

(A) Administration

1. All games shall be played according to the latest edition of the FIDE Laws, except where they are specifically amended by these rules. Any dispute or matter for which no provision has been made in these rules shall be referred to the Executive Committee, whose decision shall be final.
2. Players are registered by the League Controller on receipt of match cards.
3. Players will be registered with a club, but in order to reduce defaults, may play for multiple clubs in the season.
4. Complaints must be received in writing by the Association Secretary within seven days of the alleged offence, and a copy must be sent to the party or parties against whom the complaint is made.
The Secretary shall, within seven days of receiving the complaint, inform all the parties concerned of the date and place of the meeting at which the matter will be discussed, and invite their attendance.
5. The Executive Committee shall decide how teams that resign from the League are to be replaced in the following season, and in which division newcomers to the League are to commence and the overall structure of the League dependant on the number of teams competing.

(B) Procedures

6. Reasonable convenience and comfort shall be provided by the home team during matches.
7. Only one game shall be played by each person participating in the match, all other games being regarded as friendlies.
8. The Latest ECF Official Revised Monthly Rating will be used for all competitions.
9. Before a match starts the captains shall write their players in order of ratings according to the latest official monthly rating list.

No player should play on a higher board than a player with a rating that is greater by 75 or more points.

For unrated players and players not on the latest grading list the club must request a rating to be assigned by the BDCA League Controller.

Any team that fields a player in the wrong position shall forfeit that board and all the boards below it.

9a) For the first time that a team defaults any boards other than the bottom boards in ascending order in one season, the team shall be deducted one board point in that match.

For all subsequent occurrences that a team defaults any other than the bottom boards in ascending order, the team shall be deducted 1 League point in addition to the board point penalty.

10. Captains then exchange match cards and the home captain tosses a coin – winner of the toss will have white on their odd-numbered boards.
11. Both captains shall send completed result cards either by post, e-mail using the online result card, or by posting the result on the BDCA results page on Facebook to reach the League Controller by the Friday morning following the match. Clubs failing to do so shall be fined £1 for each occurrence.
12. Matches shall commence promptly at 7:30 pm and clocks shall be started at that time. A player is automatically deemed to have lost their game by default if they have not made a move: (a) by the time their clock shows an hour's time has elapsed: or (b) by 8:30 pm if a clock is not being used.
13. At the conclusion of the official playing time the position in all undecided games shall be recorded. If the captains are unable to agree upon a result in such games, the recorded positions shall be forwarded by both sides to reach the Association Secretary by the Friday morning following the match. Should an adjudication claim arrive late, that team shall lose its claim and should both claims arrive late, the game shall be void. Unsuccessful claimants shall pay the required fees.
14. Any team can insist on clocks being used on all boards for which they are available.
15. For all League and Clough matches the default playing time shall be 80 minutes for all the moves, with each player receiving a 10 second increment after every move from move 1. ECF blitz finish rules apply in all cases.
16. If no digital clocks are available, the alternative time control of 3 hours at the rate of 37 moves in 1 1/4 hours shall be used. After Black's 37th move the clocks shall be turned back 15 minutes and all the remaining moves are to be completed in the time available, unless both captains agree otherwise before commencement of the match. ECF blitz finish rules apply in all cases.

(16a) After 'initial' move rate completed by Black: i.e., 37 moves, the player playing 'Black' shall stop the clock. Both players agree what times are left before each flag will drop. The player playing 'White' will turn each clock back, an additional 15 minutes, and the player playing 'Black' shall start 'White's' clock.

(C) League Championship

17. Each division of the League shall consist of no more than ten teams. All teams shall consist of **four boards**. A club shall have a maximum of TWO teams in any division.
18. Matches must be played on the date shown in the official handbook fixture list.
19. Where a league match is rearranged, a player who appears for one of their club's other teams on the date of the original fixture shall not be eligible to play in the rearranged fixture.
20. Teams that default a League match will have one point deducted for each occurrence. A team will be classed as defaulting a League match if they do not have enough players present in order to at least draw the match.
21. If a club has more than one team in any division, any player who has played above the bottom two boards in one of those teams may not thereafter play for another team in that division in that season. Rules 9, 19 & 24 still apply to these players.
22. If a club has teams in more than one division, any player who has played above the bottom three boards for a team will be eligible to play in that team's division or a higher one only, subject to Rule 21.
23. Other players may play for another of their club teams in the next lower division in which a team from that club appears, but no lower. Rules 9, 19, 21 & 24 still apply to these players.
24. Any team playing an ineligible player shall forfeit that board and all boards below it.
25. In the case of a postponed match the team requesting the postponement must suggest to the other team within 7 days of the original fixture date 3 alternative dates for the fixture.
Should none of the suggested alternative dates be accepted then the matter shall be presented to the next Committee Meeting.
Where no alternative date can be agreed before the last league fixture of the season, the club which asked for the postponement shall forfeit the match points.
No rearranged game shall be played after the last scheduled league fixture of the season.

26. In the event of a player or players being absent at the start of play, substitutes may be inserted on the match card at any time in the first hour as and when they become available. Such substitutes shall not be regarded for the purposes of Rule 9.
27. Two points shall be awarded for a win and 1 point for a draw. Should two or more teams finish the season on equal points, the team having scored the highest number of game points shall be awarded the highest position. Should this still result in a tie and championship, promotion or relegation issues be affected, play-offs shall be arranged. Only players who have already represented that club in the League that season shall be eligible to compete in a play-off match; rules 21 to 24 still apply.
28. At the end of each season, the lowest team in each division shall exchange places with the highest team in the division below, subject to the provision of Rule 17.

(D) Individual Competitions

29. The individual competitions are:
 - a) The Barnett Trophy - Open to all registered members,
 - b) The Parkinson Trophy - Open to all registered members (Under 1,900),
 - c) The Hutchinson Trophy - Open to all registered members (Under 1,700),
 - d) The Bak Trophy - Open to all registered members (Under 1,500).
30. The Competition Controller oversees these competitions and their decision on any of these points shall be final.
31. The latest published rating list as outlined in Rule 8 shall apply. Unrated players may be admitted at the discretion of the Competition controller.
32. When available the use of clocks shall be obligatory in all rounds.
33. Rule Removed
34. Games shall be completed on or before a date decided by the Competition Controller.
35. Players must have played 75% of all league rounds in order to be eligible to win the Totty, Cocking or John Smith trophies.
36. **Totty Trophy.** This trophy will be awarded to the player with the highest percentage of points across all divisions in the League.
37. For the purposes of determining the winners of the Cocking and John Smith Trophy, the Totty Trophy will be awarded to the division where this player has played more than 50% of their games.

38. **Cocking Trophy.** This trophy will be awarded to the player with the highest percentage of points in a division other than the one the recipient of the Totty Trophy played in. The winner must have played at least 50% of their games in the relevant division.
39. **John Smith Trophy.** This trophy will be awarded to the player with the highest percentage of points in the division that has not been awarded the Totty or Cocking Trophy. The winner must have played at least 50% of their games in the relevant division.
40. **Webster Trophy.** To be awarded to the player with the highest aggregate score across all competitions who is under 18 on 1st September in the year the season starts.
41. A player may only win one of Totty, Cocking, John Smith.
42. **Fattorini Trophy.** This trophy will be awarded to the player with the highest aggregate score in the League, Hepolite, Clough and Individual Competitions.

E) Hepolite Competitions

43. The Hepolite trophies will be contested over a league format as determined by the BDCA Committee prior to the first round. In the case of Swiss pairing, byes will be given if an odd number of teams enter the competition, in which case one team has a bye in each round: two match points and three and a half game points.
A random team is selected for the first round; thereafter the lowest placed team is selected, unless they have already had a bye, in which case select the next lowest team and so forth. No team will be allowed more than one bye in the competition.
44. The league will be scored according to match points, two points awarded for a team win and one point for a draw.
Should two or more teams finish the season on equal match points, the team having scored the highest number of game points shall be awarded the highest position.
Should this still result in a tie, the team who has scored the highest number of match points in the direct matches between the tied teams will finish in the highest position in the league.
Should this still result in a tie, the teams will finish in the same position in the league.
45. Teams shall consist of three players.
46. Each player has 20 minutes plus 10 seconds per move to complete each game.
47. Each match will be played over two mini-matches. Both captains will list their players according to the Latest Official Revised Monthly Rapid Rating list for the two mini-matches.

No player should play on a higher board than a player with a rating that is greater by 75 or more points.

If a player has no rapid rating, then their standard rating should be used.

Each board will play their respective opponent twice, once with each colour.

The home team shall have white on all boards in the first mini-match and black on all boards in the second mini-match.

48. Each player may play for any team within one club except as restricted by Rule 49.
49. Once a player has played on Board 1 for one team, they may not then play in another team.
50. Games will be played in accordance with the FIDE rapid chess rules and Appendix A: Rapid Chess.
51. The Hepolite Trophy shall be awarded to the team that finishes in 1st place in the League subject to rule 42. The Hepolite Erl Dowry shall be awarded to the team that finishes in 2nd place.

The Hepolite Plate and Shield shall be awarded to teams that field teams below an average rating as determined by the BDCA Competition Controller.
This may be decided after Round 5.

(F) Clough Trophy

52. The Clough Trophy will be played as an annual five round Swiss tournament. First round ties are drawn randomly at the most appropriate Executive Committee meeting or by the BDCA Competition Controller. The ties in rounds 2-5 shall be drawn (as far as possible), by conventional Swiss rules by the BDCA Competition Controller.
53. This competition is also open to teams (who must be based in Bradford and surrounding districts) who do not currently play in the BDCA Leagues. For example, school, works and pub teams.
54. All the rules listed previously in this handbook apply to the Clough Trophy. Additionally, the following supplementary rules (52-66) apply to the Clough Trophy only. (If and when contradictions occur, assume that the following rules take precedence).
55. Byes will only apply if an odd number of teams play in the competition in which case one team has a Bye in each round of the matches. For a 'Natural' Bye, the team scores 4 points.

A random team is selected for the first round; thereafter the lowest placed team is selected unless they have had a previous Bye (in which case the next lowest team is selected (and so on)).

56. Byes requested by a team score 2.5 points.

Such a Bye must be requested before the draw for that round is made. No requested Byes allowed in the final round of matches.

No team allowed more than one Bye throughout the competition.

Table for 4-board teams based on the latest published rating list as outlined in Rule 8.

4 Game points and 3 Handicap points allocated to every match

Rating difference between teams	Handicap points (Ha) weaker team	Handicap points (Ha) stronger team
0-250	+1.5	+1.5
251 – 800	+2	+1
800 – 1,400	+2.5	+0.5
1,400 or greater	+3	+0

57. If a player defaults their game, the Game point is given to the opposing team.

If opposing players default the same board then neither team scores any Game points for that board.

Any team which defaults boards loses all their Handicap points, regardless of how many boards they default (these are not given to their opponents).

58. In order to calculate the opposing team's Handicap points, absent players are rated as follows:

If a nominated player, expected to play, fails to arrive in time, that player's rating is given to his prescribed board which will be in the correct board order according to that rating.

If a team has fewer than 4 players to start with, the available players must fill the highest available boards (i.e., the lowest board(s) are defaulted and each defaulted board is given 1,500 rating points).

59. Boards should be played in Rating order (highest rated player on board 1 etc.). Any players who fail to do so and all boards below them lose their Game points to the opposing team. The original results of these games are only preserved for grading the players affected. The latest published grading list as outlined in Rule 8 will apply.

60. If both players play out of Rating order, the relevant Game points are lost completely. In all cases, the Handicap Points of both teams are preserved.

61. Players with no previous rating are given a provisional rating of 1,500. The rating to be used for unrated players under the age of 16 at 1st September in the year of the start of the competition will be 1,150.

62. Players whose ratings have expired should use their most recent published rating, minus 60 rating points for each year that it is out of date, up to a maximum 300 points deducted.
63. Any player rated below 750 based on fewer than 10 games should be given an adjusted rating of 750.
64. In the interests of fairness, players with no previous rating or an unreliable rating (based on too few games) may retrospectively be given an estimated/adjusted rating by either the BDCA Secretary or competition controller (with appropriate retrospective adjustments made to Handicap points etc.). In such cases relevant team captains will be informed of the changes made as soon as practically possible, and normal 'appeals' procedures will apply.
65. No team may have an aggregate rating of greater than 7,200. There is no restriction on individual ratings.
66. The winner will be the team which has the highest aggregate of **game points and handicap points**.

In the event of a tie between the top two or more teams the following deciding factors are to be taken into account:

- a) The result of matches between the teams involved.
- b) Progressive scores.
- c) The sum of opponents' scores.

G Other Rules

All players have a responsibility to familiarise themselves with the Laws of Chess.

The updated Laws since 1 January 2023 can be found at:

http://rcc.fide.com/wp-content/uploads/2022/11/Laws_of_Chess-2023.pdf

Below are some of the important rules that players need to be aware of.

1 Conduct

4.1 Each move must be played with one hand only.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalised as if an illegal move.

11.3.1 During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

The following, taken from **FIDE & ECF Rules, Article 15: Conduct of the Players – Prohibitions (Previous BDCA Rules)** will apply.

They are also forbidden to have recourse to the advice of a third party, whether solicited or not.

[The only possible exception is that a player in a team competition may be allowed to ask their captain "Should I accept their offer of a draw?" or "Does the team need me to play for a win?". The captain or acting-captain must limit their reply to an immediate "Yes", "No", or "It's up to you" without supplying their answer after a detailed analysis of the position, and without making their answer emphatic in any way. This captain, like all the players, is not allowed to receive opinions from any source on the states of play of any games still in progress].

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

2 Recording of Moves

8.1.1 In the course of play each player is required to record his/her own moves and those of his/her opponent in the correct manner, move after move, as clearly and legibly as possible.

8.1.2 It is forbidden to record the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3

8.1.3 A player may reply to his/her opponent's move before recording it, if he/she so wishes. He/she must record his/her previous move before making another.

8.1.4 The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.4 If a player has less than five minutes left on his/her clock during an allotted period of time and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he/she is not obliged to record moves

8.5.1 If neither player keeps score under Article 8.4, the arbiter or **an assistant** should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

3 Rapid Play

See Appendix A. Rapid chess