EAST ANGLIAN CHESS UNION

General Operational Rules
passed on 15 July 2006, and amended by the AGMs in 2008 and 2015

1.   Applying to all events/competitions held by any organisation affiliated directly or indirectly to the EACU

1.1   In the event of an "Arbiter-not-present" ruling being required, both sides will lodge a £10 fee, which will be refunded to the successful side. In the event that a third result arises, both sides shall have half their fee refunded. Any appeal against the decision shall be referred to the Appeals Committee, whose decision shall be final. The appeal shall be accompanied by a £25 fee, which shall be refunded if the appeal is successful.

Any request for a decision under this rule in County matches should be made in the first instance to the County Match Controller, who will then pass it to the EACU Chief Arbiter. Any Appeals Committee will be constituted in the first instance by the EACU Chairman.

2.   FIDE Laws of Chess which will not apply to events/competitions held by any organisation affiliated directly or indirectly to the EACU

2.1   The element of Article 8.1a mandating the use of English algebraic notation, and thus making the use of Descriptive Notation, and the use of algebraic in a foreign language (unless that is the normal language of the player), illegal, shall not apply.

2.2   The element of Appendix C, which forbids a scoresheet using a notation system other than algebraic being used as evidence in cases where the scoresheet is used for that purpose (eg 3-fold repetition claims, 50-move draw claims, evidence that the time control has been reached) shall also therefore not apply.

3.   FIDE Laws of Chess which may not apply to events/competitions held by any organisation affiliated directly or indirectly to the EACU

3.1   Articles 9.6a (the game is drawn if the same position has appeared for at least five consecutive alternate moves by each player) and 9.6b (the game is drawn if any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture) will normally only apply to events and competitions which have an arbiter. Even then, players are reminded that the arbiter may not have been present for long enough to declare such games drawn, and that they may therefore prefer to make a 3-fold repetition or 50-move draw claim themselves.

3.2 Article 11.3b, which states that a player having a mobile phone (and/or other electronic means of communication) in the playing venue shall lose the game, and the opponent shall win, will not normally apply. However, it should be noted that article 11.3b then requires the rules of a competition to specify a different, less severe, penalty. This will normally be a warning to the effect that if a player's phone makes a sound, and is found to be switched on, that player will be defaulted. If the phone is switched off, article 11.5 (forbidding distracting or annoying the opponent) should be applied.

4. FIDE Laws of Chess introduced in July 2014 which will always apply to EACU events

4.1 Law 6.7 – the start of the default time is no longer specified in the laws. If not specified in the rules for the competition, it should be calculated from the actual start of the game/match, not from the scheduled start time.

4.2 Law 7.5a – promoting a pawn but not replacing the pawn with a piece before pressing the clock (i) is an illegal move AND (ii) will result in the pawn being automatically replaced with a queen.

4.3 Law 7.5b – a player making a second illegal move in a game now automatically loses the game, unless it is not possible for the opponent to checkmate the player by any possible series of legal moves.

4.4 Law 9.1b (3) – a draw claim by 3-fold repetition or under the 50-move rule is also considered to be an offer of a draw. So even if the draw claim is incorrect, the opponent may accept the implicit draw offer.

4.5 Law 10.1 – scoring will normally be 1 point for a win, ½ for a draw and 0 points for a loss, but the rules of a competition may stipulate a different scoring system (eg 3,1,0).