

EAST ANGLIAN CHESS UNION

Intercounty Tournament Rules

passed on 7 May 1983 and amended by the AGMs in 1984, 1985, 1987, 1989, 1990, 1992, 1993, 1994, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2005, 2006, 2008, 2009, 2013, 2014, 2015, 2017 and 2018.

1. The Council shall make general arrangements for the conduct of matches and for deciding the Championship of the Union.
2. Grading-limited divisions shall, unless otherwise agreed, be in line with ECF National Stage limits in the season to which they relate. Unless otherwise agreed teams in the First and Second Divisions shall consist of 16 players while teams in other Divisions shall consist of 12 players. All players must be qualified under Rule 4. A player may represent a member organisation only if they have not played in the same season for any other member organisation.
 - 3a. In each match one game will be played between each pair of players. No player may play more than one board in any one match. A win shall count as 1 point and a draw $\frac{1}{2}$ point. The winning team will be that team which scores most game points and will score 2 match points. If the match is drawn each team will score 1 match point.
 - 3b. If two or more teams are level in match point scores they shall be placed in order of game scores in the matches between the tied teams, and if these are equal according to their total game scores except that if another team has defaulted a match against one of the tied teams then all matches against that team shall be excluded. If these do not give a decision, board count in the match or matches between the teams concerned will decide, and failing that the Elimination Rule shall apply until the scores are unequal.
 - 3c. Ties otherwise unresolved shall be decided by the Controller.
4. The qualification of a player to represent a member organisation shall be in accordance with the ECF National Rules.
5. A player whose qualification was valid under the foregoing conditions when first playing for a member organisation in the course of a complete season shall remain qualified for that organisation until the conclusion of the competition.
6. The penalty for playing each unqualified player shall be the loss of that player's game and the deduction of one game point for the match concerned. Unqualified players are those who are ineligible as a result of rules 2, 4 and 18. The Controller may reduce or even eliminate the penalty if there are grounds for doing so. Claims to the Controller shall be made within 14 days of the match.

7. Before the time fixed for play the captains shall exchange team lists. The first named team shall have white on odd-numbered boards. Any known defaults shall be placed on the lowest board.
8. Players shall be arranged as far as practicable in their known order of playing strengths.
9. Member Organisations must notify the Controller of any changes to the number of teams to be entered in each division and changes of match captains from the previous season, together with any dates of unavailability, by 31 August each year. A fixture list will then be drawn up by the Controller and circulated by 15 September. Match captains can be changed at any time thereafter by notifying the Controller and all other match captains in that division. Any amendments of dates should be agreed between member organisations and notified to the Controller before 1st October.
10. Fixture dates may be altered at any time by mutual agreement, although if more than one match is taking place on the same date at the same venue, all team captains involved must be in agreement. The Controller may be called upon if agreement is not possible. He shall be notified of any change.
11. Matches may be played at any suitable neutral venue by mutual agreement, but in the event of failure to reach a satisfactory arrangement the home team shall have the right to fix the venue.
12. The home team shall notify the venue to its opponents at least a month before the specified date of the match. Times of commencement and termination of each match shall be agreed by the officials of the two organisations before the date of the match.
13. In the event of the home team not having facilities ready to commence a match at the agreed time the clocks of the home team are to be put forward by the amount of the delay in the start of the match.
14. The following penalties will be applied for defaults in EACU matches:
 - (a) for a defaulting team - the out-of-pocket expenses incurred by the non-offending team.
 - (b) for a defaulting individual - the travelling expenses at the rate to be decided by the Executive.

All claims to be scrutinised by the Controller before acceptance and transfer of monies to the non-offending organisation.

Fines of £5 per game defaulted shall be paid to the East Anglian Chess Union and credited to the opposition county.

Fines of £25 (twenty five) per match defaulted shall be paid to the East Anglian Chess Union.

If either match captain notifies the opposing match captain on or before five days preceding a match that he is going to default the fixture, this will be taken as due notice and no penalty exacted other than liability for the cost of the accommodation.

- 15a. If digital clocks are available for all boards of a match, the default time control for EACU county games will be 36 moves in 80 minutes, followed by 15 minutes to finish the game, with an increment of 15 seconds per move from move one. If both captains agree, an alternative time control of 90 minutes with an increment of 15 seconds per move from move one may be used. Otherwise the standard time control for all EACU county games played as double headers will be 36 moves in 90 minutes for the first time control, and then an additional 20 minutes for all remaining moves, unless otherwise agreed by the respective team captains. For all other EACU county games, the rate of play will be 40 moves in 2 hours and then the clocks will be set back 20 minutes and the remaining moves must be played in the time remaining. Other time limits may be used by mutual agreement of the two match captains before the start of the match so long as there is still a quickplay finish.
- 15b. If games are played with no increment, but one or more digital clocks are available, then in the quickplay finish the provisions of Guideline III.4 in the 2018 FIDE Laws of Chess will apply. If a digital clock is available for a Guideline III.4 request, draw claims on the basis that an opponent cannot win by normal means and/or has been making no effort to win by normal means will not be allowed. This should be announced at the start of the match.
16. The clock of the players having white shall be started at the time set for the commencement of play. If a player is absent after one hour has elapsed on the clock, the game will be lost by default, unless a substitute be put in before the time of forfeit.
17. The captains of both teams shall submit an ECF Match Result Sheet to the Controller within three days of the match. The Result Sheets must be signed by both captains at the end of the match.
- 18a. The EACU will organise tournaments in Divisions. The highest placed team(s) in each Division shall be entitled to represent the Union in the appropriate ECF County Competition(s). The arrangement for these Divisions and provision of representatives is to be made at the AGM preceding the start of the season.
- 18b. Member Organisations must notify the Controller before 30 November of any season (unless a later date is specified by the Controller) which sections of the National Final Stages they are willing to be nominated for, and which they are not willing to be nominated for, if they should so qualify. The Controller will then take this into account when notifying the ECF of the number of EACU teams that will be nominated for each section of the Final Stages. Any fines levied upon the EACU for a Member Organisation not taking up a place that they have agreed they would take up will be recharged to that Member Organisation.
- 18c. Grading limits shall be based on the ECF Grading List (for chess other than Rapidplay) current on 1st September in each season. Except in the Open Division a player who has no current published grade may play only if permission has been

previously obtained from the Controller. Requests for permission must be submitted to the Controller so as to arrive at least seven days before the player is to play. The team captain must prior to making such an application to the Controller, be satisfied that the player is not of such a playing strength as to breach the limits set for the Division in question, and must submit evidence where this is available from the local grader or master list or other source. Such a player shall be declared ineligible (or no longer eligible) if the Controller is not (or has ceased to be) entirely convinced that the player's strength is clearly below the relevant grading limits. Requests must include the player's full name, preferably date of birth and his current and any previous clubs. The fielding of a player in breach of the foregoing renders that player unqualified and subject to rule 6.

The following guidelines for ungraded but previously graded players who wish to play in grading-limited tournaments are not part of the rules but were approved by the 2003 AGM:

For EACU purposes only, such a player would be eligible if one of the following applied

- Their last ECF published grade was under the limit, or
- They have had as many grades under the limit as above it (subject to exceptions for players, particularly juniors, who show an increase), or
- All their previous grades when discounted by 1% (flat) per year are under the limit
- However these guidelines are subject to the over-riding discretion of the Controller.

19. If two teams from a member organisation play in the same Division, the two teams shall play their matches with each other as early as possible. When a member organisation enters more than one team in a Division, players are NOT interchangeable. However, there is no restriction on players playing for teams in their member organisation in different Divisions subject to the application of grading limits.
20. Except as otherwise stated in these Rules, play in all matches shall be governed by the FIDE Laws of Chess. Any dispute or question which may arise not provided for in these Rules shall be referred to the Controller.
21. Quickplay finishes will be governed by the most current guidelines issued by FIDE.
22. There will be no smoking in the playing area of County Matches. It is the responsibility of match captains to ensure this rule is enforced.
23. If there are four teams competing in a Division then the usual format should be three double-headed matches in Newmarket assuming the continued availability of a good venue.

24. "Double-headers" should be encouraged at all times for county matches.
25. Anyone who has passed the arbiter's exam and is present at a match not involving their own county may act as an arbiter for any game in that match. There is a right of appeal to another neutral qualified arbiter. At the start of the season the Controller should remind all captains of this rule and identify those arbiters or persons who have passed the arbiters exam and who could act or be consulted as a neutral arbiter.
26. Any question or dispute shall be referred to the County Match Controller within 14 days. The County Match Controller shall issue his decision within 14 days of the matter being brought to his attention.

An appeal against a decision of the County Match Controller can be made only by a captain in the relevant division and shall be notified to the County Match Controller within 14 days of his decision being announced. He shall refer the appeal to the Chairman or Vice-Chairman who shall set up a Sub-Committee of three neutral people whose decision shall be final. All parties shall have the opportunity to submit written evidence to the Sub-Committee. The County Match Controller may issue guidelines as to the content and form of evidence to be provided.

27. **Mobile Phones and Other Electronic Devices**

Different rules apply depending on whether a player is playing his game or if his game has finished and the rest of the match is still going on.

27 a) Prior to the start of the match

Prior to the start of the match, the team captains are recommended to request that all mobile phones be switched off. Anybody having their phone with them must turn the phone off and place it in a bag or on the playing table next to them, where it must remain until the game is finished.

27 b) When a player's game is in progress

Mobile phones must be switched off in the playing area at all times during the match, and must not be on a player's person at any time during their game. Computers may not be consulted at any time in any room in the playing venue. Any player whose mobile phone makes any sound during play will receive a warning for the first offence and will be defaulted on a second offence in the same game. Any player who is found to be using or consulting any device capable of suggesting chess moves, will be defaulted that game.

27 c) Player's game completed, match still in progress

If a player's game has already been completed, he may use phones or computers in the playing venue but not the playing area. If a player's phone makes a sound in the playing area after his game has been completed, he will receive a warning for the first offence and will be defaulted on a second offence in the same match. If the player's

phone has made a sound whilst his game was in progress, that will count as a first offence for any second offence in the same match after his game has completed.

The opponent's score will not be adjusted, nor will the grading of the game be adjusted.

27 d) Exceptions

If it is imperative that a player has his phone turned on, it must be switched to vibrate only mode and left on the playing table until the game is completed, unless he receives a call. If such a player receives a call, he must leave the playing area before verbally answering the call. He may not use the phone for any other purpose.

He must inform his own team captain, the opposing team captain and his opponent that the phone is active.

28. **Writing Down Moves**

If a player writes down his move before playing the move, he shall receive a warning. If he repeats the offence a second and third time, he shall receive a warning each time, and his opponent shall be given an extra 2 minutes each time. The penalty for a fourth offence shall be the loss of the game.