

# Rules for Glasgow Schools Chess League – August 2018

## 1. DURATION OF SEASON

League competitions shall be held in each season. For this and other purposes “a season “ is defined as the period commencing on September 1st in one year and terminating on June 30th in the following year.

## 2. CONSTITUTION OF TOURNAMENTS

Subject to numbers entering there will be the following tournaments: Senior, Intermediate (S4 and below), Junior (S2 and below), Primary. If there are not enough entrants, only some of these tournaments will be held and there may be some merging of categories. Each tournament will have up to seven rounds.

## 3. SCORING

3.1 The individual games of a match shall be scored: one point for a game won, half a game point for a game drawn, no game points for a game lost.

3.2 Based upon the aggregate of individual game points gained by each team, the results of a match shall be scored: two points for a match won, one point for a match drawn, no points for a match lost.

## 4. CHAMPIONSHIPS

The team with the highest number of match points will be champion. If two or more teams concerned in the championships are equal in match points, then the issue shall be resolved by placing these teams in order of the total games-for points scored. A trophy will be awarded to the winning team if available. There are currently trophies for the Senior and Primary tournaments. The previous winners must arrange to hand these over to the current winners at the end of the season.

## 5. CONSTITUTION OF TEAMS

Teams will consist of 6 players. If a team wishes to play a match with fewer than 6 players then they must inform their opponents beforehand. In this case up to 2 games will be declared drawn. (Example 1: a team offers to play a match with 4 players, boards 5 and 6 will be declared drawn. Example 2: a team offers to play a match with 3 players then they will default board 4 with boards 5 and 6 declared drawn). *Note that this rule has been introduced to encourage schools with only 3 or 4 players to enter a team in order to help grow schools chess.*

## 6. PLAYER ELIGIBILITY

A player shall be a pupil at the school or its feeder primary.

## 7. VENUES and DATES FOR MATCHES

The home team shall contact the away team and offer a choice of time and dates for their match. The normal time for a match will be shortly after the end of the school day.

## 8. SCHEDULING OF MATCHES DURING SEASON

The Tournament Controller will issue a timetable with dates by which matches should be played. If a match is not played by this date the Tournament Controller must be informed of a later date at which the match will be played. The latest possible date at which a match can be completed is the Friday before the end of term in June *Note that schools have differing end of term times so an early date has been chosen e.g. 14 June for 2019..* If a match has not been played by the end of the season the Tournament Controller will

either award a default 3-3 draw or a default 6-0 win for one team if email correspondence shows that this team has made more of an effort to play the match.

## **9. RULES FOR MATCHES**

The FIDE Laws of Chess shall apply.

## **RULES of PLAY**

### **1. CONDITIONS OF PLAY**

The teams will agree the length of the playing session at the start of the match. The normal playing session will be two hours.

### **2. TEAM DECLARATION and PLAYING ORDER**

The match captains (or their deputies) of opposing teams shall, five minutes before the commencement of the match, exchange lists of their players in descending order of playing strength.

### **3. CHOICE OF COLOUR**

After team lists have been exchanged, the match captains shall toss for choice of move at Board One: the move at the remaining boards shall alternate accordingly.

### **4. CLOCKS AND RATE OF PLAY**

Clocks shall be used if one team wishes. The length of the playing session will be divided by two and each player must make all their moves in this time.

A player may claim a draw when he has less than two minutes left on his clock on the basis that their opponent cannot win by normal means, or that their opponent has been making no effort to win by normal means. In this case the position and which player is to move shall be sent to the Tournament Controller for adjudication.

### **5. RIGHTS OF MATCH CAPTAINS**

A match captain is not permitted to intervene during play except he/she is authorised to:

- a) Resolve any problems that might occur during the match in conjunction with the opposing match captain.
- b) Call flag-fall if this occurs.
- c) Advise any of his players to make or accept the offer of a draw, but not claim a draw, provided he does so in the presence of the opposing match captain.

### **6. END OF SESSION**

If at the end of a session any games are unfinished, the position and which player is to move shall be sent to the Tournament Controller for adjudication.

### **7. NOTIFICATION OF MATCH RESULTS**

The Tournament Controller must be notified of the result of a match by the match captain of each team within 3 days of the date on which it is played.