SNCL Rules - 2014/15

1. All games shall be played in accordance with the Laws of chess as laid down by FIDE except where modified below

   - Quick play rules (Appendix G) Will apply for all games
   - Mobile Phones will be allowed in the venue but must be switched off. Should a phone ring during play, the game will be declared lost for the owner of the phone.

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, a 50pt interchange is acceptable if discussed with arbiter.

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 top five grades in first team and follow down in same manner if more than two teams. This means players can be promoted to top team several times depending on strength of players on day.

8. Teams which fail to turn up for their match will be automatically relegated next season

9. A team will be penalized 1 matchpoint for every 3 board that it defaults in a season

10. In the draw, the first team mentioned gets white on odd numbered boards.

11. All disputes will be resolved by the arbiter and, if necessary, the disputes committee.

12. The organisers reserve the right to take any steps deemed necessary to ensure the smooth running of the League.
    (ie Andy Howie and Glynis Grant have the final say in ALL matters!)

13. In 2014, Division 1 will be FIDE rated as agreed at the AGM in March 2013.

14. For Division 1, any non Scottish players must have a FIDE ID from their national federation before the start of play on the day. Scottish Players who do not have a FIDE ID must provide their date of birth.