

Plymouth Chess Club

(Founded 1888)

CLUB COMPETITION RULES

1. GAMES/RESULTS

- (a) Club members are responsible for arranging their own games and should make every effort to arrange their fixtures over the season in an even pattern. To this end any request for a fixture from one player to another must be met by the provision of a mutually acceptable date within a 4 week period, with the game to commence before 7.00pm. One player must offer at least 3 dates within this period and the opponent must accept one of these dates or offer alternative dates. Should there be a genuine reason why this 4 week period cannot be met, then a date as soon as possible after this period shall be agreed. All fixtures are to be agreed prior to 4 weeks before the end of the season to enable the above rule to be applied. Should any difficulty arise, the Competition Secretary should be notified immediately in writing. Players are strongly advised to enter their mutually agreed fixtures into the Fixture Diary.
- (b) No Gordon Nobbs games are to commence within the last hour of the Club's opening time.
- (c) Results of all competition games played must be entered in the Results Book.
- (d) The winner of each game, or if drawn, the player with the white pieces, shall enter the result in the Result Book and indicate which player had the white and black pieces.
- (e) No results may be entered in the Result Book after the final Club night of the season.
- (f) No entry may be made in the Result Book of any unplayed game, i.e. those claimed by default, without the prior permission of the Competition Secretary.

2. COLOURS

- (a) In league competitions, players shall toss for colour in the first game and reverse colours for the second.
- (b) In the first round of knockout competitions the first named player in each pairing shall have white, thereafter, the players shall toss for colours. Drawn games shall be replayed with colours alternated. If the replay results in a draw then the tie shall be decided by a single rapidplay game (toss for colours) of 30 minutes for each player. In the event of this game also resulting in a draw then the player with the White pieces shall be eliminated.
- (c) In the event of single round competitions the colours will be as shown on the charts.

3. COMPETITIONS

- (a) The Ron Bruce, Bloodworth, Guard, Ward, Qualifying, Intermediate and Taylor shall be league competitions.
- (b) The Ron Bruce, Bloodworth and Guard competitions will consist of 10 players. However, to provide for new players they may be expanded in exceptional circumstances at the discretion of the Tournament Sub-Committee, but not after November.
- (c) The Ward, Qualifying, Intermediate and Taylor will consist of up to 12 players. These tournaments will be more flexible to accommodate varying circumstances.
- (d) The Strong and Strong Plate shall be knockout competitions. The Strong Trophy will be open to all club members. Only first round losers from the Strong Trophy will be eligible to enter the Strong Plate.
- (e) The Strong and Strong Plate must be completed by the final Club night of the season.
- (f) The Knock-Out competitions will be controlled by the Tournament Sub-Committee who shall deal with unplayed ties at their discretion. The player with the white pieces shall be responsible for arranging the match and may be eliminated if the match is not played on time.
- (g) The Gordon Nobbs shall be an all play all league competition open to all club members who may enter at any time.
- (h) The winner and runner-up in each league competition, other than the Ron Bruce and the Gordon Nobbs, shall be promoted to the next higher league, and the two bottom placed players in each league, other than the Gordon Nobbs, shall be demoted. Where the Tournament Sub-Committee have used their discretion to expand numbers under Rule 3(b), the promotion and relegation may be appropriately adjusted.

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- (i) In the event of a tie between two players in the final league positions, the Sonneborn-Berger System will decide placings. If that should prove indecisive then a play off may be arranged. The Sonneborn-Berger system is a tie-breaking procedure in which each player concerned receives the sum of the scores of his defeated opponents plus half the scores of those players with whom he/her has drawn. The player with the highest result is the winner.

4. CONDITIONS OF PLAY

- (a) All club competition games shall be played with clocks, which, with the exception of the Gordon Nobbs League, shall be set at 4.45.
- (b) The rate of play in all club competition games, except the Gordon Nobbs League, is 35 moves in 75 minutes and then after Black's 35th move each clock shall be set back 15 minutes and the game completed in the time remaining. To recognise the Club closing time of 10pm, all games, except Gordon Nobbs games, must be started by 7pm. Any player who arrives after the designated start time will have his/her clock started by his/her opponent at 7pm. If both players fail to arrive by 7pm the game must be rescheduled. In Gordon Nobbs games each player shall make all his/her moves in 30 minutes and games must be started before 9pm.
- (c) Club members must be members of the ECF to be able to play in club competitions.

5. TROPHIES

The original Cups and Trophies shall be retained by the Club and may not be taken out of the Plymouth area. Winners of the major competitions will receive a personal trophy commemorating their win which they may keep.

6. UNPLAYED GAMES

- (a) If a competitor in one of the league competitions officially leaves the Club before completing his/her programme, his/her results shall be removed from the table, unless in the view of the Committee, there are particular circumstances for not doing so.
- (b) In the event of a player, to whom rule 6(a) does not apply, refusing or being unable to play, the game may, at the end of the season and at the discretion of the Tournament Sub-Committee, be awarded to his/her opponent. Before any such action can be taken, however, any player who has difficulty arranging a game must bring the matter to the attention of the Tournament Sub-Committee as soon as possible.

7. DISPUTES

- (a) Except where modified by these rules all Club competition games shall be played in accordance with the FIDE Laws of Chess and Club members are expected to compete in the best spirit of the game.
- (b) Any difficulty, question of dispute or interpretation of rules should be notified immediately, and in writing, to the Competition Secretary. The Tournament Sub-Committee shall deal with any such matter and their decision shall be final.