

Rules governing play in the Gwent 4-Board League and the Gwent Knockout Cup Competitions.

Revised by AGM 20/6/2018.

General Rules

1. (a) All clubs meeting regularly in the County of Gwent are eligible for participation in the Gwent Knockout Cup competitions on payment of the entry fee.
(b) Entry into the the Gwent 4-Board League is by invitation only and on payment of the entry fee.
(c) Newly formed clubs will be exempt from entry fees in their first year of membership of the Association.
2. The entry fee for a team in each team competition held within the Gwent County Chess Association shall be £3.
3. Teams in the Gwent 4-Board League will comprise four players. Teams in the Gwent Knockout Open Cup will be composed of six players; teams in the Gwent Knockout U1800 and U1500 Cups will be composed of four players.
4. Positions in the Gwent 4-Board League shall be decided first by match points (2 points for a win, 1 for a draw and 0 for a loss), then on game points (1 for a win, 1/2 for a draw and 0 for a loss). Ties will be resolved first by match points then game points between the teams involved.
5. Promotion and relegation between divisions will normally be on the basis of two teams up and two down. Numbers shall be made up when necessary by first reducing relegation places, then by increasing promotion places.
6. Eligible clubs may enter as many teams as they wish, subject to the following conditions:
 - (a) All players must be registered with their club, the Gwent County Chess Association and the Welsh Chess Union. The registration fee of the Gwent County Chess Association will be £4 for Adults and £2 for Juniors.
 - (b) A player will be regarded as registered only if he or she has paid all the appropriate registration fees, with the exceptions listed below:
 - i. casual club players may, at the Treasurer's discretion, be permitted to join the Gwent County Chess Association on payment of the Association's fees and need not join the Welsh Chess Union.
 - ii. Players aged 75 and over on the 1st of September shall not pay registration fees.
 - iii. Players who have not been registered with the Association or the Welsh Chess Union at any time in the previous 5 years will be exempt from the Association's registration fee in their first year of membership.
 - (c) The League Controller must be kept informed of the name and contact details of the captain of each team throughout the season.
 - (d) Players may only represent one club in the League each season, except that:
 - i. the Executive committee has the authority to set this aside in exceptional circumstances (e.g. to prevent a club from closing).
 - ii. a newly formed club may include one nominated player from another club in its team(s) during its first year of competition. The nominated player will still be able to play for his/her own club, subject to any other provisions of Rule 4.
 - (e) Players may only play for one team in each KO Cup. Teams made up of players from different clubs are allowed.
 - (f) Players rated 1800 and over may play in more than one division subject to a maximum of 1 player per match in the lower division. However, players rated 2000 or above shall be deemed ineligible to play in the higher division after playing more than 3 games in the lower division.
 - (g) For clubs with more than one team in a Division players may only play for a maximum of two teams in that division and players may only play more than 2 games for one of the teams. This rule does not apply to players rated below 1800 (Div. 1) or 1600 (Div. 2). However in Division 1 players with a rating of 2000 or over shall only play for one team.
 - (h) For clubs with more than one team in a division, the maximum number of games a player can play in the division is equal to the number of rounds plus three games for each additional team.
 - (i) Players graded over 1800 cannot play in the Second Division after playing a set number of games in the First. This number is to be half the number of rounds in Division 1 plus 2.

7. If a player is not registered with the Gwent County Chess Association within three weeks of playing a match, or is otherwise ineligible to play in a match under General Rule 6, his or her team will be penalised by forfeiture of all points scored on that board and all boards below it.
8. (a) In the Gwent 4-Board League the venue of each match will be decided by the League Controller.
(b) In the Gwent Knockout Cup competitions, the venue will be decided by lot by the League Controller.
9. **The Controller will determine all fixtures. Matches or individual fixtures may be played prior to the fixture date providing both captains agree. Where a club has more than one team in a division the fixtures between them must be played by the end of February, otherwise they will be scored 0-0. All matches within the league must be completed by 30th April. Failure to do so will result in the match being scored 0-0. In the event of exceptional circumstances the League Controller may extend the season by up to 31 days.**
10. **Applications for postponement of any match must be lodged with the Controller and to the opposing captain and such requests may be granted at the Controller's discretion. Two possible dates for the re-arranged match must be given by the home team (via text or email) to the away team within a week of when the League controller agrees to the postponement; one of these dates must then be accepted by the away team (via text or email) within a further week, or at least one week before the re-arranged date, whichever is earlier. The two dates will fall on the normal club night of the home team unless agreed by both teams. Failure to re-arrange will result in a 4-0 match loss for the non-complying team. Except for reasons of inclement weather, matches shall not be cancelled later than the day before the opposing team's club night of the previous week. Any internal matches within a club (A v B etc.) which are postponed, must be re-arranged and played within 6 weeks of the original match date and by the end of February. Failure to do so will result in the match being scored 0-0. The re-arranged date will be supplied to the League Controller by the home team once agreed.**
11. It is the responsibility of the home club to ensure that playing conditions are suitable for the playing of chess and any club failing to provide adequate amenities will forfeit its right to hold home matches. Changes of venue must be notified to the League Controller and to the County Secretary.
12. All ratings in the above rules are the published July ratings.
13. Players will be allowed to take mobiles into the playing room but are requested where possible to have ring-tones switched off. Where the sound of a players mobile phone interrupts a game, this does not automatically incur a penalty but a second occurrence for the same player in the same match will result in a default win for the opponent.
14. On all other matters arising from these rules, the Controller's decision shall be final.

Playing Rules

1. Except as otherwise provided in these rules, all games shall be played in accordance with the current FIDE Laws of Chess as accepted by the Welsh Chess Union.
2. Play in each match shall begin not later than 7:15PM.
3. Where necessary, each player shall be allowed until 8:15PM, after which the players game shall be conceded by default unless the player has been substituted within that time by an appropriately graded player (see Playing Rule 4(b)).
4. (a) Where there is a difference of more than 100 rating points in the latest published rating list (150 if the lower rated player is a junior) between two players, the higher-rated player must play on a higher board than the lower-rated player. Any protest against a teams board order must be made to the opposing captain prior to the start of the match and a written complaint must then be sent to the Controller within three days of the match being played. If the complaint is upheld by the controller, the team infringing the rules will be penalised by forfeiture of all points scored in the match concerned with effect from the highest incorrectly graded board downwards.
(b) A player may only be substituted into a team after the start of a match if the player does not exceed a 100 point (150 points for Juniors) difference between boards.
5. Colours will be allotted alternately from board one downwards. In the Gwent 4-Board League, the captain of the visiting team will have choice of colours. In the Gwent Knockout Cup competitions, the captains shall toss a coin for choice of colour.

6. Clocks shall be used on all occasions except where both captains declare them unavailable. Clubs who cannot provide clocks for all boards shall advise their opponents not less than two days before the match to allow the visiting team to make arrangements to supply their own clocks should they wish to do so. If clubs fail to comply, those boards without clocks shall be forfeit.
7.
 - (a) In Division 1 of the Gwent Four-board League the time limit shall be all moves in one hour, with an increment of 30 seconds per move.
 - (b) In other divisions the initial rate of play shall be thirty-five moves in the first one hour and fifteen minutes.
 - (c) When the player of the black pieces has made the thirty-fifth move, both clocks shall be stopped and adjusted to provide each player with further playing time of no less than 15 minutes and no more than 30 minutes.
 - (d) The amount of additional time will be decided by the home player before the start of the game.
 - (e) All remaining moves must be completed within the additional playing time.
 - (f) A player must record the moves to claim the game on time limit and must make the claim when the opponent is in time default. The requirement to record the moves will not apply if there is less than 5 minutes of a players additional time remaining.
 - (g) The League Controller (or a person appointed by the controller) will fulfil the role of Arbiter for draw claims made under the 'two minute rule' (Appendix D to the FIDE Laws of Chess) see also the Appendix.
 - (h) In addition, teams may agree to use experimental time-limits, using time-increments per move.
8. Home captains must send the results of each match to the Controller not more than three days after the match even though adjournments may be outstanding.
9. Each club shall forward a complete and up-to-date set of results should the controller so request.
10. In the event of a match being started but not finished through exceptional circumstances, the Controller shall make arrangements as are necessary to resolve the unfinished games.
11. Teams or individual players will not be penalised for lateness or non-arrival due to severe adverse weather conditions if the controller is satisfied that such conditions prevailed.
12. In the event that a match in the Gwent Knockout Cup competitions should end with scores equal after the conclusion of all games, the method of board count shall be used to determine the winner. If board count fails to decide between the teams, then Board Elimination shall be used. If both methods fail to secure a result, the match shall be replayed at the venue of the away team with colours reversed.

Appendix

FIDE Rules Relating to Quickplay Finishes

D. Quickplay finishes where no arbiter is present in the venue.

D.1 Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.

He may claim on the basis:

- a. that his opponent cannot win by normal means, and/or
- b. that his opponent has been making no effort to win by normal means.

In (a) the player must write down the final position and his opponent verify it. In (b) the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position. The claim shall be referred to an arbiter whose decision shall be the final one.

2- minute rule claims

Any claim under FIDE Appendix D must be sent to the League Controller with all required documentation within 3 days of the match being played. Any claim not properly submitted will be dismissed with no appeal allowed.

If there is a valid, properly documented claim, the League Controller (or a person appointed by him) will judge the claim (with a view to awarding a draw under Appendix D) solely on:

- (a) whether the non claimant cannot win because of an achieved blockade which in his opinion would be held by a player of the claimant's standard; or
- (b) regardless of the position on the board, in his opinion the moves being played prior to the conclusion of the game by the non-claimant were non constructive and intended to run down the clock and win on time.

Any position where either or both sides could go wrong and where (b) is not evident will be given as a win to the non-claimant.