

Rules

1. All games shall be played in accordance with the Laws of chess as laid down by FIDE
2. The rate of play will be 30 moves in 1.5 hours, followed by a thirty minute quick play finish, (in exceptional circumstances time control may be modified by the arbiter.)
3. Placing in each division will be determined first - by match points
second - by game points third - by individual match result
4. All games will be graded.
5. Players within a team must play in strict grading order. (However, there is a 50pt interchangeable leeway!
6. Throughout the season, players may play for only one club,
(excluding players who have been asked by organiser to fill up teams on the day)
7. Clubs having more than one team must play their top graders in the highest team:- ie grading order applies across teams.
8. Teams which fail to turn up for their match will be automatically relegated next season
9. In the draw, the first team mentioned gets white on odd numbered boards.
10. All disputes will be resolved by the arbiter and, if necessary, the disputes committee.
11. The organisers reserve the right to take any steps deemed necessary to ensure the smooth running of the League.
(ie Glynis Grant and the arbiters have the final say in ALL matters!)
12. At present there are four divisions. All new teams will join Division 4 as this division is allowed to increase its membership beyond eight teams. If interest warrants it, consideration will be made to introducing a Division 5.
13. If your team does not turn up on the day, or exhibits inappropriate behaviour, it will be relegated at the end of the season (Lowest Division teams will be barred for one year)