

Hull & District Chess Association

Rules 2021-2022

Version 2.0
(01/09/21)



Est. 1951-52

www.hullchess.com

GENERAL RULES

- 1.0 Rules can only be altered at an A.G.M. or E.G.M. which is open to all members.
- 2.0 Arrangement of Cup (all rules) and League (2.4, 2.6-9, 11-12) matches
- 2.1 The home team captain must contact the opposing team captain to offer 2 dates within the specified period. Each of the dates must be not less than 14 days clear notice. One of the dates must be accepted at once. (Amended - AGM 2009)
- i) Definition of Notice
“Clear days notice” means the dates of contact and 1st date offered are not included in the count of days.
 - ii) Confirmation
In the case of a dispute, the Tournament Controller may, if the verbal versions as to what was agreed between the captains differ, request a report from each in writing before making a decision.
 - iii) Claiming
In all cases, a delay in claiming a match may affect the claim.
 - iv) Declining
Away captains may decline to consider dates at more than 6 weeks’ notice.
- (Note: - items i, ii, iii & iv apply to all cup and individual matches)
- 2.2 If matches have already been arranged for the dates offered then the captains should attempt to arrange a mutually acceptable date.
- 2.3 Matches may be arranged for after the specified period only with the prior consent of the opposing captain and then the Tournament Controller.
- 2.4 Difficulties in contacting opposing captains should be reported to the Tournament Controller immediately.
- 2.5 Away teams failing to reply immediately to correspondence regarding Rules 2.1, 2.2, 2.3 or six board cup tournament rule 2.1 will lose by default unless a reasonable explanation has been given to the Tournament Controller.
- 2.6 Matches postponed without prior consent of the Tournament Controller will be lost by default.
- 2.7 Matches postponed at less than 48 hours’ notice will be lost, unless caused by bad weather or other exceptional circumstances.
- 2.8 It is the responsibility of the captain who requests a postponement to inform the Tournament Controller within 24 hours. Failure to comply will result in their team being defaulted. (AGM 2013)
- 2.9 All matches in HDCA league and cup tournaments (both team and individual) must be played by 31st May. Any fixtures not played by this date will be lost by default – by the team captain who requested the postponement. The season will not be extended beyond 31 May. (AGM 2016)
- 2.10 All cup games must be played by the period stated on the cup draw (a two-week extension may be allowed if there is difficulty in arranging matches and correspondence is shown to the Tournament Controller to support this). If any match is not played on time the match will be awarded to the away team/individual. (AGM 2016)
- 2.11 Non-arrival by either team will constitute a loss by the team not arriving, unless caused by exceptional circumstances.
- 2.12 The team not arriving must give notice to the Tournament Controller with an explanation within 24 hours and contact the opposing captain within 72 hours. If unable to contact the Tournament Controller an officer of the association must be contacted.
- 3.0 **Conduct of Matches**
- 3.1 The home team captain/deputy shall provide the only result sheet of the match, whereby they only enter their team details on the home side of the sheet. The away team captain/deputy shall provide their team names only on a separate piece of paper to the home captain/deputy. These are to be copied, along with other subsequent details, onto the original sheet with no deviation from his/her original list. The result sheet must be completed by both

captains/deputies at least 5 minutes before the start of the match. All result sheets must have two sets of handwriting accompanied with a signature. All results sheets must be retained until the end of the season.

Results must be reported on the League Management System (LMS) by the home team within four days of the match being played and verified by the away team within four further days. Failure to submit or verify within this period will result in the deduction of 1 league match point, to be applied in LMS as a "Season Penalty". (New - AGM 2019)

- 3.2 Where it is known before the start of a match that a player is unable to attend, all defaulted boards must be placed below playing members of the team. Failure to observe this Rule may result in the loss of all boards below the defaulted board.
- 3.3 Matches must start not later than 7.15 p.m., unless agreed by mutual consent.
- 3.4 The away team will have white on the odd numbered boards.
- 3.5 The rating season shall run from 1st July to 30th June. The 31st July English Chess Federation rating list (A-E ratings) must be used (as published by the HDCA at the start of the playing year).
 - 3.5.1 Unrated players (players with an F category rating shall be considered unrated) should be assigned an estimated rating by the Tournament Controller following advice from the Secretary of the player's club.
 - 3.5.2 For players who begin the season unrated but are awarded an A-E rating in the ECF January rating list, the January rating will be applicable for the rest of the season (for calculation of handicaps and board order).
 - 3.5.3 If a player is not on the ECF list, then players on a previous H&DCA rating list can be used to calculate an estimate rating with 40 points deducted for each year of inactivity up to a maximum of 5 years. For players not on any ECF, YCA or H&DCA list must obtain an estimate rating (see 3.5.1 above). Please note – estimate ratings are to be used for board order only.
 - 3.5.4 If a player with an estimated rating plays nine rated games (the requirement for an ECF E rating) before the January refresh of the rating data their rating may be changed by discussion with the relevant club secretary and the League Secretary. (AGM 2018)
- 3.6 Teams must play in rating order, though a tolerance of 75 rating points will be allowed between two players.
- 3.7 If neither player arrives within half an hour of the start time, their game is a double default.
- 3.8 If one player does not arrive within half an hour of the start time, they lose by default however, a substitute may play if they make a move within the half hour, and also their rating is no higher than that of the player replaced.
- 3.9 Any player playing as a reserve in a league match should have a rating no higher than 150 rating points above that of the regular team member in whose place they are playing. (This is not applicable to the Four Board League). (AGM 2016)
- 3.10 Where a club has more than one team, a player may only play as a reserve in a higher or lower division than the player's registered team. The player can do this at most 5 times (a game where a default occurs shall not count as one of the 5 possible games). (AGM 2017)
- 3.11 Digital Chess clocks must be used. The Captains shall place the chess clocks to the side of each board in such a way that all chess clocks used in the match can easily be seen from a central position in the room. (New - AGM 2019)
- 3.12 Where a player, whose name appears on a team sheet, does not turn up at any time during the evening, an explanation should be made to the Tournament Controller.
- 3.13 Player's names and ratings (as listed in the ECF/HDCA rating list) and whether they are reserves, substitutes or juniors, must be given on the team sheets used on match nights and on results submitted and verified in line with rule 3.1. Failure to do so may result in the loss of those games. (Amended - AGM 2018)
- 3.14 Games are played under the FIDE Laws of Chess, as interpreted by the ECF and Subject to any rulings made by the Hull & District Chess Association.
- 3.15 All players are expected to be familiar with these Laws. (New - AGM 2019)
- 3.16 Team Captains are required to be also familiar with the Hull and District Chess Association's playing rules (AGM 2019).
- 3.17 Team Captains should be present throughout the match. In their absence they must appoint a deputy.

- 3.18 Smoking is not allowed in the chess playing areas when matches are being played.
- 3.19.1 During a game, mobile phones or other electronic devices which a player takes into the playing area must be completely switched off.
- 3.19.2 Players may submit a request to both captains to be allowed to keep a mobile phone on, in silent mode, due to exceptional circumstances. If both captains agree that the circumstances justify an exception, the player must not use the phone for any purpose other than that cited as the exceptional circumstance. If, during the game, the player leaves the playing area for any other reason, they must not take the phone with them.
- 3.19.3 If it is evident that a player has breached the rule in 3.19.1 or 3.19.2, the player shall lose the game. The opponent shall win. (New - AGM 2019).
- 3.20 For all team games played in the Hull and District Chess Association, which have a rating limitation, the official Hull and District Chess Association Rating List (see 3.5), will be used to calculate the team ratings.
- 3.21 No player shall arrange to play more than one standard-play game for any one evening. Failure to observe this rule will result in the loss to the player of all the games concerned. (AGM 2017).
- 4.0 **Disputes and Queries**
- 4.1 All decisions made by the Executive Committee with regard to disputes are final. If members of the association challenge a decision, they must call for a vote of no confidence in the Executive Committee. This is to be made in writing to the General Secretary, supported by (1) a signed petition of 20 members detailing names, addresses and signatures, as well as (2) the names of the proposed new officers to replace the serving officers. (AGM 2010)
- 4.2 In voting undertaken by the Executive Committee, any parties directly involved in disputes (that is, officers and members playing in the teams concerned, and the Tournament Controller of the competition concerned) are not entitled to vote. The chairperson has the casting vote in the case of an unclear result. (AGM 2010).
- 4.3 During a match Team Captains (or their deputy in their absence) are regarded as joint Arbiters. However, players are expected to try to resolve any issue between themselves in the first instance, especially if one or both Captains are also playing in the match. In the event Captains' assistance is required, whilst they are playing a game and if it is their move, then they are entitled to stop their own clock for the duration of dealing with the issue (New - AGM 2019).
- 4.4 If a player completes an illegal move, the opposing player should pause the clock and add 2 minutes to his/her time, in accordance with the Laws. If the player does not know how to add time, he/she should pause the clock and request assistance from one of the Captains. If the illegal move has not been noticed by either player, the Laws of chess apply with the Captains acting as arbiters. (New - AGM 2019)
- 4.5 If the falling of a player's flag isn't noticed by the opposing player, the Laws of chess apply with the Captains acting as arbiters. (New - AGM 2019)
- 4.6 If a player conducts an illegal action (rather than an illegal move), e.g. moving the pieces and pressing the clock with different hands or not writing down the moves when the player has more than 5 minutes left on the clock, the opposing player should mention this to the player. The opposing player should also attempt to mention the offence to both Captains as soon as reasonably possible. Where both Captains agree that a player's actions have been disruptive or allowed them to gain time illegally, the Captains should take immediate action. Repeat offences by a player must be reported in writing to the Tournament Controller by both Captains, who may decide the issue a warning to or sanction the offending player. (New - AGM 2019)
- 4.7 If a dispute arises, the Captains are jointly responsible for a decision as to how to proceed. If a dispute cannot be settled between the Captains, each Captain must submit a concise written report of the matter to the Controller, who may submit the matter to the Executive Committee
- 4.8 In the event of the Tournament Controller receiving a claim concerning a team match or individual game. Before issuing a decision, which may alter the result, either captains or individual players must provide a concise written report to the Tournament Controller. The Tournament Controller will make a decision within 14 days. (AGM 2009).
- 4.9 If an appeal is lodged against the Tournament Controller's decision, the player must submit a concise written report to the General Secretary, accompanied by a £20 Bond. This must be done within 14 days of the original decision. The Bond will be reimbursed within 14 days if the original decision is overturned and the appeal is successful. The General Secretary shall then put the appeal before the Executive Committee if a ruling regarding Constitutional matters is required (see constitution rule 34 and bye-laws 12-19). For all other disputes concerning points covered

by FIDE rules, the appeal shall be put to an ECF Arbiter. After a ruling is made, at whatever level, there shall be no further right of appeal. (Amended - AGM 2009)

- 4.10 Any player found guilty of misconduct by the Hull & District Chess Association Executive Committee may face disciplinary action. This will take effect retrospectively from the AGM of 2012. Any such player will have the right of appeal. (AGM 2013)
- 4.11 Any captain who is unsure of any point covered in these rules or feels that some point has not been covered, should immediately contact the appropriate Tournament Controller or the General Secretary.

Miscellaneous

Recording of the moves - Disabled players:

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

Matches on Hull and District Event Nights:

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

5.0 Registration of Players / Unrated Players

- 5.1 All players registered in league/cup competitions must be members of the ECF and provide a valid ECF membership number. Any club that fields a player who is not a member of the ECF will be charged the appropriate fee as defined under ECF rules. (AGM 2017)
- 5.2 The following dates for entering events and registering players and teams shall apply (AGM 2018):
- 5.2.1.a. All teams intending to compete in the Winter League must register team names with the League Secretary and the Fixtures Secretary by 1st July. This registration will be valid for all HDCA events for the following season. (New - AGM 2019)
- 5.2.1.b. All teams intending to compete in the Winter League must register all players for each team with the League Secretary no later than 1st August. This registration will be valid for all HDCA events for the following season. (New - AGM 2019)
- 5.2.2 Teams entering the Atkinson Trophy and Ross Cup and individuals for the U1640 and U1940 events, should send applications to the relevant Tournament controller no later than 1st August.
- 5.2.3 Teams entering the Summer league should send information to the Tournament controller no later than 1st April.
- 5.3 New players may be registered during the season by notifying the League Secretary, who will, if necessary, agree a rating for that player (see rule 3.5) as long as they have not previously been registered for another club when rule 5.4 below will apply. No player may play in a HDCA tournament where an estimated rating is required without that rating being agreed with the League Secretary. In the event of the League Secretary not being available, where required (e.g. at short notice), an estimated rating may be agreed with any officer of the HDCA, reviewed by the League Secretary as soon as possible (AGM 2018)
- 5.4 No player may play for more than one club in each tournament in a season, though in special circumstances, the Executive Committee may permit a transfer of registration. A player may be re-registered for a different team within the same club if they have the same club if they have not, during the current season, played for the team, in a league match, which first registered them. For the purposes of this rule individual tournaments will be defined as:
- The six board winter league
 - Four board winter league
 - Summer league division one
 - Summer league division two
 - All Team Cup competitions shall count as separate events
- (AGM 2015).
- 5.5 No player may play, or be a reserve or substitute, for more than one team in any division. Failure to observe this rule will result in the loss of the board concerned and all the boards below it. Unless the Executive Committee grants permission in advance.

5.6 An adult who captains a junior team may play for that team and one other league team, not in the same Division, but forfeits the right to play as a reserve under the current playing rules. The usual cup rules still apply.

6.0 **Time Control**

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

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

6.3 Matches played for double points are not allowed.

7.0 **Ties**

7.1 In the event of 2 or more league teams having the same number of league points at the end of the season, ties will be split so that the higher placed team shall be (AGM 2015):-

- i) the team with the best board score in all matches, or if still equal;
- ii) the team with the most league points in matches involving the tying teams, or, if still equal;
- iii) the team with the best board score in the matches involving the tying teams or, if still equal;
- iv) the team winning a play-off match/matches (if necessary using board elimination.)

8.0 **Promotion and relegation**

8.1 In the four board league promotion shall be for teams finishing first and second in their divisions. Teams will not be able to avoid promotion. (AGM 2014). Subsequently, teams finishing in the bottom 2 places of the higher division will not have the opportunity to avoid relegation. (AGM 2011)

8.2 In the six board league promotion shall be for the team finishing top of their respective divisions. Teams will not be able to avoid promotion. Subsequently teams finishing bottom of a higher division will not have the opportunity to avoid relegation. (AGM 2014)

8.3 When there are 6 or less teams in each division, the League Secretary to use his/her discretion to change the promotion/relegation places accordingly (e.g. for 5 teams in division one and 6 teams in division two – there will be two promotion places and one relegation place). Resulting in 6 teams in division one and 5 teams in division two. In uneven divisions such as this, there should always be no more than one extra team in the higher division. (AGM 2011)

ATKINSON (SIX BOARD) CUP RULES

1.0 Eligibility

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

1.2

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

2.0 Arrangement of Matches

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

3.0 Conduct of Matches

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

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

4.0 Cup Handicap Procedure

- 4.1 Before each match, captains will calculate the aggregate of his/her players' ratings. Unrated players will be allotted an estimated rating. (AGM 2011)
- 4.2 Then, taking the difference between the totals of his team and the opposing team and using Table A, read the appropriate handicap for his team.
- 4.3 In the event of one of his originally listed players not turning up, whether they is substituted or not, the handicap is not recalculated, once the match has commenced.
- 4.4 The handicap must be calculated over 6 boards.
- 4.5 If less than 6 players are named then the appropriate rating from table B. must be used to calculate the defaulted board(s).
- 4.6 If before the match has commenced it becomes known that a listed player on the team sheet is not available, then board order and handicap are adjusted accordingly.
- 4.7 In the event of the match being a draw:
- a) Each Captain will add together the numbers of the boards their team has won. The team with the lowest board count total will be the winner.
 - b) If the scores are still equal then the team with the lowest total of rating points will be the winner.

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

Unrated Players: Before each match, captains will calculate the aggregate of their player's ratings. Unrated players must be allotted an estimated rating. (AGM 2011)

Handicap Tables to be used for Six Board Cup Matches

Table A: (Amended - AGM 2021)

<u>Difference</u>	<u>Handicap</u>	<u>Difference</u>	<u>Handicap</u>
0 -74	0	940-1349	3½
75-339	½	1350-1999	4½
340-639	1½	2000+	5½
640-939	2½		

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

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

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

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

<u>Board Number</u>	<u>Division One</u>	<u>Division Two</u>
1	1925	1835
2	1835	1745
3	1805	1655
4	1745	1565
5	1685	1505
6	1625	1415

RP ROSS FOUR BOARD LEAGUE & CUP RULES

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

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

League & Cup Handicap Tables

League Handicap Table (Amended - AGM 2021)

Ratings to be applied to Defaulted Boards

<u>Table A</u>		<u>Table B</u>	
<u>Difference</u>	<u>Handicap</u>	Board 1	1745
301 – 684	1 point	Board 2	1625
685 – 1059	2 points	Board 3	1535
1060+	3 points	Board 4	1415

MH BROWN SUMMER LEAGUE RULES

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

1. Teams will have four players with a maximum rating total of 7675 in section one and 6550 in section two. The current English Chess Federation rating list will be used (see paragraph 3.5).
2. If a team has less than four players, a rating of 1750 in section one and 1375 in section two will be assumed on the defaulted boards. (Amended AGM 2021)
3. A player may play unlimited matches for another team in a section other than their own.

JUNIOR, U1640 AND U1940 TOURNAMENT RULES

1. All players must be rated 1940 and below or 1640 and below. (Amended - AGM 2021). A minimum of eight players will be required for either tournament to go ahead (AGM 2014)
2. If drawn then replay with reversed colours, if second draw then lower rating goes through.
3. First name drawn will have white.
4. Black to arrange date and venue, except in the case of juniors, see rule 7.
5. In the final of both tournaments the choice for the white pieces will be determined by the toss of a coin. (Amended - AGM 2011)
6. Junior players to have choice of date and venue, if two juniors paired together black has choice.
7. Special consideration should be made to players without transport, if possible.
8. It is the responsibility of the winner to report the results, as well as dates of games, to the Tournament controller as soon as possible.
9. Failure to do so will result in loss of game.
10. The Tournament Controller's decision is final in all disputes.

PETER HUGHES TOURNAMENT RULES

1. The tournament will be played every two years. Participation is by invitation only, to the 16 highest rated players (ratings will be assessed as those in place at the start of the season in which the Peter Hughes Championship is played). Should players not accept the invitation the next highest rated player will be invited and so on until there are sixteen acceptances. (AGM 2014)
2. The tournament will be a sixteen player knock-out. The draw will be 'seeded' – the strongest player as 'seed' 1, the weakest as 'seed' 16. The tournament Controller's decisions regarding seeding and the draw will be final (AGM 2014)

3. Black to arrange date and venue (special consideration should be made to players without transport).
4. The Tournament Controller's decision is final in all disputes. They reserve the right to consult other parties if the need arises.
5. Report all results to the Tournament Controller as soon as possible. Please state date of match played.

Ties

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