

**Portsmouth & District Chess League. Rules. Sept/14 Revision**

As adopted by the 18th AGM held on 30th September 1964 with amendments to the 18<sup>th</sup> September 2014.

**SECTION "A".**

**RULES GOVERNING THE CONSTITUTION OF THE LEAGUE.**

1. Name.

The name of this Association shall be THE PORTSMOUTH AND DISTRICT CHESS LEAGUE.

2. Object.

The object of the League shall be to promote interest in Chess in and around the City of Portsmouth by organising annually:-

- a. a Team Championship Tournament.
- b. an Individual Championship Tournament.
- c. such other events or activities as may be decided by the members in General Meeting.

3. Membership.

Membership shall be open to any Club whose application for affiliation has been accepted by the Annual General Meeting of the League, and to such classes of Private Individual Membership as shall be decided from time to time by the League in General Meeting. The Honorary Secretary is authorised to give temporary affiliation to schools, colleges or other types of educational institutes within the Gosport, Fareham and Havant boroughs, so that their pupils can participate in the William Dupree and Phyllis Loe annual tournaments. This arrangement is subject to the agreement of the Trustees of the Dupree and Loe events. This temporary affiliation will then be confirmed or otherwise at the next General Meeting.

4. Annual General Meeting.

- a. The Annual General Meeting of the League shall be held not later than the 30th September in each year.
- b. Not less than 21 days notice of this meeting shall be sent by the League Secretary to the Secretaries of all affiliated Clubs and the Secretaries of all Clubs who have stated their intention of applying for affiliation.
- c. A quorum at the Annual General Meeting shall be 10 persons.
- d. Voting rights at an Annual General Meeting shall be confined to members of Affiliated Clubs.

5. Officers.

The Annual General Meeting shall elect the following officers, who shall hold office until the next Annual General Meeting:-

- a. President,
- b. Vice-President,
- c. Honorary Secretary,
- d. Honorary Treasurer,
- e. Individual Championship Controller,
- f. M.Cole Cup Controller,
- g. Delegate to Hampshire Chess Association,
- h. League Match Captain,
- i. ECF Delegate,
- j. Individual Rapidplay Championship Controller
- k. Summer Rapidplay League Controller.

6. Accounts.

The retiring Honorary Treasurer shall present to the Annual General Meeting a Receipts and Payments Account for the preceding year.

7. Committee.

The Officers of the League and a Delegate of each affiliated club shall together form the Committee of the League, which shall have full executive power in the management of the League within the limitations of these rules. A quorum for a meeting of the Committee of the League shall not be less than half of the representatives of the Affiliated Clubs for the time being.

8. a. The laws governing play in all competitions insofar as they are consistent with League rules shall be the Laws of the F.I.D.E. as currently recognized by the E.C.F.

Where the Laws refer to the arbiter, the team captains shall jointly perform the role of the arbiter. If the team captains cannot agree, they should refer the matter to the controller of the event.

- b. In all competitions of the League, smoking is not allowed at the board.

9. All disputes arising from the interpretations of these rules shall be referred to the League Committee, whose decision shall be final.

10. Trophies shall remain the property of the League and shall be delivered up to the League Secretary on demand.

11. No rule of the League shall be added to, altered or rescinded nor shall a new rule be made save by a two-thirds majority of votes cast at an Annual General Meeting. Notice of the proposed addition, alteration, or rescission must be given to the League Secretary not later than the 1st August and details of the same shall be circulated with the notice of the Annual General Meeting.

**SECTION "B".**

**RULES GOVERNING THE CONDUCT OF THE TEAM CHAMPIONSHIP TOURNAMENT.**

12. Arrangement of Teams.

- a. The team Championship Tournament shall be open to any team or teams entered by an Affiliated Club, provided notification of intention to compete has been received by the League Secretary not later than seven days before the date of the Annual General Meeting.
- b. If the Committee so decide, the teams shall be arranged in more than one division, in which case the winner of the lower division may, at the commencement of the next season, have the right to be promoted to the next higher division, and if necessary the bottom team of each division be relegated to the next lower division.
- c. New teams shall take part in such division as the Committee shall determine.

13. Fixtures.

- a. Each team shall play such number of matches as the League's Committee shall decide.
- b. The League Committee shall, as soon as possible after the Annual General Meeting of the League, decide the limit dates by which each match shall be played.  
If two teams mutually agree to play their match before the limit date, and one team is unable to play on the date agreed, then it shall lose the match by default. Failing mutual agreement on an earlier date, the match must be played on this limit date fixed by the Committee. If one team is unable to play on this date, then it shall lose the match by default. Claims for wins by default under this rule must be sent to the League Secretary not later than 96 hours (the postmark of the result card applies) after the limit date, and must state the names of the players in the non-offending team who were present and willing to play.

14. Teams.

- a.
  - 1) No person shall be eligible to play for more than one Club in the same season.
  - 2) No player shall play for more than one team in the same division in the same season.
  - 3) The League Secretary shall immediately advise the Secretary of any club whose team fields an unqualified player that points scored by that player are defaulted.
- b. Should the same club enter more than one team in the tournament, then:  
where such teams are in different divisions, the club shall, before play commences, send to the League Secretary the names of their nominated players. The League committee will decide how many nominated players are required per team for each division. Every set of nominated players shall not play in any lower division in that season. Should a club enter more than one team in the lowest division, there will be no restriction on players playing for any of that club's teams in the lowest division.  
If a nominated player has not played in any of the first three matches, then the League Secretary is empowered to require of that club's secretary that a change will be made to the nominated player list.
- c. The committee will decide how many boards constitute a team in each division. The visiting team will have white on boards 1, 3, and 5.
- d. Before the time that it has been agreed that play shall commence, the opposing Match Captains shall exchange playing lists showing the names of those taking part and the order in which they will play. Additionally, the list should show the request of every player to either finish on the night (F) or to play on (P). Once the playing lists have been exchanged, no alteration in the team order or players' requests shall be allowed except that a substitute may take the place of an absent player.
- e. If the team shall play an ineligible player, the result shall be recorded as a win against such player by default.

15. Points.

- a. Each player shall play one game with his opponent and shall receive one point for a win and half a point for a draw. These points shall be known as game points.
- b. The team obtaining the greater number of game points shall be the winner of the match.
- c. Two points shall be awarded to the team winning the match, and one point to each team for a draw. These points shall be known as match points.
- d. The aggregate number of match points shall decide the relative position of the teams in the League tables, but in the event of two or more teams having the same number of match points, then their relative positions shall depend on the aggregate number of game points.
- e. In the event of two or more teams having the same number of both match and game points at the end of the season, the tie shall be broken in such manner as the Committee of the League shall decide.
- f. The Ruth Rose Cup will be awarded annually to the veteran who achieves the highest percentage score of League points during the season. "Veteran" is defined as a player of 60 years of age at the AGM preceding the season concerned. Each entrant must play a minimum of five games, and will be credited with one percentage point additionally for each game played. No player may win the Ruth Rose Cup outright more than once.
- g. The John Grant Memorial Cup shall be awarded annually to the player who achieves the highest percentage score in any one Division of the League. A minimum of five games must be played. In the event of a tie, the cup shall be awarded to the player who played most games. If the tie is still not broken, the players shall share the cup.

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h Whilst there are three divisions in the League, the Wilf Pratten and Reg Clark Cups shall be awarded for the best individual performance within a specified division of the League, as follows:

The winners of the Ruth Rose and John Grant Cups will not be eligible for either trophy. The division in which the John Grant trophy was won shall be excluded. The player who achieves the highest percentage score in the higher of the remaining divisions shall be awarded the Wilf Pratten cup. The player who achieves the highest percentage score in the lower of the remaining Divisions shall be awarded the Reg Clark Cup. In both cases, as with the John Grant Cup, a minimum of five games must be played. In the event of a tie, these cups shall be awarded to the players who played most games. If the tie is still not broken, the players shall share the cup.'

16. Time and Duration of Matches.

- a. All matches shall start not later than 7.30 pm.
- b. Should any player be absent 30 minutes after the time fixed for the commencement of play, then his opponent shall be awarded the game by default.
- c. Should both players be absent 30 minutes after the time that play should have commenced, the game shall be annulled and the score entered 0-0.
- d. All sessions of play are 3 hours long.
- e. Should a player with an uncompleted game leave before the end of the match without prior agreement between the two Match Captains, he shall lose his game by default.
- f. At the start of play, team captains must announce the agreed finishing time.

17. Rate of Play.

- a. If either player wishes to use a clock, and one is available, then his opponent shall also use a clock or lose his game by default.
- b. In Divisions 1 & 2, the rate of play when a clock is used shall be 30 moves in the first 1¼ hours, and if the game is still in play, the following shall apply:
  - 1) If both players have chosen F (Quick-play Finish), then the clocks will be put back 15 minutes and the game must be finished before flag-fall. Article 10 and Appendix D of the FIDE Laws of Chess shall apply (see Rule 8a above).
  - 2) For games that may be adjourned, the rate of play after the first 30 moves is 24 moves per hour.
- c. In Division 3, 30 moves in the first hour, followed by a 15-minute quickplay finish, as in Rule 37 (Cole Cup).

18. Unfinished Games.

- a. Before the start of the match, the team captains will announce the arrangements for boards which are still in play after 30 moves, ie which boards will have a quick-play finish, and which boards may be adjourned for a later session. Rule 14-d above requires captains to specify P (Play On) or F (Quick-play Finish) for each team member. Unfinished games will be played on unless both players request F.
- b. Played-on Games. Unfinished games at the termination of a session shall be continued at a time and place agreed by the two players, within two weeks of the date of the previous session. If one player had requested F (Quick-play Finish) then he shall have choice of venue for the adjournment. 'Venue' means time and place.

19. Notification of Results.

Not later than 96 hours (the postmark of the result card applies), after the match has been played, both teams shall send to the League Secretary the result of the match, showing individual names and scores of both teams.

20. Withdrawals.

If a team is unable to play all its fixtures during the season, the following shall apply:-

- a. If it has played more than half of its fixtures then its score shall stand, and the teams which it is unable to play shall be awarded 2 match points.
- b. If it has played only half, (or less) of its fixtures then its score together with the score of other teams against it, shall be deleted.

21. Entrance Fees.

Each Affiliated Club taking part shall pay a fee, to be declared at the Annual General Meeting. These fees shall be paid not later than 30th November.

22. Interpretation.

The words "Match Captain" in these rules shall include the duly appointed deputy of the Match Captain.

**SECTION "C".**

**RULES GOVERNING THE CONDUCT OF THE INDIVIDUAL CHAMPIONSHIP TOURNAMENT.**

23. The tournament shall be open to all members of clubs affiliated to the Portsmouth and District Chess League providing that the member is an ECF member..
24. Before any entry will be accepted the applicant shall pay to the proper person the entry fee declared at the Annual General Meeting.
25. Form of competition: the tournament shall be run by the Controller on the Swiss System.  
All games shall be sent for grading.
26. Pairings: the draw for each round shall be made by the controller, who shall send the pairing notices to all competitors

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together with a note of the date by which the round shall be completed. This date shall be known as the limit date.

27. Time and Venue of games:

a. Upon receipt of the pairing notice, the player drawn as black shall notify the player drawn as white of the place that he wishes the game to be played, and offer a choice of at least three dates. Unless otherwise mutually agreed, the first of these dates shall not be earlier than three days after the despatch of the offer.

b. If black has not received a reply accepting one of these dates within four days of despatch of his offer, he shall immediately advise the controller of the place and time that he desires to play. The controller shall thereupon notify white that if the game is not played on that date, it will be awarded to black as a win by default.

c. If white has not received notification from black within four days of receiving the pairing notice, the choice of venue passes to white, who shall notify black of the place he wishes the game to be played, and shall offer a choice of three different dates. If a reply has not been received accepting one of these dates within a further four days, then white shall immediately advise the controller, who shall award the game to white by default.

d. If within two days after the limit date, the controller has not received a result, or a diagram of the position on adjournment, or a communication from either party in accordance with paragraphs (b) or (c) of this rule, then he shall enter the result as a loss for both players.

28. Adjournments:

a. If a game is unfinished after the first session, the visitor shall have choice of time and venue for the resumption, but shall offer not less than two alternative dates.

b. If an adjourned game has not been completed by the limit date, a diagram of the position upon adjournment shall be sent to the controller so as to reach him not later than two days after the limit date.

c. No game shall be adjourned until the completion of 24 moves by each player.

29. Notification of results:

The winner of the game, or white where the result is a draw, shall within two days, notify the controller of the result.

30. Points:

a. One point shall be awarded for each game won, and half a point for a draw.

b. In the event of a tie for first place at the completion of the tournament, then such tie shall be split by sum of progressive scores, then if applicable by sum of opponents scores, then if applicable by Sonneborn-Berger scores.

c. If a tie still exists between the leaders, it shall be broken in whatever manner the Committee of the League shall direct.

31. Rate of play:

a. If either player wishes to use a clock and one is available, his opponent shall also use a clock or lose his game by default.

b. The rate of play when clocks are used shall be 24 moves in each hour.

**SECTION "D".**

**RULES GOVERNING THE CONDUCT OF THE MIKE COLE KNOCK-OUT CUP TEAM TOURNAMENT.**

32. The tournament will be open to all League clubs, and each club may enter any number of teams.

33. Each team shall consist of 5 players, and no player can play for more than one team during the tournament.

34. The Tournament Controller and the entry fee will be decided at the League AGM.

35. The tournament will be run on a straight knock-out basis, with only one draw being made.

36. A deadline will be set for each round, and the home team must offer the away team a choice of three dates before the deadline. "Home" team will be decided by the Controller on a round-by-round basis, alternating homes and aways where possible. The winning team must supply the Controller with the result, including individual results, by the deadline - if no result is received, both teams will be eliminated.

37. The rate of play is 30 moves in one hour, followed by a 15-minute "sudden death" finish, ie each player has an extra 15 minutes to complete all his moves. The following rules apply only after 30 moves have been played:

a. Normal Rules of Chess apply, except as below,

b. a player cannot win on time if he does not have mating material,

c. if a player is not attempting to win by "normal means", then his opponent can claim a draw, but he must make the claim and stop the clocks before his flag has fallen.

d. these rules will be enforced by team captains, and disputes should be referred to the Controller.

38. The away team has white on boards 1, 3, 5.

39. In the event of a 2½ - 2½ draw, the elimination rule will be used - the bottom board is eliminated. If the result is still drawn, board 4 is eliminated, etc. If all games are drawn, the home team is deemed to be the winner.

40. All disputes should be referred to the Controller, whose decision is final.

41. All games shall be sent for grading.

**Appendix A. Rules for the Individual Rapidplay Championship.**

**TITLE – SOLENT INDIVIDUAL RAPIDPLAY CHAMPIONSHIP.**

1. Eligibility. The Individual Championship is open to all Portsmouth, and Southampton League players.
2. Format. The Individual Championship is held at a single venue during the off-season, with those players wishing to play being paired on the basis of a floating swiss draw.
3. Play. Players play one match an evening of 2 games - one as white and one as black against the same opponent. Players draw lots (pawns) for colour in the first game. Both games must be played and completed on the same evening. Players may be paired against each other once only.
4. Time Limit. In each of the 2 games both players each have 30 minutes in which to complete all the moves of the game.
5. Scoring.
  - a. All players- start on zero points.
  - b. 2 Won games - add 8 points to player's score.
  - c. 2 Lost games - subtract 8 points from player's score.
  - d. 2 Drawn games- (no change if scores the same ;  
or (add 2 points to lower scoring player's score ;  
1 Win & 1 Loss (subtract 2 points from higher scoring player's score.
  - e. 1 Win & 1 Draw - (add 5 points if opponent's score higher;  
(add 4 points if opponent's score the same ;  
(add 3 points if opponent's score lower.
  - f. 1 Loss & 1 Draw - (subtract 5 points if opponent's score lower ;  
(subtract 4 points if opponent's score the same ;  
(subtract 3 points if opponent's score higher.
  - g. Byes - add 4 points to player's score (1 bye only).Scores changed on completion of a match.  
Players placings are downwards according to scores.
6. Tie-breaks.
  - 1<sup>st</sup> - highest score in matches between all tied players (providing they have all played each other).
  - 2<sup>nd</sup> - sum of opponents' score (4 highest scoring).
7. Winners.

Solent Individual Rapidplay Champion - player with the highest score at the end of play on the final evening.  
Major winner - player from the lower playing strength half of the field with the highest score at the end of play on the final evening (must have played at least 4 matches).
8. Prizes.

Solent Individual Rapidplay Champion:

  - a) Title of Solent Individual Rapidplay Champion.
  - b) Championship Trophy - held for 1 year.
  - c) ½ of entry-fees.  
Major Winner:
    - a) Major Trophy - held for 1 year.
9. Laws of Chess. All games subject to FIDE/ECF Rapidplay Rules.
10. Individual Rapidplay Championship Controller. The Individual Rapidplay Championship Controller runs the Championship, interprets rules and arbitrates disputes.

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**Appendix B. Rules for the Summer Team Rapidplay League.**

1) Eligibility.

The Summer Rapidplay League is open to all affiliated clubs, who may enter 1 or 2 teams. All entries to the Summer Rapidplay League Controller by the end of March.

2) Format.

The Summer Rapidplay League is made up of 1 or 2 divisions - 1st and 2nd (ranked downwards) - depending upon entry. There is no set number of teams per division, and no compulsory promotion/relegation between divisions.

3) Fixtures.

The season runs from late May to early September.

Each team in a division plays every other team in its division once.

The fixture list for the season is produced by the Summer Rapidplay League Controller.

Fixtures must be played within the span - the match date being decided by the Team Captains.

4) Teams.

Teams are of 4 players. Line-ups being in playing strength order, with the best player on top board.

A player is eligible providing the player has not played for another team that season.

5) Matches.

Matches are played at the home team's venue on their match night, with play on all boards starting at 7.30 pm.

Prior to the start of play team captains must exchange line-ups. Once this is done the only change permitted is the replacement of an absent player - allowed during the first 15 minutes of play.

Play.

Each player plays 2 games against the same opponent - one as white and one as black.

In the first round of games the away team has white on the odd numbered boards and the home team has white on the even numbered boards, and in the second round of games the colours are reversed.

Games are subject to FIDE/ECF rapidplay rules.

Time Limit.

In each of the 2 games both of the players have 30 minutes for all the moves of the game.

Scoring.

A won game - 1 game point to the winner's team, likewise for a default and the use of an ineligible player by the opposing team.

6) Notification Of Results.

It is the responsibility of team captains to send in match results to the Summer Rapidplay League Controller, and to make sure the results are correct and are received. Any results not received within 7 days may not be scored.

7) Withdrawn Team.

A team which withdraws during the season shall have its results voided.

8) League Tables.

Team placings in divisional tables are ordered downwards by their game points totals, with ties ordered downwards by game points scored on the topmost board.

9) League Champions.

The league champions are the team in 1st place in the 1st division after all fixtures have been played, and will be presented with the Summer Rapidplay League Championship Trophy to hold for a season.

10) The Summer League Rapidplay Controller produces the fixture list, collates results and rules on disputes.

11) All games shall be sent for grading.