

York and District Chess Association – Evening League rules

Rule 1

- (a) A team in any division except division 3 shall consist of 6 players.
- (b) A team in division 3 shall consist of 4 players.

Rule 2

- (a) Each first division team should register its two strongest players who shall be ineligible to play in the second division during that season
- (b) No player shall play for more than one team in the same division, except as allowed under Rules 2(f) and 2(g)
- (c) Teams in the under-16 league shall consist of 6 players. A maximum of two over age players may be included, provided that they are under 18 on 1st September in the current season. Teams in the under-13 league shall consist of 4 players.
- (d) The penalty for infringement(s) of the above rule(s) shall be the loss of the game(s) concerned.
- (e) Teams with juniors in must adhere fully to the Child Protection Act 1999 and the Criminal Justice and Court Services Act 2000. The individual teams must take responsibility for the issue of safeguarding juniors.
- (f) In the event of a team withdrawing during the season, Rule 2(b) may be waived at the discretion of the Committee, on such terms as they see fit.
- (g) A player, who is graded below 120 (Yorkshire grade) who plays on board 5 or 6 for a team, may play for another team from the same club, in the same division. If one plays above board 5 or 6 for the second team, one will of course be excluded from playing for the first team. A player can only play for a maximum of two teams in a division in one season and cannot play their first game for a second team in the last match of the season.

Rule 3

Five minutes before play is due to start, each captain shall produce a list, in order of merit, of players who will be representing his team in the match. Teams are to play in order of merit provided that no player with a grade higher than 120 shall play on a higher board than one graded 20 points or more higher in the current YCA grading list, except with the prior permission of the Fixtures secretary. Players shall then be paired accordingly under Rule 4.

Rule 4

Play is to commence promptly at the specified time according to the team order supplied by each captain, and all clocks should be started immediately.

Rule 5

- (a) Any subsequent defaults will be on the boards in keeping with the original board order supplied by the team captains, but all late arrivals in games played with clocks will be automatically penalised by the loss of time. Any player who has not arrived 30 minutes after the start of the match shall lose the game by default. Captains will be allowed to nominate a substitute of such an absent player. This should not be held to break Rule 3.
- (b) A defaulted game counts as a win to the non-defaulting team. If both teams fail to produce players for a particular board, the game counts as a loss to both teams.
- (c) If a team is unable to produce six players for a match, it should, wherever possible, inform the opposing side before the day of the match.
- (d) If a team has excessive defaults before Christmas, without notice under Rules 5 (c) and 10, the committee shall be empowered to take such action as it deems appropriate including expulsion for that season.

Rule 6

The visiting team shall have white on boards 1, 3 and 5, black on boards 2, 4 and 6.

Rule 7

Players must conform to the laws of chess.

Rule 8

All teams wishing to compete in Division 1 must possess at least six clocks in working order, and the use of clocks for all games played in this division is obligatory. Any games played without clocks should be reported to the Fixtures Secretary on the result sheet provided. In other divisions clocks, when available must be used on all boards. Visiting teams shall be encouraged to take clocks to matches in which their hosts do not possess them.

Rule 9

Games shall begin at the time specified in the home team's data, or as mutually agreed between the captains. A total time of three hours should be allowed. Where this is not possible a minimum of two hours and forty minutes is required. At the start of the game each player shall have half the time available on their clock and the game shall be completed in the time available. Normal rapid-play rules shall apply.

Rule 10

No postponements are allowed except when there are severely bad weather conditions prevailing.

Rule 11

Both teams shall inform the F&C Secretary of the match result within 7 days of the match date. If only one match result is received, it will be taken as accurate. If neither side complies within 7 days, the F&C Secretary shall contact the captains for a response.

In the event of a team defaulting a match, the opposing team must, within 7 days of the match date, submit team details to the F&C Secretary to claim the 6-0 default win.

Rule 12

No match can be played for double points.

Rule 13

- (a) If two or more teams finish equal on match points, the places shall be decided on game points. If these are equal, the combined scores of the matches played between them shall be taken into account. If these are equal, the winner shall be the team that has defaulted fewer games or fewest games. If the teams are still equal they share the title.
- (b) Medals will be awarded to each member of the winning team(s).
- (c) The John Morris trophy will be awarded annually to the league player who :
 - (i) has a grade below 110 at the start of the season and
 - (ii) has played at least 30 games in the two most recent seasons and
 - (iii) improved his grade by the most points over the course of the season.

Rule 14

Winning a match will score two match points, a draw shall count as one match point to either side.

Rule 15

The winners of Division 2 shall be promoted to Division 1 and the team finishing last in Division 1 shall be relegated to Division 2. Promotion may be withdrawn if there is a requirement to restructure the league to produce a balanced fixture list.

Rule 16

All communications concerning matches and fixtures should be sent to the F&C Secretary. Any correspondence on other matters should be sent to the General Secretary.

Rule 17

Any dispute over the interpretation of these rules shall be referred to the General Secretary who will submit them to the Committee. The decision of the Committee shall be final.

Rule 18

Voting at the Annual General Meeting on any matter affecting only particular Divisions of the league shall be restricted to representatives of the teams expecting to compete in these Divisions in the following season.

Rule 19

Alterations to Winter League Rules shall only be made at a General Meeting and provided that written notice has been given to the General Secretary not less than 30 days before the date of the meeting.

Rule 20

A team may appeal against the decision of the F&C Secretary providing they give a written appeal to the General Secretary (or in their absence League President) within seven days of the F&C Secretary's decision being made. A league committee meeting shall then be held within 14 days of the appeal being received by the General Secretary to listen to the appeal and make a ruling. There must be a quorum of four committee members at that meeting, who shall be independent of the club(s) involved in the appeal.

[Updated 6 June 2013]

Junior league team knockout / League team knock-out tournament rules

The current winter league rules apply with the addition of the following :-

Rule 1

If byes are necessary in the earlier rounds then these will be drawn at random.

Rule 2

No player can play for more than one team but it can be a different team from the one he or she appears for the winter league.

Rule 3

There will be no postponements of matches.

Rule 4

In the case of a 3-3 result the captains should add up the board numbers of the games that have been won and the team with the lower number score would win the match.

Rule 5

If the scores are still level then the captains should knock off the lowest board and continue, if necessary, until a result is achieved.

Rule 6

If both these systems fail to produce a positive result then the match should be replayed within seven days at a mutually agreed venue.

Rule 7

Results must be notified to the F&C Secretary no later than seven days after the completion of the match.

Rule 8

The use of clocks in this competition is compulsory and any home team unable to provide these will lose the games concerned. The total playing time available for the match shall be divided by two and the clocks set at an appropriate time before the start of play. The game shall be completed in the time available, normal rapid-play rules shall apply.