid grade is not higher than the current highest registered player's Rapid grade. **Note:** this latter condition is to protect the integrity of the seedings so that a team's top end strength cannot be increased by a new registration.

## MATCH ARRANGEMENTS

11. Upon the announcement of the draw for the round, the home team shall within 5 days contact the away team with a choice of three dates on which to play the match. The away team shall respond within 5 days of receiving the home team's proposed dates.
12. 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.

13. 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.
14. Both teams in each match shall report the result to the Controller within seven days of the match being played, using the form provided, or their own form on the understanding that it provides at least the same information as the official form.

If one team fails to report a result, the result reported by the opposing team shall be taken as the result of the match. If neither team reports the result, both teams shall be liable to elimination from the event at the discretion of the Controller, who shall take into account any extenuating circumstances.

A single result sheet signed by both Captains will be acceptable.

## RULES OF PLAY

15. 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.
16. 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.
17. 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.
18. The rate of play shall be all moves in 30 minutes.

If suitable digital clocks are available, an incremental "Fischer" time limit may be used:

- The rate of play shall be all moves in 20 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 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.

If **both** teams **want** to use the incremental rate of play, the 72 hours' notice requirement may be waived.

**Note:** *For the avoidance of doubt, when an incremental rate of play is being used, Guidelines III of the FIDE Laws of Chess does NOT apply. In the absence of notice and agreement, the default rate of play is G30.*

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

## **PROTESTS, PENALTIES AND APPEALS**

20. 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.
21. If a team should field an ineligible player the penalty shall be loss of the game(s) concerned and the deduction of a penalty point for each offence. *For the avoidance of doubt, it is stated that if an ineligible player has played in both rounds of a match, this will be counted as two such offences and both games will be scored as losses for that player (wins for the opponent) and two penalty points will also be deducted from the offending team's score.*
22. Any matter not covered by these Rules and any conflict between one rule and another rule, shall be decided by the Controller.
23. 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.
24. 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.
25. These rules can be amended by the Executive.

As amended by the Executive May 2019



## APPENDIX 1 - ECA SUBSCRIPTIONS AND ECF MEMBERSHIP

The 2018 Annual General Meeting agreed the following:

### **ECA subscriptions and surcharges for [2018/19](#)[2019/20](#)**

Clubs - £20

Affiliated leagues and other organisations - £25

Individual members – adults - £4

Individual members – juniors - £2

Any Essex League Club failing to pay subscriptions for itself and its members to the Treasurer by 10th December or within 30 days from the date of submission of the invoice, whichever is the later, will incur a surcharge of 10% of the amount due with a minimum of £15.

### **Requirement for ECF membership**

It is mandatory for a player participating in any graded event organised by or under the auspices of the Essex Chess Association to be a member of the ECF except in the case of:

- (1) an event for which a pay to play fee is applicable;
- (2) correspondence events;
- (3) a player playing no more than 3 games.

The 3 game concession under (3) is subject to the following conditions:

- a. this applies to all Essex Chess Association graded team and individual events with the exception of those events for which a pay to play fee is applicable;
- b. playing two Rapidplay games is regarded as equivalent to playing one standard play game;
- c. this includes games won or lost by default;
- d. this is not available to anyone on an Essex League “barred list” for whom mandatory ECF membership will apply. **NB:** On playing a fourth game as listed above, a non-ECF member will be charged Game Fee which is currently set at £16. However, if the player joins the ECF at any time between the occurrence of the fourth game and the invoicing point for the Game Fee charge, the Game Fee invoice will not arise.

*See over for levels of ECF Membership.*

## **Levels of ECF Membership**

There are four levels offered: subject to the option to enter into a 3 year membership, all ECF membership subscriptions will cover games played in the period from 1 September to the following 31 August.

Bronze – covers games played in club events, leagues and county championships;

Silver – covers additionally non-FIDE-rated congresses from the date on which membership is taken out;

Gold – covers additionally FIDE-rated congresses from the date on which membership is taken out;

Platinum – covers the same events as Gold, but entitles the member to a free Yearbook.

The rates of membership can be found on the ECF Website:

<http://www.englishchess.org.uk/membership/membership-rates/>

An individual can enrol directly with the ECF:

<http://www.englishchess.org.uk/membership/joining/guide-to-joining-the-ecf/>

Alternatively, subscriptions can be taken out through the Essex Chess Association, which has signed a framework agreement with the ECF, under which it can submit membership details and pay subscriptions to the ECF in bulk, receiving a rebate of £1 for each subscription paid by 31 October. This rebate will be passed onto the clubs, with the Treasurer invoicing clubs at the beginning of October, and requiring payment by 20 October.

## APPENDIX 2 - FIDE QUICKPLAY FINISH RULES

### 2018 FIDE LAWS OF CHESS

with comments *in italics* by the Chess Arbiters' Association

#### Guidelines III. Games without increment including Quickplay Finishes

*Quickplay Finishes, which were relegated to an appendix in the previous Laws are further relegated. It is possible that they will be removed completely in 2021. Organisers should therefore be encouraged to move to incremental times.*

III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.2.2 These Guidelines shall apply only to standard play and rapid chess games without increment and not to blitz games.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

III.5 If Article III.4 does not apply and 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 summon the arbiter and may stop the chessclock (see Article 6.12.2). He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means:

III.5.1 If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

III.5.2 If the arbiter postpones his decision, the opponent may be awarded two extra minutes 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 as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

III.5.3 If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

*This is the Law which causes most problems. It was previously known as 10.2 or G5. It is good practice for the arbiter to ask the opponent of the player making the claim if the draw offer is accepted. This can result in the draw being agreed. It can also be beneficial for the Arbiter to establish the reason for the claim being made i.e. is the player claiming that the opponent cannot win or that he is making no effort to win (other than on time).*

*It is common for the Arbiter to allow play to continue. If the person who has declined the draw offer subsequently loses then they have no-one to blame but themselves. The Arbiter may award a draw after a flag fall but only if it is the person who made the claim whose flag has fallen. It is unusual for the Arbiter to award the opponent the extra two minutes which the rules allow. Note that the Arbiter may penalise the claimant for stopping the clock if it is judged that the claim was made only to gain extra thinking time.*

III.6 The following shall apply when the competition is not supervised by an arbiter:

III.6.1 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:

III.6.1.1 that his opponent cannot win by normal means, and/or

III.6.1.2 that his opponent has been making no effort to win by normal means.

In III.6.1.1 the player must write down the final position and his opponent must verify it. In

III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.

III.6.2 The claim shall be referred to the designated arbiter.