

Scottish National Chess League Rules

1. All games shall be played in accordance with the Laws of chess as laid down by FIDE except where modified below:
 - a. 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.
 - b. Default time for games will be 30 minutes.
2. Games will start at 10am for the morning session and 3pm for the afternoon session.
3. In the event of an afternoon session being abandoned due to inclement weather. The afternoon of Round 7 will be used. Should a full day be cancelled, it will be played at a later date, giving teams plenty of notice of the new date.
4. The rate of play will be all moves in 90 minutes with a 30 second increment from move 1 (in exceptional circumstances time control may be modified by the arbiter.)
5. Players within a team must play in strict grading order using either FIDE or Chess Scotland Grades.
 - a. Players within 50 grading points may switch boards.
 - b. Fast improving juniors and adults (where the 200 up rule has been triggered or is close to being triggered) may, with the arbiters permission, use their live grade to determine their board.
 - c. Ungraded players may play at the correct board for their estimated grade.
 - d. Player order must be consistent between the morning and afternoon sessions
6. 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. If higher team is defaulting boards then, with the agreement of arbiter before the round, they do not have to take players from their second team who brought their own players in good faith.
7. Team captains must fill in the required information on the teamsheet. This includes Player name, grade and either PNo or FIN
8. Divisions 1 & 2 will be FIDE rated. As such 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. This does not apply to Divisions 3 and below
9. 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)

10. Divisions will consist of 8 teams with the exception of the lowest division. The maximum size of the lowest division shall be 15.
11. Should the lowest division exceed 15 teams, the top 2 teams relegated into the division along with the top performing 6 teams not promoted will form a new division with the remaining teams forming the lowest division
12. Teams will play each other once a season (with the exception of an expanded lower division where swiss pairings will be used). Every effort will be taken to reverse the colours from the previous season, but this is not always possible
13. In the draw, the first team mentioned gets white on odd numbered boards.
14. There will be 2 teams promoted and relegated from each division (Only 2 teams relegated from the top division and 2 promoted from the bottom)
15. A team will be penalized 1 matchpoint for every 3 boards that it defaults in a season.
16. Placing in each division will be determined first - by match points second by game points. To resolve promotion and relegation issues, the following tie breaks will then be applied:
 - a. Individual match result
 - b. Lowest number of games defaulted
 - c. Sonnenborn Berger
 - d. Bottom board elimination of all results
17. Teams who fail to turn up for their match will be automatically relegated the following season. If the team is in the lowest division, then that team will automatically be prevented from entering the following season.
18. A disputes committee may be formed using the remaining team captains from the division the dispute originates from. The chair of the committee will be one of the Office Bearers
19. All disputes will be resolved firstly by the arbiter team and, if required, the disputes committee.
20. The organisers reserve the right to take any steps deemed necessary to ensure the smooth running of the League.