

NCCA Competitions Rules

Last Amended 2nd June 2017

General

1 The current FIDE Laws of Chess as adopted by the English Chess Federation are to govern all Competitions conducted by the Norfolk County Chess Association unless amended by any of the following rules which then take precedence.

2 These rules may be amended either at an NCCA Annual General Meeting by a majority vote in favour of prior proposals submitted to the NCCA Committee; or by discussion and agreement of at least 75% of those present following the inclusion of a proposal on the agenda at a Committee Meeting at which 8 or more voting members are present.

3. (a) Grades used for the purposes of complying with any of the following rules are to be the current published grades available on the ECF Grading website which will also be shown on the results site used for reporting results.

(b) Where a player does not have a current published grade the Competitions Controller is to allocate an appropriate estimated grade using information from any relevant source.

The League Championship

4 (a) Teams are to consist of four players arranged in order of playing strength, unless changed by subsequent rules, subject to where two players have a difference of more than 10 grading points then the higher graded player is to play on a higher board than the lower rated one.

(b) Any contravention of this rule will attract a penalty as follows: the game played by the higher graded player(s) will be recorded as a win for his opponent(s) and in addition there will be a penalty deduction of 1 point for each offending player.

5 Team Captains are to enter players' names on a result slip before any game in a match starts.

6 Visiting teams are to be white on boards one and three.

7 No player is to play more than one game in any one match.

8 No player is to play for more than one club in any one competition in any season. However in exceptional circumstances a player may apply to the Competitions Controller for this rule to be waived. At the discretion of the Competitions Controller and in consultation with other Team Captains in the competition, the Competitions Controller may grant the players request. The Competitions Controller's decision is final.

9 Players belonging to clubs with more than one team are to be nominated to one team only before their first game, otherwise they will be nominated to the first team that they play for.

10 All players are to be registered by their Club Secretary with the Competitions Controllers at the latest with their first result but preferably prior to that. For grading and administrative purposes their registration is to include their address, telephone and email (where available) and their date of birth. For clubs with more than one league team their nominated team is also to be stated.

11 Each team is to consist of at least two players nominated to it, but the third and fourth players may be nominated to another team within the same club subject to the requirements of rule 13 and provided that no player plays more than five games in a season outside the team to which he is nominated.

12 Rule 11 does not apply to players with a published grade on the ECF Grading Website of 125 or under who may play for any team in the same club as a nominated player for that team. They must still be nominated to one team only in order to comply with rule 14.

13 The maximum grade of players guesting in Division 1 is to be 170, in Division 2 is to be 155 and in Division 3 it is to be 140.

14 Notwithstanding rules 11, 12 and 13, in matches between teams from the same club all players are to be nominated to the team for which they are playing.

15 Any known defaults at the start of a match are to be made starting on board 4 and subsequently on the next higher board.

16 (a) The move rate is to be all the moves in 1 hour 35 minutes.

(b) Clubs may use any clock, digital or analogue which complies with the requirements of FIDE Laws, Article 6.1 Any features such as buzzers or flashing lights used to indicate shortness of time or any such occurrence are to be turned off.

(c) Where a digital clock is used that enables increment or delay and both players agree prior to the commencement of the game, the move rate can be adjusted to 85 minutes plus 10 seconds per move for the entire game using a 'Fischer time control'. Players are to advise their respective captains of the adjustment to the normal time controls prior to the game commencing. There will be no recourse to claim a draw under FIDE Laws of Chess appendix G.5 on the basis of having less than 2 minutes remaining to complete the game. In all other respects standard NCCA Competition Rules will apply.

17 If any player has not arrived at the playing venue within half an hour of the club's published starting time then that player's game will be forfeit. This rule is to apply whether or not a clock has been started and regardless of what time has elapsed on that clock.

18 (a) The result of a match is to be input using the website advised by the Competitions Controller at the start of the season, by the home team Captain within 5 days of the scheduled date of the match. The club Secretary or any other of his club's team Captains may deputise in his absence.

(b) If the Captain has problems accessing the web then the result may be reported by email or telephone to the Competitions Controller who will then take the action on their behalf. The same time limit will apply.

19 (a) If the result has not been input within the time limit specified in rule 18 (a) then 2 penalty points are to be deducted from the home team's aggregate league score.

(b) If a match is not played and the Competitions Controller has not been informed by the re-arranging team Captain of the new scheduled date then 2 penalty points are to be deducted from the re-arranging team's aggregate league score.

20 If either team fails to turn up for a match then they will default it 4-0 to their opponent's.

21 Any scheduled match may be re-arranged by mutual agreement between the two Captains at any time before it is scheduled to be played provided that it is not re-arranged for later than the last scheduled date in that division published in Zugzwang. The Competitions Controller is to be informed by the re-arranging captain when a re-arrangement is agreed. In exceptional circumstances and following a request from the two captains the Competitions Controller may allow a later re-arrangement than that specified here.

22 In the event of extreme exceptional circumstances such as the blockage of a road by accident or weather then the Competitions Controller may rule that a match is to be re-arranged as outlined in rule 21. If the two Captains are unable to reach a mutual agreement on a new date within ten days of the scheduled date then the Competitions Controller is to schedule a new date.

23 Any Match which is not played by agreement between the two captains is not to be recorded as being played and no league or cup points are to be attributed to either team.

24 League Championships, promotion and relegation will be decided on game points. If teams are level on game points then match points, two for a win and one for a draw, will be used to decide. If teams remain tied after this then the Competitions Controller is to arrange a deciding match. Promotion and relegation will be limited to one team up and one team down in the first division, subject to the need to balance the size of each league, in which case the League Controller may promote or relegate a maximum of two teams

The Williamson Cup and Plate

25 NCCA Competitions Rules 1 to 18 apply unless amended by any of the following rules within this section.

26 The draw for the first round of this competition will be published in Zugzwang and the winners will be entered into a draw for the next and subsequent rounds by the Competitions Controller who is to notify Club Secretaries by Email.

27 All first round losing teams will be entered into the Williamson Plate competition which will be run using the same rules as the Williamson Cup competition.

28 If a match is drawn then board elimination starting with board 4 is to be used to decide the winner.

29 If all four boards are drawn then the match is to be replayed during the following week with reversed venues. The Competitions Controller is to be informed of the revised date and the results of both matches are to be submitted together. Failure to comply with this rule may lead to one or both teams being eliminated from the competition.

30 In any cup or plate competition no player is to play for more than one team in any one season.

The Norfolk and Suffolk Cup

31 NCCA Competitions Rules 1 to 18 apply unless amended by any of the following rules within this section.

32 The Competitions Controller has the authority to change the format of the competition as he sees fit.

33 Teams are to consist of six boards arranged in order of playing strength.

34 Colours are to be decided by the toss of a coin, the winner having the choice of colour on odd numbered boards.

35 If a match is drawn then board elimination starting with board six is to be used to decide the winner.

36 If all six boards are drawn then the winner is to be decided by the toss of a coin.

37 Rules 34 and 35 only apply in a knockout competition format.

38 The winner of the competition will meet the winner of a similar competition played in Suffolk to decide the overall winner of the cup. This match is to be played at the home club's venue on a mutually agreed date in Norfolk in even years and in Suffolk in odd years.

The Handicap Rapidplay Knockout Cup

39 Normal Rapidplay rules apply as detailed in FIDE Laws of Chess Appendix B.

40 Teams are to play two matches in one evening at the move rate of thirty minutes per player per game.

41 Before starting a match players for each team are to be placed in strict grading order.

42 Gradings used for this purpose should for preference be Rapidplay Gradings but if a player does not have a Rapidplay Grade then a normal ECF Grade is to be used. In the event that a player has neither grade then that player is to be assessed as the average of all the other graded players in the team. Any queries on grades are to be referred to the Competitions Controller before a match is started.

43 A special result form is available to download by the home team captain before the match is due to be played, this will include the pairings and colours for each board in each game.

44 The average grade for each team is to be worked out and the winning team shall be decided depending on the difference in average grading as follows.

(a) If the difference in grading is 5 or less and the result is 4-4 then the winning team shall be determined by:

- (i) Board count
- (ii) Bottom board elimination
- (iii) The lower average graded team wins

(b) For any other result the winning team shall be determined as follows:

Grade	Score needed to win
Difference	by the higher graded team
6-15	4½
16-25	5
26-35	5½
36-45	6
Over 45	6½

Disputes

45 In the event of a dispute then the two Team Captains have the right to stop their own clocks in their games and act as arbiters between the two players to agree a ruling.

46 (a) If agreement cannot be reached by the captains without interference by other players or spectators, then the dispute is to be referred to the Competitions Controller in writing within seven days by either the Secretary of the Club involved or the Captain of the Team.

(b) No disputes will be accepted orally or from individual players.

(c) Each dispute is to be accompanied by a fee of £5 which will be returned to the club whose claim is upheld provided that no appeal is submitted in accordance with NCCA Competitions Rules No 47.

47 (a) If either disputing club wishes to appeal against the Competition Controller's decision then they must do so giving their reasons, in writing, within fourteen days of receipt of that decision.

(b) An appeal is to be accompanied by a fee of £10.

(c) The Competitions Controller will request that an Appeals Committee consisting of three committee members independent of either club involved be set up by the NCCA County Chairman. The decision of the Appeals Committee shall be final and binding on all parties.

(d) If the appeal is successful then the full amount of fees received will be refunded.

48 (a) In the event of a claim for a draw being made under FIDE Laws Appendix G 6 and the opponent rejecting the claim then the claim is to be submitted to the Competitions Controller by the Secretary of the Club involved.

(b) The claim is to be accompanied by a fee of £10.

(c) If the claim is upheld by the Competitions Controller then the fee will be returned.

(d) Any claim submitted under this rule which is not submitted in the correct format as per FIDE Laws of Chess Appendix G6 will be returned to the Secretary of the Claimants club and the claim will fail.

Recording the moves

49 If a player writes down his move before playing the move he is to receive a warning. For a second and third offence his opponent is to be given an extra two minutes on his clock for each offence. If he offends for a fourth time then he is to lose the game.

PDA's and other electronic equipment

50 Any player found consulting a PDA or any other electronic device will lose his game.

Mobile telephones

51 At the start of a match the Team Captains are to request that all mobile telephones be turned off. The mobile telephones are to be turned off for the duration of the match not just for the individual player's game.

52 If a player feels it is imperative that his mobile telephone be turned on then he is to ask the two Team Captains for their permission. The mobile telephone is to be switched to vibrate only mode. If the player receives a call then he is to leave the playing area before answering the call. The mobile telephone is not to be used for any other purpose.

53 The penalty for an audibly ringing mobile telephone is the loss of the game. This will still apply even if the game has already been completed. If the game has been completed then the opponents score will not be adjusted and the original score will be used for grading purposes.

Miscellaneous

54 (a) All players in NCCA League or Cup competitions are to be Direct Members of the ECF before they play their first game. Notwithstanding this if a team plays a non-member for more than three games the club will be liable to pay £25 for each adult player and £12 for each junior player.

(b) It is the responsibility of NCCA member clubs to ensure that their players comply with this rule and to notify their players ECF Direct Membership number to the Competitions Controller as soon as it is available.

(c) Where a player plays more than 3 games as a non-member the club will incur the deduction of 1 penalty point for each game played as a non-member over the 3 games specified above (Note: For Handicap Rapidplay a non-member playing in a match will play the equivalent of 1 game for the purposes of this rule)

55 Where a player drops off the grading list for whatever reason and he enters a grade defined tournament then his last published grade will be taken, reduced by 5 points for each ungraded year up to a maximum of 5 years.

56 Any cases of unacceptable conduct or breaches of either the FIDE Laws of Chess or NCCA Competitions Rules are to be reported in writing to the Competitions Controller who will then report them to the next full NCCA Committee Meeting. The NCCA Committee will decide on any action to be taken considering each case on its own merits and the Competitions Controller is to inform the parties concerned of the Committee's decision.

57 Any game played in breach of any NCCA Competition Rule will be declared void and no score will be recorded for either player. The game may be submitted for grading purposes providing it meets the criteria for doing so.

58 The NCCA Committee reserve the right to appoint an arbiter at any Norfolk Competition match. In this event each club will be notified in advance.

59 Norfolk County Chess Association provides the playing of chess in a friendly and sporting fashion. Conduct to the prejudice of the standing of chess or the efficient running of competitions may be investigated and appropriate action taken.

Definitions:

Game- That played between 2 players

Match- That played between 2 teams over either 4 or 6 boards.